

# SÃ³nia Matos

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9049624/publications.pdf>

Version: 2024-02-01

14  
papers

76  
citations

1937457

4  
h-index

1719901

7  
g-index

14  
all docs

14  
docs citations

14  
times ranked

70  
citing authors

#	ARTICLE	IF	CITATIONS
1	Cultural probes for environmental education: Designing learning materials to engage children and teenagers with local biodiversity. PLoS ONE, 2022, 17, e0262853.	1.1	4
2	The Use of Interactive Technologies for Education in Pandemic and Post-Pandemic Contexts: Design Implications. , 2021, , .		3
3	Teachersâ€™ perspectives and practices on biodiversity web portals as an opportunity to reconnect education with nature. Environmental Conservation, 2021, 48, 25-32.	0.7	2
4	Youth, Politics & Civic Participation. , 2019, , .		3
5	Fourth-Wave HCI Meets the 21st Century Manifesto. , 2019, , .		10
6	Collaborative Narrative Visions and the Manifesto Machine. , 2018, , .		1
7	Words in Freedom: A Manifesto Machine as Critical Design. Lecture Notes in Computer Science, 2018, , 557-566.	1.0	2
8	The Sound Labyrinth. , 2017, , .		3
9	The Ocean Game. , 2017, , .		12
10	Design and Disability. Developing New Opportunities for the Design Curriculum. Design Journal, 2017, 20, S2022-S2032.	0.5	5
11	Designing Interactive Technologies for Interpretive Exhibitions: Enabling Teen Participation Through User-Driven Innovation. Lecture Notes in Computer Science, 2017, , 232-241.	1.0	15
12	Gaming Versus Storytelling: Understanding Childrenâ€™s Interactive Experiences in a Museum Setting. Lecture Notes in Computer Science, 2017, , 163-178.	1.0	12
13	Designing Food Cultures: Propagating the Consumption of Seaweed in the Azores Islands Through Recipes. Iridescent: Icoagrada Journal of Design Research, 2012, 2, 24-33.	0.0	4
14	Here we donâ€™t speak, here we whistle: designing a language support system for the Silbo Gomero. , 0, , .		0