

Patricia Acosta-Vargas

List of Publications by Year in descending order

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77
papers

576
citations

840776

11
h-index

839539

18
g-index

86
all docs

86
docs citations

86
times ranked

248
citing authors

#	ARTICLE	IF	CITATIONS
1	Challenges to Assess Accessibility in Higher Education Websites: A Comparative Study of Latin America Universities. IEEE Access, 2018, 6, 36500-36508.	4.2	62
2	A Heuristic Method to Evaluate Web Accessibility for Users With Low Vision. IEEE Access, 2019, 7, 125634-125648.	4.2	45
3	Toward a Combined Method for Evaluation of Web Accessibility. Advances in Intelligent Systems and Computing, 2018, , 602-613.	0.6	30
4	Evaluation of the web accessibility of higher-education websites. , 2016, , .		29
5	Framework for Accessibility Evaluation of Hospital Websites. , 2018, , .		27
6	Ergonomic Risk Factors of Teleworking in Ecuador during the COVID-19 Pandemic: A Cross-Sectional Study. International Journal of Environmental Research and Public Health, 2021, 18, 5063.	2.6	27
7	Quality evaluation of government websites. , 2017, , .		26
8	Combined Method for Evaluating Accessibility in Serious Games. Applied Sciences (Switzerland), 2020, 10, 6324.	2.5	22
9	iPlus a User-Centered Methodology for Serious Games Design. Applied Sciences (Switzerland), 2020, 10, 9007.	2.5	19
10	Accessibility of eGovernment Services in Latin America. , 2018, , .		18
11	Accessibility Assessment in Mobile Applications for Android. Advances in Intelligent Systems and Computing, 2020, , 279-288.	0.6	16
12	Web-Based Serious Games and Accessibility: A Systematic Literature Review. Applied Sciences (Switzerland), 2020, 10, 7859.	2.5	16
13	Usability Study of a Web-Based Platform for Home Motor Rehabilitation. IEEE Access, 2019, 7, 7932-7947.	4.2	15
14	Accessibility Evaluation of Mobile Applications for Monitoring Air Quality. Advances in Intelligent Systems and Computing, 2019, , 638-648.	0.6	13
15	Web Accessibility Evaluation of Videos Published on YouTube by Worldwide Top-Ranking Universities. IEEE Access, 2020, 8, 110994-111011.	4.2	13
16	Method for Accessibility Assessment of Online Content Editors. Advances in Intelligent Systems and Computing, 2018, , 538-551.	0.6	11
17	Dataset for evaluating the accessibility of the websites of selected Latin American universities. Data in Brief, 2020, 28, 105013.	1.0	10
18	Accessibility challenges of e-commerce websites. PeerJ Computer Science, 2022, 8, e891.	4.5	10

#	ARTICLE	IF	CITATIONS
19	Towards Web Accessibility in Telerehabilitation Platforms. , 2018, , .		9
20	A Roadmap for Innovation Capacity in Developing Countries. Sustainability, 2022, 14, 6686.	3.2	9
21	Analysis and Improvement of the Web Accessibility of a Tele-rehabilitation Platform for Hip Arthroplasty Patients. Advances in Intelligent Systems and Computing, 2019, , 233-245.	0.6	8
22	Web accessibility polices of higher education institutions. , 2017, , .		7
23	Accessibility of Portable Document Format in Education Repositories. , 2017, , .		5
24	A Heuristic Method for Evaluating Accessibility in Web-Based Serious Games for Users with Low Vision. Applied Sciences (Switzerland), 2020, 10, 8803.	2.5	5
25	Accessibility in Native Mobile Applications for Users with Disabilities: A Scoping Review. Applied Sciences (Switzerland), 2021, 11, 5707.	2.5	5
26	Improve Accessibility and Visibility of Selected University Websites. Advances in Intelligent Systems and Computing, 2020, , 229-235.	0.6	5
27	Serious-Games-Based Exercises for Arthroplasty Rehabilitation. Advances in Intelligent Systems and Computing, 2020, , 619-626.	0.6	5
28	Accessibility Evaluation of Multimedia Resources in Selected Latin America Universities. , 2019, , .		4
29	Technical Contributions to the Quality of Telerehabilitation Platforms: Case Studyâ€”ePHoRt Project. , 0, , .		4
30	Heuristic Method of Evaluating Accessibility of Mobile in Selected Applications for Air Quality Monitoring. Advances in Intelligent Systems and Computing, 2020, , 485-495.	0.6	4
31	Building Hybrid Interfaces to Increase Interaction with Young Children and Children with Special Needs. Advances in Intelligent Systems and Computing, 2020, , 306-314.	0.6	4
32	Designing an Accessible Website for Palliative Care Services. Communications in Computer and Information Science, 2020, , 371-383.	0.5	4
33	DEVELOPMENT OF SERIOUS GAMES USING AUTOMATA THEORY AS SUPPORT IN TEACHING PEOPLE WITH COGNITIVE DISABILITIES. , 2016, , .		4
34	Telerehabilitation Platform for Post-arthroplasty Recovery: a Dynamic Time Warping Approach. , 2018, , .		3
35	A method to classify digital images by means of statistics of a wavelet decomposition. , 2019, , .		3
36	A Systematic Review of Usability and Accessibility in Tele-Rehabilitation Systems. , 2019, , .		3

#	ARTICLE	IF	CITATIONS
37	Characterization and Socio-Cognitive Needs of People with Intellectual Disabilities. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 376-381.	0.6	3
38	Toward Accessible Mobile Application Development for Users with Low Vision. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 236-241.	0.6	3
39	Designing a Serious Game for Labor Inclusion of People with Intellectual Disabilities Using iPlus Methodology. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 603-610.	0.6	3
40	Method for Accessibility Assessment of Heading in Online Editors. , 2017, , .		2
41	Image compression based on periodic principal components. , 2019, , .		2
42	Development of an Accessible Video Game to Improve the Understanding of the Test of Honey-Alonso. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 289-298.	0.6	2
43	Improving Web Accessibility: Evaluation and Analysis of a Telerehabilitation Platform for Hip Arthroplasty Patients. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 508-519.	0.6	2
44	User Experience Assessment of a Tele-Rehabilitation Platform: The Physiotherapist Perspective. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 463-473.	0.6	2
45	Accessibility Evaluation of Video Games for Users with Cognitive Disabilities. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 853-859.	0.6	2
46	Technological Innovation to Assess Cognitive Functions in Attention Deficit Hyperactivity Disorder. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 76-82.	0.6	2
47	Text Mining in Smart Cities to Identify Urban Events and Public Service Problems. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 84-89.	0.6	2
48	Web Accessibility Analysis of a Tele-Rehabilitation Platform: The Physiotherapist Perspective. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 215-221.	0.6	2
49	Accessibility Assessment of Mobile Meteorological Applications for Users with Low Vision. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 199-205.	0.6	2
50	Interaction with a Tele-Rehabilitation Platform Through a Natural User Interface: A Case Study of Hip Arthroplasty Patients. <i>Advances in Intelligent Systems and Computing</i> , 2019, , 246-256.	0.6	1
51	Fuzzy Model for Back Posture Correction During the Walk. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 299-305.	0.6	1
52	Implementation of Controls for Insertion of Accessible Images in Open Online Editors Based on WCAG Guidelines. Case Studies: TinyMCE and Summernote. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 315-326.	0.6	1
53	Improving Usability with Think Aloud and Focus Group Methods. A Case Study: An Intelligent Police Patrolling System (I-Pat). <i>Advances in Intelligent Systems and Computing</i> , 2020, , 361-373.	0.6	1
54	Towards Industry Improvement in Manufacturing with DMAIC. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 341-352.	0.6	1

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55	Towards Accessibility Assessment with a Combined Approach for Native Mobile Applications. Lecture Notes in Networks and Systems, 2021, , 234-241.	0.7	1
56	Digital Resources and Children's Learning: Parental Perception During the Pandemic. Lecture Notes in Networks and Systems, 2021, , 219-226.	0.7	1
57	Challenges in Smart Healthcare for Physical Rehabilitation. Advances in Intelligent Systems and Computing, 2021, , 402-407.	0.6	1
58	Modern architecture in the professional discourse: analysis of the Architectural Biennial of Quito's 1976-92 archive using bipartite networks. Digital Scholarship in the Humanities, 2022, 37, 894-909.	0.7	1
59	Challenges of Web Accessibility in a Health Application to Predict Neonatal Mortality "The Score Bebe A". Lecture Notes in Networks and Systems, 2021, , 242-249.	0.7	1
60	Towards Accessibility and Inclusion of Native Mobile Applications Available for Ecuador in Google Play Store. Sustainability, 2021, 13, 11237.	3.2	1
61	Using Expert Evaluation to Assess the Usability of an Educational Mobile Game for Cognitive Skills Training. Advances in Intelligent Systems and Computing, 2020, , 265-271.	0.6	1
62	The Portable Document Format: An Analysis of PDF Accessibility. Advances in Intelligent Systems and Computing, 2020, , 206-214.	0.6	1
63	Model of an Automatic Parking Lot Assignments Network. , 2019, , .		0
64	Application to Guide People with Visual Disability on Internal Buildings, Using Beacon Bluetooth Positioning Systems. Advances in Intelligent Systems and Computing, 2020, , 375-382.	0.6	0
65	Evaluation of Smart Phone Open Source Applications for Air Pollution. Advances in Intelligent Systems and Computing, 2020, , 474-484.	0.6	0
66	Design Techniques of FTTH-GPON Networks for Segmentation and Data Traffic Relief. Advances in Intelligent Systems and Computing, 2021, , 162-176.	0.6	0
67	Usability Inspection of a Serious Game to Stimulate Cognitive Skills. Lecture Notes in Networks and Systems, 2021, , 250-257.	0.7	0
68	Combined Method for Accessibility Evaluation in Tele-Rehabilitation Platforms for Low Vision Users. Advances in Intelligent Systems and Computing, 2021, , 632-638.	0.6	0
69	A Case Study: Developing reusable Learning Objects. , 2021, , .		0
70	Assessment of Adaptive Behavior in the Design of Serious Games for People with Disabilities. Lecture Notes in Networks and Systems, 2021, , 446-451.	0.7	0
71	EVALUATION OF THE ACCESSIBILITY OF HIGHER EDUCATION INSTITUTIONAL WEB PAGES. , 2016, , .		0
72	IMPROVING THE PERFORMANCE OF WEB SERVERS FOR EDUCATIONAL MULTIPLAYER SERIOUS VIDEOGAMES. , 2016, , .		0

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73	WEB ACCESSIBILITY POLICIES IN HIGHER EDUCATION INSTITUTIONS. , 2016, , .		0
74	Software System for the Support of Mouse Tracking Tests. Communications in Computer and Information Science, 2019, , 332-344.	0.5	0
75	Development of Video Games to Improve the Learning of Data Structures. Advances in Intelligent Systems and Computing, 2020, , 212-217.	0.6	0
76	Evaluation of Open Source Mobile Phone Weather Applications. Advances in Intelligent Systems and Computing, 2020, , 192-198.	0.6	0
77	iKeyCriteria: A Qualitative and Quantitative Analysis Method to Infer Key Criteria since a Systematic Literature Review for the Computing Domain. Data, 2022, 7, 70.	2.3	0