

# Patricia Acosta-Vargas

## List of Publications by Year in descending order

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Version: 2024-02-01

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	Modern architecture in the professional discourse: analysis of the Architectural Biennial of Quito's 1976-92 archive using bipartite networks. <i>Digital Scholarship in the Humanities</i> , 2022, 37, 894-909.	0.7	1
2	Accessibility challenges of e-commerce websites. <i>PeerJ Computer Science</i> , 2022, 8, e891.	4.5	10
3	A Roadmap for Innovation Capacity in Developing Countries. <i>Sustainability</i> , 2022, 14, 6686.	3.2	9
4	iKeyCriteria: A Qualitative and Quantitative Analysis Method to Infer Key Criteria since a Systematic Literature Review for the Computing Domain. <i>Data</i> , 2022, 7, 70.	2.3	0
5	Towards Industry Improvement in Manufacturing with DMAIC. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 341-352.	0.6	1
6	Design Techniques of FTTH-GPON Networks for Segmentation and Data Traffic Relief. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 162-176.	0.6	0
7	Towards Accessibility Assessment with a Combined Approach for Native Mobile Applications. <i>Lecture Notes in Networks and Systems</i> , 2021, , 234-241.	0.7	1
8	Usability Inspection of a Serious Game to Stimulate Cognitive Skills. <i>Lecture Notes in Networks and Systems</i> , 2021, , 250-257.	0.7	0
9	Combined Method for Accessibility Evaluation in Tele-Rehabilitation Platforms for Low Vision Users. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 632-638.	0.6	0
10	Digital Resources and Children's Learning: Parental Perception During the Pandemic. <i>Lecture Notes in Networks and Systems</i> , 2021, , 219-226.	0.7	1
11	A Case Study: Developing reusable Learning Objects. , 2021, , .		0
12	Ergonomic Risk Factors of Teleworking in Ecuador during the COVID-19 Pandemic: A Cross-Sectional Study. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 5063.	2.6	27
13	Accessibility in Native Mobile Applications for Users with Disabilities: A Scoping Review. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 5707.	2.5	5
14	Assessment of Adaptive Behavior in the Design of Serious Games for People with Disabilities. <i>Lecture Notes in Networks and Systems</i> , 2021, , 446-451.	0.7	0
15	Challenges in Smart Healthcare for Physical Rehabilitation. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 402-407.	0.6	1
16	Challenges of Web Accessibility in a Health Application to Predict Neonatal Mortality "The Score Bebe". <i>Lecture Notes in Networks and Systems</i> , 2021, , 242-249.	0.7	1
17	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
18	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

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19	Towards Accessibility and Inclusion of Native Mobile Applications Available for Ecuador in Google Play Store. Sustainability, 2021, 13, 11237.	3.2	1
20	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
21	Development of an Accessible Video Game to Improve the Understanding of the Test of Honey-Alonso. Advances in Intelligent Systems and Computing, 2020, , 289-298.	0.6	2
22	Fuzzy Model for Back Posture Correction During the Walk. Advances in Intelligent Systems and Computing, 2020, , 299-305.	0.6	1
23	Implementation of Controls for Insertion of Accessible Images in Open Online Editors Based on WCAG Guidelines. Case Studies: TinyMCE and Summernote. Advances in Intelligent Systems and Computing, 2020, , 315-326.	0.6	1
24	Improving Usability with Think Aloud and Focus Group Methods. A Case Study: An Intelligent Police Patrolling System (I-Pat). Advances in Intelligent Systems and Computing, 2020, , 361-373.	0.6	1
25	Evaluation of Smart Phone Open Source Applications for Air Pollution. Advances in Intelligent Systems and Computing, 2020, , 474-484.	0.6	0
26	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
27	Improving Web Accessibility: Evaluation and Analysis of a Telerehabilitation Platform for Hip Arthroplasty Patients. Advances in Intelligent Systems and Computing, 2020, , 508-519.	0.6	2
28	Accessibility Assessment in Mobile Applications for Android. Advances in Intelligent Systems and Computing, 2020, , 279-288.	0.6	16
29	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
30	User Experience Assessment of a Tele-Rehabilitation Platform: The Physiotherapist Perspective. Advances in Intelligent Systems and Computing, 2020, , 463-473.	0.6	2
31	Dataset for evaluating the accessibility of the websites of selected Latin American universities. Data in Brief, 2020, 28, 105013.	1.0	10
32	Combined Method for Evaluating Accessibility in Serious Games. Applied Sciences (Switzerland), 2020, 10, 6324.	2.5	22
33	Web-Based Serious Games and Accessibility: A Systematic Literature Review. Applied Sciences (Switzerland), 2020, 10, 7859.	2.5	16
34	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
35	iPlus a User-Centered Methodology for Serious Games Design. Applied Sciences (Switzerland), 2020, 10, 9007.	2.5	19
36	Web Accessibility Evaluation of Videos Published on YouTube by Worldwide Top-Ranking Universities. IEEE Access, 2020, 8, 110994-111011.	4.2	13

#	ARTICLE	IF	CITATIONS
37	Accessibility Evaluation of Video Games for Users with Cognitive Disabilities. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 853-859.	0.6	2
38	Designing an Accessible Website for Palliative Care Services. <i>Communications in Computer and Information Science</i> , 2020, , 371-383.	0.5	4
39	Characterization and Socio-Cognitive Needs of People with Intellectual Disabilities. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 376-381.	0.6	3
40	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
41	Improve Accessibility and Visibility of Selected University Websites. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 229-235.	0.6	5
42	Toward Accessible Mobile Application Development for Users with Low Vision. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 236-241.	0.6	3
43	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
44	Serious-Games-Based Exercises for Arthroplasty Rehabilitation. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 619-626.	0.6	5
45	Using Expert Evaluation to Assess the Usability of an Educational Mobile Game for Cognitive Skills Training. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 265-271.	0.6	1
46	The Portable Document Format: An Analysis of PDF Accessibility. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 206-214.	0.6	1
47	Development of Video Games to Improve the Learning of Data Structures. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 212-217.	0.6	0
48	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
49	Evaluation of Open Source Mobile Phone Weather Applications. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 192-198.	0.6	0
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	A method to classify digital images by means of statistics of a wavelet decomposition. , 2019, , .		3
52	Accessibility Evaluation of Multimedia Resources in Selected Latin America Universities. , 2019, , .		4
53	A Heuristic Method to Evaluate Web Accessibility for Users With Low Vision. <i>IEEE Access</i> , 2019, 7, 125634-125648.	4.2	45
54	Accessibility Evaluation of Mobile Applications for Monitoring Air Quality. <i>Advances in Intelligent Systems and Computing</i> , 2019, , 638-648.	0.6	13

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55	Usability Study of a Web-Based Platform for Home Motor Rehabilitation. IEEE Access, 2019, 7, 7932-7947.	4.2	15
56	A Systematic Review of Usability and Accessibility in Tele-Rehabilitation Systems. , 2019, , .		3
57	Model of an Automatic Parking Lot Assignmente Network. , 2019, , .		0
58	Image compression based on periodic principal components. , 2019, , .		2
59	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
60	Software System for the Support of Mouse Tracking Tests. Communications in Computer and Information Science, 2019, , 332-344.	0.5	0
61	Method for Accessibility Assessment of Online Content Editors. Advances in Intelligent Systems and Computing, 2018, , 538-551.	0.6	11
62	Toward a Combined Method for Evaluation of Web Accessibility. Advances in Intelligent Systems and Computing, 2018, , 602-613.	0.6	30
63	Towards Web Accessibility in Telerehabilitation Platforms. , 2018, , .		9
64	Telerehabilitation Platform for Post-arthroplasty Recovery: a Dynamic Time Warping Approach. , 2018, , .		3
65	Challenges to Assess Accessibility in Higher Education Websites: A Comparative Study of Latin America Universities. IEEE Access, 2018, 6, 36500-36508.	4.2	62
66	Accessibility of eGovernment Services in Latin America. , 2018, , .		18
67	Framework for Accessibility Evaluation of Hospital Websites. , 2018, , .		27
68	Quality evaluation of government websites. , 2017, , .		26
69	Web accessibility polices of higher education institutions. , 2017, , .		7
70	Accessibility of Portable Document Format in Education Repositories. , 2017, , .		5
71	Method for Accessibility Assessment of Heading in Online Editors. , 2017, , .		2
72	Evaluation of the web accessibility of higher-education websites. , 2016, , .		29

#	ARTICLE	IF	CITATIONS
73	EVALUATION OF THE ACCESSIBILITY OF HIGHER EDUCATION INSTITUTIONAL WEB PAGES. , 2016, , .		0
74	IMPROVING THE PERFORMANCE OF WEB SERVERS FOR EDUCATIONAL MULTIPLAYER SERIOUS VIDEOGAMES. , 2016, , .		0
75	DEVELOPMENT OF SERIOUS GAMES USING AUTOMATA THEORY AS SUPPORT IN TEACHING PEOPLE WITH COGNITIVE DISABILITIES. , 2016, , .		4
76	WEB ACCESSIBILITY POLICIES IN HIGHER EDUCATION INSTITUTIONS. , 2016, , .		0
77	Technical Contributions to the Quality of Telerehabilitation Platforms: Case Studyâ€™ePHoRt Project. , 0, , .		4