

Manuel J Fernandez-Iglesias

List of Publications by Year in descending order

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Version: 2024-02-01

72
papers

781
citations

516215

16
h-index

580395

25
g-index

78
all docs

78
docs citations

78
times ranked

708
citing authors

#	ARTICLE	IF	CITATIONS
1	Blended e-assessment: Migrating classical exams to the digital world. Computers and Education, 2013, 62, 72-87.	5.1	84
2	Trends on the application of serious games to neuropsychological evaluation: A scoping review. Journal of Biomedical Informatics, 2016, 64, 296-319.	2.5	77
3	Educational metadata and brokerage for learning resources. Computers and Education, 2002, 38, 351-374.	5.1	62
4	An Open Architecture to Support Social and Health Services in a Smart TV Environment. IEEE Journal of Biomedical and Health Informatics, 2017, 21, 549-560.	3.9	37
5	Design process and preliminary psychometric study of a video game to detect cognitive impairment in senior adults. PeerJ, 2017, 5, e3508.	0.9	32
6	Internet-based learning by doing. IEEE Transactions on Education, 2001, 44, 18 pp..	2.0	30
7	Touchscreen games to detect cognitive impairment in senior adults. A user-interaction pilot study. International Journal of Medical Informatics, 2019, 127, 52-62.	1.6	30
8	Neuropsychiatric symptoms as predictors of conversion from MCI to dementia: a machine learning approach. International Psychogeriatrics, 2020, 32, 381-392.	0.6	29
9	Teaching Soft Skills in Engineering Education: An European Perspective. IEEE Access, 2021, 9, 29222-29242.	2.6	29
10	Blockchain Applications in Education: A Systematic Literature Review. Applied Sciences (Switzerland), 2021, 11, 11811.	1.3	25
11	Learning to Detect Cognitive Impairment through Digital Games and Machine Learning Techniques. Methods of Information in Medicine, 2018, 57, 197-207.	0.7	23
12	Internet access to real equipment at computer architecture laboratories using the java/CORBA paradigm. Computers and Education, 2001, 36, 151-170.	5.1	22
13	A component model for standardized web-based education. Journal on Educational Resources in Computing, 2001, 1, 1.	1.3	22
14	Episodix: a serious game to detect cognitive impairment in senior adults. A psychometric study. PeerJ, 2018, 6, e5478.	0.9	19
15	Innovative Use of Wrist-Worn Wearable Devices in the Sports Domain: A Systematic Review. Electronics (Switzerland), 2019, 8, 1257.	1.8	19
16	Simulators over the network. IEEE Transactions on Education, 2001, 44, 24 pp..	2.0	18
17	Cross-repository aggregation of educational resources. Computers and Education, 2018, 117, 31-49.	5.1	17
18	Jamming system for mobile communications. Electronics Letters, 1998, 34, 2166.	0.5	15

#	ARTICLE	IF	CITATIONS
19	Real-time interception systems for the GSM protocol. IEEE Transactions on Vehicular Technology, 2002, 51, 904-914.	3.9	13
20	How can the Web services paradigm improve the e-learning?. , 0, , .		12
21	Standardization in computer-based education. Computer Standards and Interfaces, 2014, 36, 604-625.	3.8	12
22	An Accessible Platform for People With Disabilities. International Journal of Human-Computer Interaction, 2014, 30, 480-494.	3.3	12
23	The acceptability of TV-based game platforms as an instrument to support the cognitive evaluation of senior adults at home. PeerJ, 2017, 5, e2845.	0.9	12
24	Enhancing learners' experience in e-learning based scenarios using Intelligent tutoring systems and learning analytics: First results from a perception survey. , 2017, , .		11
25	Application of Blockchain in Education: GDPR-Compliant and Scalable Certification and Verification of Academic Information. Applied Sciences (Switzerland), 2021, 11, 4537.	1.3	11
26	A component model for stardardized web-based education. , 2001, , .		8
27	Evaluation of Commercial-Off-The-Shelf Wrist Wearables to Estimate Stress on Students. Journal of Visualized Experiments, 2018, , .	0.2	7
28	A standards-driven open architecture for learning systems. , 0, , .		6
29	A Machine Learning Approach to the Early Diagnosis of Alzheimerâ€™s Disease Based on an Ensemble of Classifiers. Lecture Notes in Computer Science, 2019, , 383-396.	1.0	6
30	Heuristic-driven Techniques for Test Case Selection. Electronic Notes in Theoretical Computer Science, 2002, 66, 50-65.	0.9	5
31	Cellular Network for Real-Time Mobile Auction. Wireless Personal Communications, 2002, 22, 23-40.	1.8	5
32	Adapted interfaces and interactive electronic devices for the smart home. , 2013, , .		5
33	Heuristic-Driven Test Case Selection from Formal Specifications. A Case Study. Lecture Notes in Computer Science, 2002, , 57-76.	1.0	5
34	Developing WWW-based highly interactive and collaborative applications using software components. Software - Practice and Experience, 2001, 31, 845-867.	2.5	4
35	An update on the SimulNet educational platform. Towards standards-driven E-learning. IEEE Transactions on Education, 2001, 44, 6 pp..	2.0	4
36	Game·Tel: An approach to multi-format and multi-device accessible engineering education. , 2011, , .		4

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37	Providing Event Recommendations in Educational Scenarios. Advances in Intelligent Systems and Computing, 2013, , 91-98.	0.5	4
38	Improving the quality of life of dependent and disabled people through home automation and tele-assistance. , 2013, , .		4
39	From Complex Specifications to a Working Prototype. A Protocol Engineering Case Study. Lecture Notes in Computer Science, 2001, , 436-448.	1.0	4
40	An Undergraduate Low-Level Computer Communications Laboratory Oriented towards Industry. International Journal of Electrical Engineering and Education, 2000, 37, 146-156.	0.4	3
41	Experiences from implementing a MHP receiver. , 0, , .		3
42	On the application of formal description techniques to the design of interception systems for GSM mobile terminals. Journal of Systems and Software, 2002, 60, 51-58.	3.3	3
43	A recommender system for educational resources in specific learning contexts. , 2013, , .		3
44	Wireless protocol testing and validation supported by formal methods. A hands-on report. Journal of Systems and Software, 2005, 75, 139-154.	3.3	2
45	Generating high quality printouts from content management systems: a cost-effective approach. Software - Practice and Experience, 2005, 35, 1007-1026.	2.5	2
46	A hybrid Semantic driven recommender for services in the eGovernment domain. , 2012, , .		2
47	An open platform to support home healthcare services using interactive TV. , 2014, 2014, 4147-50.		2
48	SimulNet: Virtual tele-laboratories over the Internet. , 1998, , 260-270.		2
49	A Web Services Broker for E-learning. Lecture Notes in Computer Science, 2003, , 659-668.	1.0	2
50	A distributed object computing approach to e-learning. , 0, , .		1
51	DVB-MHP transport stream generator. , 0, , .		1
52	An Undergraduate Course on Protocol Engineering â€“ How to Teach Formal Methods Without Scaring Students. Lecture Notes in Computer Science, 2004, , 153-165.	1.0	1
53	Work in progress — Learning styles in social bookmarking systems. , 2010, , .		1
54	A peer-to-peer semantically-driven environment to distribute contents applied to the digital administration. Expert Systems With Applications, 2012, 39, 12984-12991.	4.4	1

#	ARTICLE	IF	CITATIONS
55	Delivering educational services using home theatre personal computers - A solution for people with special needs. , 2013, , .		1
56	Enrichment of semantic knowledge bases - An application to the automatic enrichment of learning tool descriptions. , 2013, , .		1
57	The impact of open educational resources in teacher activities. A perception survey. , 2014, , .		1
58	Evaluating E-learning Platforms for Schools: Use and Usability, User Acceptance, and Impact on Learning. , 2014, , .		1
59	Supporting real open educational resources in Edu-AREA: Different views about open educational resources. , 2015, , .		1
60	Towards a Recommendation Framework to Support Design of Lesson Plans in the iTEC Project. , 2013, , .		1
61	A Tensor-Based Approach for Semantic Recommenders in eGovernment. Advanced Science Letters, 2014, 20, 317-320.	0.2	1
62	DelfosnetX: a workbench for XML-based information retrieval systems. , 0, , .		0
63	Moving the business logic tier to the client. Cost-effective distributed computing for the WWW. Software - Practice and Experience, 2001, 31, 1331-1350.	2.5	0
64	Automating Content Update for MHP Applications: A Practical Experience. , 2009, , .		0
65	Personal television revisited: Concurrent Network Television. , 2010, , .		0
66	Who else could participate in my lesson plans?. , 2013, , .		0
67	Providing a holistic educational environment for the whole family. , 2013, , .		0
68	Teachers' Perception on the Use of ODS Portal to Support Advanced Technologies in Order to Provide Open Access to Learning. , 2014, , .		0
69	Analyzing learners' experience in e-learning based scenarios using intelligent alerting systems: Awakening of new and improved solutions. , 2018, , .		0
70	CORBA-based Runtime Environments for Standardized Distributed Learning Architectures. , 0, , .		0
71	Modeling Metadata-Enabled Information Retrieval. Lecture Notes in Computer Science, 2002, , 78-87.	1.0	0
72	Finding People Who Can Contribute to Learning Activities: A First Approach to Enhance the Information about Experts Available in a People Directory. Advances in Intelligent Systems and Computing, 2013, , 83-90.	0.5	0