Eva Villegas

List of Publications by Year
in descending order

8 papers	**83** citations	1684188 **5** h-index	1872680 **6** g-index
8 all docs	**8** docs citations	**8** times ranked	**60** citing authors

#	Article	IF	Citations
1	Comparing Face-to-Face, Emergency Remote Teaching and Smart Classroom: A Qualitative Exploratory Research Based on Students' Experience during the COVID-19 Pandemic. Sustainability, 2021, 13, 6625.	3.2	21
2	Unir Gamificación y Experiencia de Usuario para mejorar la experiencia docente. RIED: Revista Iberoamericana De Educación A Distancia, 2016, 19, 125.	1.5	17
3	Methodology I'M IN applied to workshop: successful educational practice for consultants in user experience with gamification fields. Universal Access in the Information Society, 2019, 18, 507-521.	3.0	17
4	Qualitative Assessment of Effective Gamification Design Processes Using Motivators to Identify Game Mechanics. Sensors, 2021, 21, 2556.	3.8	9
5	A Qualitative Approach to Help Adjust the Design of Management Subjects in ICT Engineering Undergraduate Programs through User Experience in a Smart Classroom Context. Sensors, 2021, 21, 4762.	3.8	8
6	BLA (Bipolar Laddering) Applied to YouTube. Performing Postmodern Psychology Paradigms in User Experience Field. , 0, , .		7
7	Improvement of user experience methodologies through the application of gamification: I'm in methodology. , 2018, , .		3
8	Validating Game Mechanics and Gamification Parameters with Card Sorting Methods. Advances in Intelligent Systems and Computing, 2019, , 392-401.	0.6	1