

Eva Villegas

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9572543/publications.pdf>

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8
papers

83
citations

1684188
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h-index

1872680
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g-index

8
all docs

8
docs citations

8
times ranked

60
citing authors

#	ARTICLE	IF	CITATIONS
1	Qualitative Assessment of Effective Gamification Design Processes Using Motivators to Identify Game Mechanics. Sensors, 2021, 21, 2556.	3.8	9
2	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
3	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
4	Methodology Iâ€™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
5	Validating Game Mechanics and Gamification Parameters with Card Sorting Methods. Advances in Intelligent Systems and Computing, 2019, , 392-401.	0.6	1
6	Improvement of user experience methodologies through the application of gamification: I'm in methodology. , 2018, , .		3
7	Unir Gamificaci3n y Experiencia de Usuario para mejorar la experiencia docente. RIED: Revista Iberoamericana De Educaci3n A Distancia, 2016, 19, 125.	1.5	17
8	BLA (Bipolar Laddering) Applied to YouTube. Performing Postmodern Psychology Paradigms in User Experience Field. , 0, , .		7