

CITATION REPORT

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Kinect-Sign: Teaching Sign Language to Listeners through a Game

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8	Virtual Sign – A Real Time Bidirectional Translator of Portuguese Sign Language. <i>Procedia Computer Science</i> , 2015 , 67, 252-262	1.6	12
7	ePHoRt Project: A Web-Based Platform for Home Motor Rehabilitation. <i>Advances in Intelligent Systems and Computing</i> , 2017 , 609-618	0.4	14
6	Recognition of Physiotherapeutic Exercises Through DTW and Low-Cost Vision-Based Motion Capture. <i>Advances in Intelligent Systems and Computing</i> , 2018 , 348-360	0.4	5
5	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	0.4	1
4	Games – Social Tech Booster – <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2016 , 119-126	0.2	3
3	On the Use of Natural User Interfaces in Physical Rehabilitation: A Web-based Application for Patients with Hip Prosthesis. <i>Journal of Science and Technology of the Arts</i> , 2018 , 10, 2	1	4
2	Using Games for the Phonetics Awareness of Children with Down Syndrome. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2017 , 1-8	0.2	
1	Using Serious Games to Support Learners with Mobility and Sensory Impairments. 2020 , 241-253		