

Metodología de Investigación

Máster Universitario en Ingeniería Matemática y Computación
Nadia Gámez

Tema 5

Tema 5: La difusión de la investigación

[5.1] ¿Cómo estudiar este tema?

[5.2] Congresos, seminarios y jornadas

[5.3] Libros y artículos

[5.4] Las redes sociales

5.1 ¿Cómo estudiar este tema?



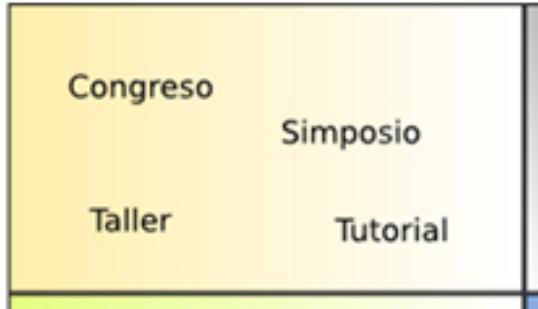
5.2 Congresos, seminarios y jornadas

Difusión

- No solo al final
- También progreso y evolución
- Participación en **congresos, seminarios y jornadas**
- Comunicaciones, Posters, Artículos Cortos, Artículos...

5.2 Congresos, seminarios y jornadas

Presencial



The screenshot shows the homepage of the 15th International Conference on Modularity. At the top right is a large red '16'. Below it is a navigation bar with links for Attending, Program, Tracks, Committees, Q. Search, Other Editions, Sign In, and Sign up. The main image is an aerial view of a coastal city with a harbor. A text overlay says 'Modularity '16 Málaga, Spain'. To the right is a sidebar with sections for Goals, Topics, Committees, Submission, Programme, and Contact. The 'Goals' section includes a paragraph about the Future Internet and its challenges. The 'Topics' section lists Demos & Posters, MIP Award 2006, Modularity 2016 Keynotes, Modularity 2016 Student Research Competition, Modularity Visions, and Research Results. The 'Social Media' section shows a Twitter feed for @ModularityConf.

Síncrona Presencial

- **Eventos** donde investigadores se reúnen para comentar y discutir sus trabajos
- **Colección de publicaciones** seleccionadas
- **Exposición** en público
- **Evaluado, comentado, e incluso criticado**

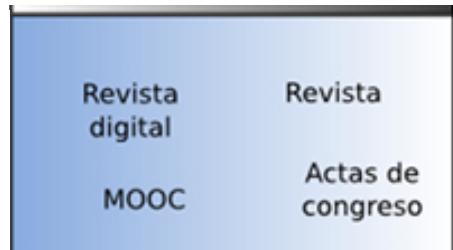
5.3 Libros y artículos

Difusión

- **Editoriales y revistas especializadas**
- Revistas con índice de impacto, indexadas en JCR
- Capítulos de Libro, Artículos con resultados, Artículos de divulgación..

5.3 Libros y artículos

Remoto



Asíncrono

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IEEE Transactions on Learning Technologies (TLT) is an archival journal published quarterly using a delayed open access publication model. *TLT* covers research on such topics as innovative online learning systems, Intelligent tutors, Educational software applications and games, and Simulation systems for education and training.

Read the full scope of *TLT*

From the July-September 2016 issue

Analyzing the Impact of Using Optional Activities in Self-Regulated Learning

By Jose A. Ruíz-Valiente, Pedro J. Muñoz-Merino, Carlos Delgado Kloos, Katja Niemann, Maren Scheffel, and Martin Wolpers



Self-regulated learning (SRL) environments provide students with activities to improve their learning (e.g., by solving exercises), but they might also provide optional activities (e.g., changing an avatar image or setting goals) where students can decide whether they would like to use or do them and how. Few works have dealt with the use of optional activities in SRL environments. This paper thus analyzes the use of optional activities in two case studies with



Actas del IV

International Symposium of Ubiquitous Computing and Ambient Intelligence

Editores

Lidia Fuentes
Nadia Gámez
José Bravo

Garceta
grupo editorial

Asíncrona Remota

- Canales Clásicos: publicaciones en **papel** pero ahora también **online**
- **Revistas Científicas** con periodicidad
- Una publicación sin comunicación bidireccional
- **Novedades**
 - **Plataformas digitales** donde los lectores pueden hacer comentarios
 - Cursos Masivos Abiertos Online (**MOOC**): diseminación científica y actividad formativa ahora con grado de especialización alto

5.4 Las redes sociales

Incremento de redes sociales especializadas

- **Linkedin**
- **Academia.edu**
- **Methodspase**
- **Researchgate**
- **MyNetResearch**

1.4 Diseminación efectiva ¿cómo se mide?

IMPACTO

¿Qué significa que una publicación sea de **alta calidad**?



Deben **contribuir al avance** de la ciencia ¿cómo medimos esta contribución?



Fase de Publicación (revisión) e Impacto



¿Cómo se mide su impacto a lo largo del tiempo? **Número de Citas**

Un trabajo se basa en otros

Citas a trabajos previos

Más citas en otros artículos →
Mayor Contribución

1.4 Diseminación efectiva ¿cómo se mide?

IMPACTO

En su formulación más genérica, este esquema puede ser definido de la siguiente forma: dada una entidad A y un universo de publicaciones U, el impacto se define como el número de veces que cualquiera de los elementos de la entidad A son citados en las publicaciones del universo U. El factor de impacto se le atribuye a Eugene Garfield, fundador del Instituto de Información Científica, ahora parte de la empresa Thomson Reuters.

Ventajas

- Cualquier **marco temporal** (factor de impacto en un periodo de tiempo)
- **Evolución temporal**
- **Contextos diferentes**
 - Una persona
 - Un conjunto de publicaciones de una entidad o grupo de investigadores
 - Una revista



THOMSON REUTERS

1.4 Diseminación efectiva ¿cómo se mide?

ÍNDICE H

El factor H trata de ofrecer una medida de esta variación. La **definición formal del factor H** es: Una entidad A tiene el factor con valor h si h de sus N publicaciones han sido citados al menos h veces cada una en un universo U de publicaciones, y las restantes N-h tienen como máximo h citas.

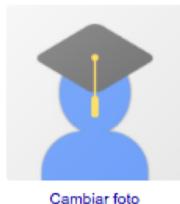
Combina la medida del impacto de una publicación con el número de publicaciones

- Si una entidad tiene un factor h con valor 10, quiere decir que tiene 10 publicaciones que han sido citadas 10 veces o más
- **Evolución Temporal**
- **Contextos Diferentes**
 - Institución de investigación
 - Persona o grupo de personas
 - Una revista, un congreso, etc



1.4 Diseño

ÍNDICE



Nadia Gámez

University of Málaga

Software Product Lines, Middlewares, Ambient Intelligence

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Mi perfil es público.

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<input type="checkbox"/> Título	<input type="button" value="Añadir"/>	<input type="button" value="Más"/>	1-20	Citado por	Año
FamiWare: a family of event-based middleware for ambient intelligence	<input type="checkbox"/>			36	2011
N Gámez, L Fuentes Personal and Ubiquitous Computing 15 (4), 329-339					
On the contributions of an end-to-end aosoD testbed	<input type="checkbox"/>			28	2007
P Greenwood, A Garcia, A Rashid, E Figueiredo, C Sant'Anna, N Cacho, ... Aspect-Oriented Requirements Engineering and Architecture Design, 2007 ...					
Autonomic computing driven by feature models and architecture in FamiWare	<input type="checkbox"/>			22	2011
N Gamez, L Fuentes, MA Aragüez European Conference on Software Architecture, 164-179					
A metamodel for designing software architectures of aspect-oriented software product lines	<input type="checkbox"/>			19	2007
P Sánchez, N Gámez, L Fuentes, N Loughran, A Garcia Deliverable D2.2					
Variabilities of wireless and actuators sensor network middleware for ambient assisted living	<input type="checkbox"/>			18	2009
F C Delicato, L Fuentes, N Gámez, PF Pires International Work-Conference on Artificial Neural Networks, 851-858					
Towards the architectural definition of the health watcher system with AO-ADL	<input type="checkbox"/>			18	2007
M Pinto, N Gamez, L Fuentes Proceedings of the Early Aspects at ICSE: Workshops in Aspect-Oriented ...					
Architectural evolution of FamiWare using cardinality-based feature models	<input type="checkbox"/>			16	2013
N Gamez, L Fuentes Information and Software Technology 55 (3), 563-580					
Software product line evolution with cardinality-based feature models	<input type="checkbox"/>			16	2011
N Gamez, L Fuentes International Conference on Software Reuse, 102-118					
Configuring a context-aware middleware for wireless sensor networks	<input type="checkbox"/>			12	2012
N Gámez, J Cubo, L Fuentes, E Pimentel Sensors 12 (7), 8544-8570					
Configuration Process of a Software Product Line for Aml Middleware.	<input type="checkbox"/>			11	2010
L Fuentes, N Gámez J. UCS 16 (12), 1592-1611					
Aspect-oriented executable UML models for context-aware pervasive applications	<input type="checkbox"/>			10	2008
L Fuentes, N Gamez, P Sanchez Model-based Methodologies for Pervasive and Embedded Software, 2008. MOMPES ...					
Using connectors to model crosscutting influences in software architectures	<input type="checkbox"/>			10	2007
L Fuentes, N Gámez, M Pinto, JA Valenzuela European Conference on Software Architecture, 292-295					

Google Académico



Índices de citas	Total	Desde 2011
Citas	302	244
Índice h	10	9
Índice i10	12	8



Añadir coautores

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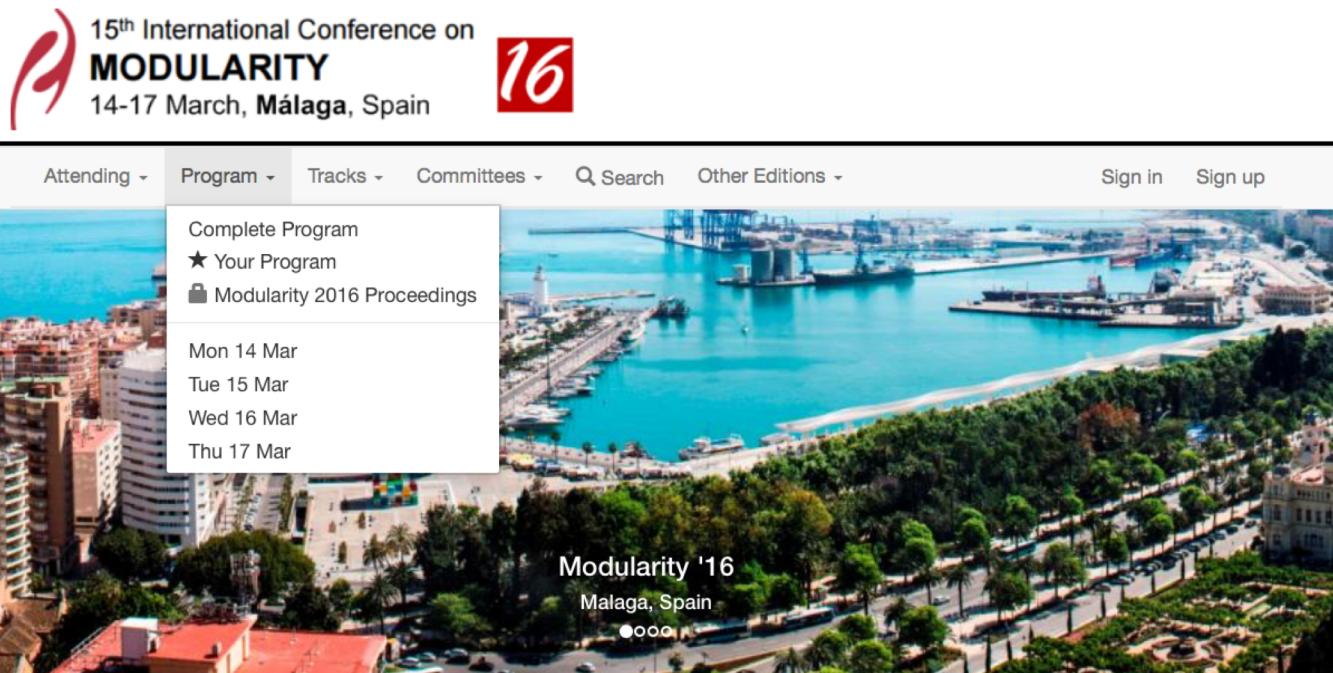
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3.2 Congresos y reuniones internacionales

Conferences
Congresos

- Varios días de presentaciones
- Más de 50 asistentes
- Se distribuye todo con antelación en el programa



Welcome to Modularity 2016!

Welcome to the 15th International Conference on Modularity! Modularity'16 is the premier forum for presentation of research results and experience reports on software modularity, with an emphasis on modular structures that cut across traditional abstraction boundaries. Modularity'16 will be hosted by the University

Modularity 2016 Tracks

Demos & Posters | MIP Award 2006 |
Modularity 2016 Keynotes |
Modularity 2016 Student Research Competition
| Modularity Visions | Research Results | Workshops

3.2 Congresos y reuniones internacionales

Program Programa

- Sesiones más especializadas e interactivas en paralelo
- Sesiones más grandes plenarias
- Eventos Sociales (Social Program: Gala Dinner, evento turístico...)
- Cada sesión tiene un *Session Chair*

08:30 - 09:00: Modularity 2016 - Opening Announcements at MODULARITY

09:00 - 10:00: Keynotes - Alan Borning at MODULARITY

09:00 - ★ Constraints and Modularity
Alan Borning
Talk

10:00 - 10:30: Modularity 2016 - Coffee Break at COFFEE

10:30 - 12:30: Research Results - Modular Design and Reasoning at MODULARITY
Chair(s): Hridesh Rajan

10:30 - ★ Segregating Feature Interfaces to Support Software Product Line Maintenance
Bruno B. P. Cafeo, Claus Hunsen, Alessandro Garcia, Sven Apel, Jaejoon Lee
DOI

11:00 - ★ Reasoning Tradeoffs in Languages with Enhanced Modularity Features
José Sánchez, Gary Leavens
DOI

11:30 - ★ Unveiling and Reasoning about Co-change Dependencies
Marcos César de Oliveira, Rodrigo Bonifácio, Guilherme N. Ramos, Márcio Ribeiro
DOI

12:00 - ★ The Expression Problem, Trivially!
Yanlin Wang, Bruno C. d. S. Oliveira
DOI

10:30 - 12:30: Demos & Posters - Demos Session 1 at DEMOS

10:30 - 11:00 ★ Dynamic Software Evolution through Interpreter Adaptation
Demonstration Walter Cazzola, Albert Shaqiri

11:00 - 11:30 ★ Tool Support for Component-Based Semantics
Demonstration L. Thomas van Binsbergen, Neil Sculthorpe, Peter D. Mosses

11:30 - 12:15 ★ Discussion Poster I: "Software Engineering for Sustainable Systems"
Other

12:30 - 14:00: Modularity 2016 - Lunch at LUNCH

14:00 - 15:00: Modularity Visions - Modularity Mechanisms at MODULARITY

15:30 - 19:30: Modularity 2016 - Malaga Tour at TOUR

15:30 - ★ Guided Visit to the Picasso Museum and & City Tour
19:30
Social
Event

19:30 - 22:30: Modularity 2016 - Modularity 2016 Banquet at BANQUET

19:30 - ★ Conference Banquet
22:30
Social
Event

3.2 Congresos y reuniones internacionales

Workshops Talleres

- Reunión de expertos en temas muy concretos
- Sesiones parecidas a los congreso o esquema más interactivo
- Muchos menos asistentes y duración 1 día (se suelen organizar junto a conferencias)
- Puede conllevar publicación científica o no

[Modularity 2016 \(series\)](#) / [MASS 2016 \(series\)](#) /

MASS 2016 - Workshop on Modularity Across the System Stack

About Program

Mon 14 Mar

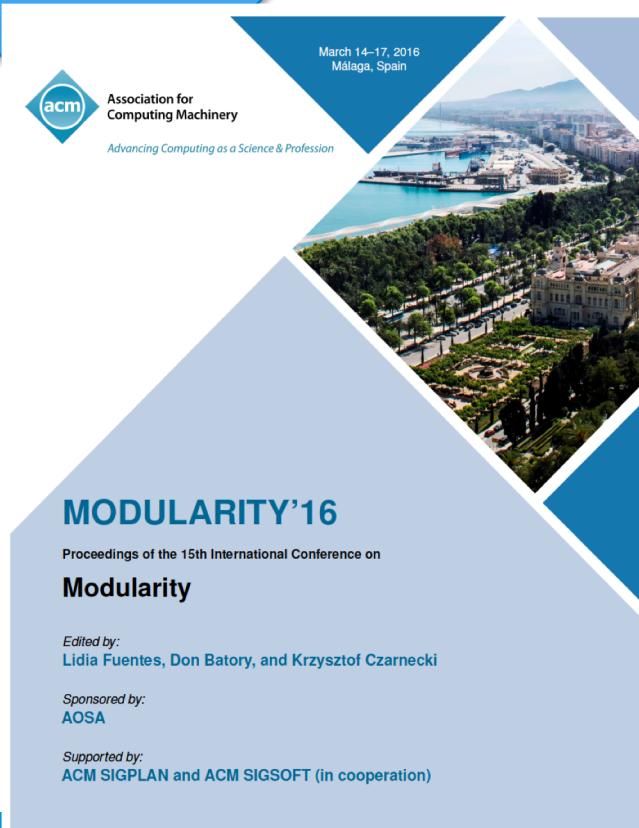
08:30 - 10:00: MASS 2016 - MASS + Reflect Workshops Session 1 at MASS/REFLECT	
08:30 -	★ Introduction Shigeru Chiba, Lidia Fuentes, Hidehiko Masuhara, Mónica Pinto, Maximilian Scherr
08:35 - Day opening	
09:35 - Talk	★ Session I: MASS'16 Keynote Talk I - Protecting Dynamic Code by Modular Control-Flow Integrity Gang Tan
09:35 - 10:00: MASS 2016 - MASS + Reflect Workshops Session 1 Cont. at MASS/REFLECT	
09:35 - Talk	★ Session II: Modular Real-Time Systems - Towards Availability and Real-Time Guarantees for Protected Module Architectures Jo Van Bulck, Job Noorman, Jan Tobias Mühlberg, Frank Piessens
10:30 - 12:30: MASS 2016 - MASS + Reflect Workshops Session 1 Cont. at MASS/REFLECT	
10:30 - Talk	★ Session III: Systems and Contexts - Improving System Integration Using a Modular Configuration Specification Language Markus Raab
11:00 - Talk	★ Session III: Systems and Contexts - Toward Fluent Module Interactions Tetsuo Kamina, Tomoyuki Aotani, Hidehiko Masuhara
11:15 - Talk	★ Session IV: Reflection - Static Meta-Object Protocols: Towards Efficient Reflective Object-Oriented Languages Tony Clark
11:45 - 12:00: Talk	★ Session IV: Reflection - A Design of Deep Reification Shigeru Chiba, YungYu Zhuang, Maximilian Scherr

Tracks	Committees	Search	Other Editions
Modularity 2016			Co-hosted Workshops
Demos & Posters			AOSDM 2016 - CANCELLED
MIP Award 2006			CROW 2016
Keynotes			FOAL 2016
Student Research Competition			LASSY 2016
Modularity Visions			LaMOD'16 Language Modularity
Research Results			MASS 2016
Workshops			MOMO 2016
			Reflect 2016
			SE4SuSy 2016 - CANCELLED

3.2 Congresos y reuniones internacionales

Proceedings
Actas

- Compendio con todos los artículos aceptados en el evento
- Los editores del libro son los organizadores del evento
- Se puede referenciar al libro completo mencionando a los editores
- Es más habitual referenciar un solo artículo poniendo los autores y las páginas del artículo.



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3.3 Revistas especializadas

Proceso de
Publicación

IJIMAI
journal

International Journal of Interactive Multimedia and Artificial Intelligence

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- Metadata Harvesting (OAI2)

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3.3 Revistas especializadas

Aceptación o Rechazo

- Aceptar tal cual
- Aceptar con cambios menores (minor changes)
- Aceptar con cambios mayores (major changes) y lo vuelven a revisar
- Rechazo con sugerencia de enviar de nuevo
- Rechazo

Modelo de Negocio

- Gratis para los autores y los lectores (sus instituciones) pagan suscripciones para acceder a los artículos
- Open Access (OA): los autores (sus instituciones) pagan para publicar y el acceso es abierto para todo el mundo a través de internet para una mayor difusión

Tipos de Revistas o Artículos

- Journals (más técnicas)
- Magazines (más de divulgación pero especializadas)
- News, newsletters, notes (más de divulgación)

3.5 El protocolo de revisión entre iguales (Peer review)

Conferencias/Simposios/Workshops

- Anuncio con CfP
 - Sobre la temática
 - Formato, plantillas, longitud
 - Comité de Programa (*Program Committee*)
 - Tipo de Publicación
 - Fechas (*deadlines*)



<http://2016.modularity.info>

Modularity shapes the quality of information systems, software, and system production processes. Modularity influences system diversity, dependability, performance, evolution, the structure and the dynamics of the organizations that produce systems, human understanding and management of systems, and ultimately system value.

Yet the nature of and possibilities for modularity remain poorly understood, such things as the limits to modularity, the mechanisms needed to achieve it in given forms, and its costs and benefits. Significant advances in modularity are possible and promise to yield breakthroughs in our ability to conceive, design, develop, validate, integrate, deploy, operate, and evolve modern information systems and their underlying software artifacts.

Modularity at the semantic as well as the syntactic level is a key enabler for the expression of high quality software systems. One of the most important techniques for complexity management during the creation of software is abstraction. Novel concepts and abstraction mechanisms are a focus point for improvements in the support for modularity.

The 2016 edition of the **Modularity conference (formerly AOSD)** sets out to advance our understanding of these issues and the expressive power of new and known techniques.

Research areas and topics of interest (not limited to):

- new modularity mechanisms in programming, modeling, and domain-specific languages
- evaluation of modularity mechanisms in case studies
- understanding modularity in the context of development processes, collaboration, and organizational aspects
- role of modularity in the evolution of software systems
- measuring modularity
- modular re-engineering of legacy code
- domain analysis
- mathematics of modular paradigms for (automated) software construction
- module (feature) interactions
- novel module verification and testing techniques
- mining software repositories to develop theories related to modularity
- cost-benefit models of modularly mechanisms and techniques
- usability of interfaces and modularity mechanisms
- modularity supported by tools, such as view extraction, visualization, recommendation, and refactoring tools

IMPORTANT DATES:

Abstracts (recommended): October 30, 2015 (Fri)

Papers: November 6, 2015 (Fri)

Primary notification: December 11, 2015 (Fri)

Revised papers due: January 8, 2016 (Fri)

Final notifications: January 22, 2016 (Fri)

Camera ready versions due: February 5, 2016 (Fri)

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Mercedes Amor, Universidad de Málaga, Spain

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Don Batory, University of Texas, USA

Modularity Visions Chair
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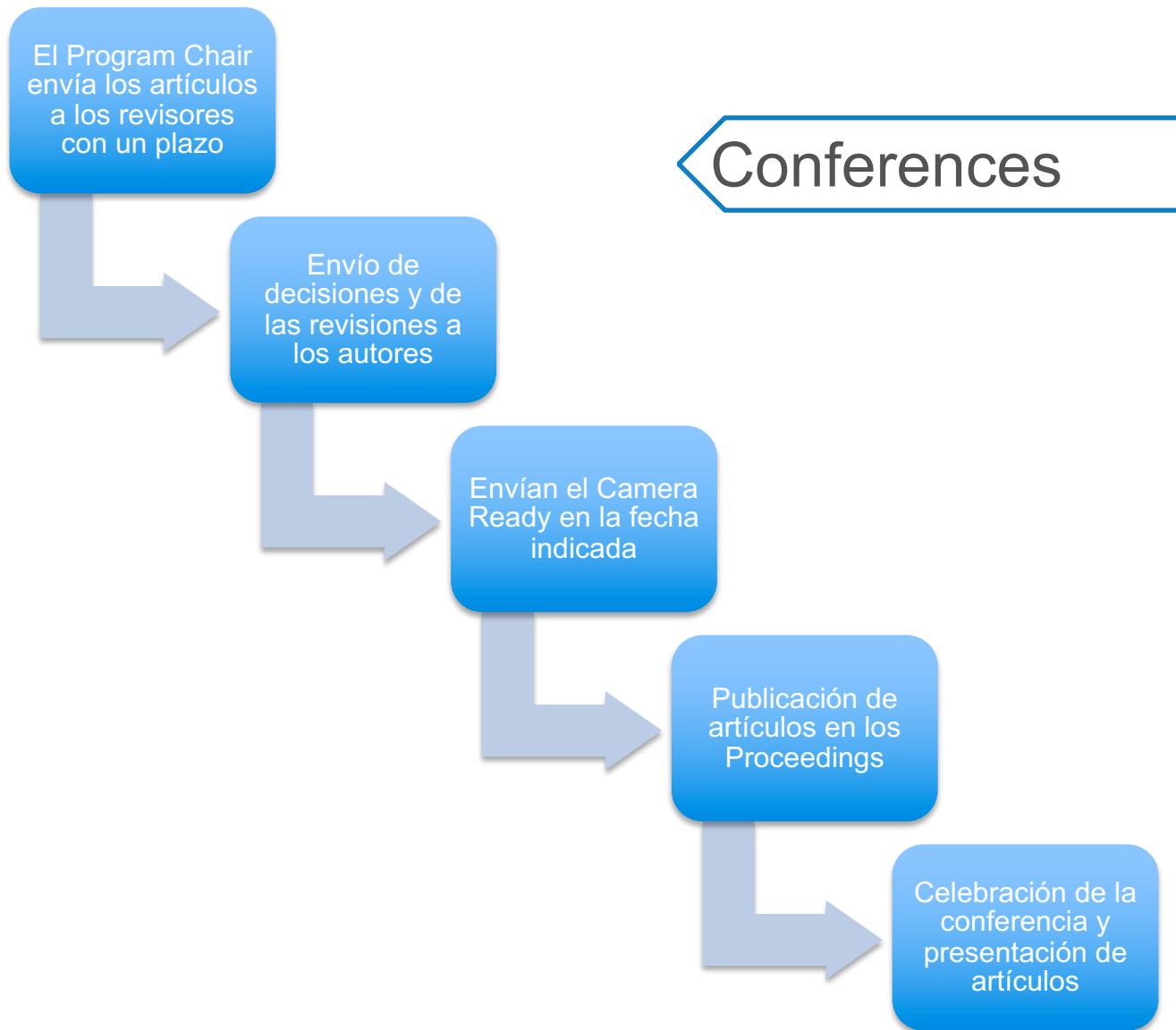
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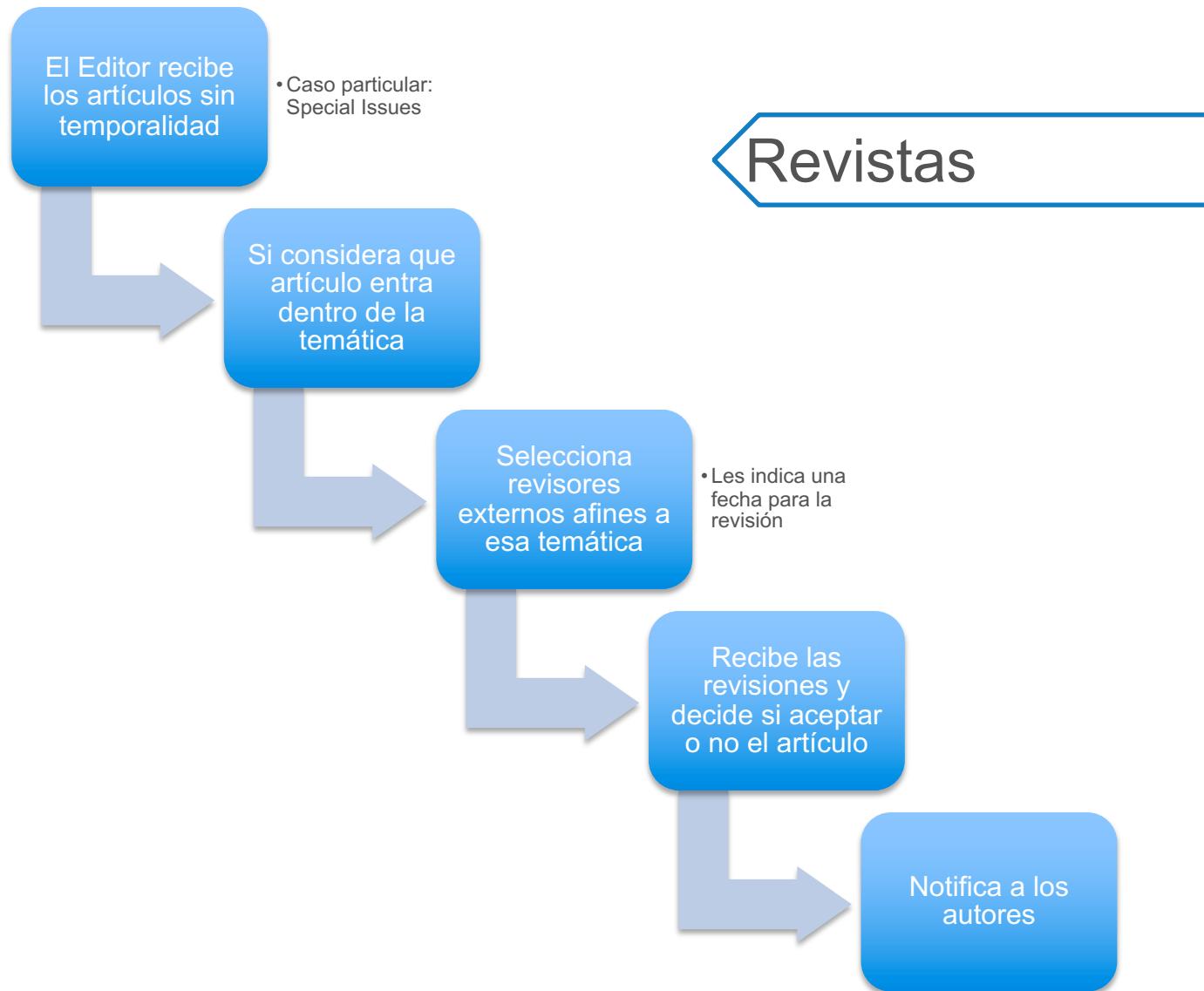
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3.5 El protocolo de revisión entre iguales (Peer review)



3.5 El protocolo de revisión entre iguales (Peer review)



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