

# Simone Mora

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10382286/publications.pdf>

Version: 2024-02-01

9  
papers

123  
citations

1684188

5  
h-index

1588992

8  
g-index

10  
all docs

10  
docs citations

10  
times ranked

115  
citing authors

#	ARTICLE	IF	CITATIONS
1	Computer-supported reflective learning: how apps can foster reflection at work. Behaviour and Information Technology, 2020, 39, 167-187.	4.0	19
2	RapIoT toolkit: Rapid prototyping of collaborative Internet of Things applications. Future Generation Computer Systems, 2019, 95, 867-879.	7.5	23
3	Designing IoT applications in lower secondary schools. , 2018, , .		27
4	Empowering social innovators through collaborative and experiential learning. , 2018, , .		14
5	Rapid Prototyping Internet of Things Applications for Augmented Objects: The Tiles Toolkit Approach. Lecture Notes in Computer Science, 2018, , 204-220.	1.3	5
6	From interactive surfaces to interactive game pieces in hybrid board games. Journal of Ambient Intelligence and Smart Environments, 2016, 8, 531-548.	1.4	9
7	Anyboard: A Platform for Hybrid Board Games. Lecture Notes in Computer Science, 2016, , 161-172.	1.3	3
8	Context Becomes Content: Sensor Data for Computer-Supported Reflective Learning. IEEE Transactions on Learning Technologies, 2015, 8, 111-123.	3.2	17
9	WATCHiT: A Modular and Wearable Tool for Data Collection in Crisis Management and Training. Lecture Notes in Computer Science, 2014, , 274-289.	1.3	1