

Luigi De Russis

List of Publications by Year in descending order

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Version: 2024-02-01

71
papers

954
citations

687220

13
h-index

610775

24
g-index

72
all docs

72
docs citations

72
times ranked

856
citing authors

#	ARTICLE	IF	CITATIONS
1	A Semantic Web Approach to Simplifying Trigger-Action Programming in the IoT. <i>Computer</i> , 2017, 50, 18-24.	1.2	191
2	Home energy consumption feedback: A user survey. <i>Energy and Buildings</i> , 2012, 47, 383-393.	3.1	74
3	The Race Towards Digital Wellbeing. , 2019, , .		66
4	HomeRules. , 2015, , .		43
5	Empowering End Users in Debugging Trigger-Action Rules. , 2019, , .		34
6	On the impact of dysarthric speech on contemporary ASR cloud platforms. <i>Journal of Reliable Intelligent Environments</i> , 2019, 5, 163-172.	3.8	30
7	A high-level semantic approach to End-User Development in the Internet of Things. <i>International Journal of Human Computer Studies</i> , 2019, 125, 41-54.	3.7	28
8	A context and user aware smart notification system. , 2015, , .		24
9	Supporting caregivers in assisted living facilities for persons with disabilities: a user study. <i>Universal Access in the Information Society</i> , 2015, 14, 133-144.	2.1	22
10	Assessing Virtual Assistant Capabilities with Italian Dysarthric Speech. , 2018, , .		22
11	RecRules. <i>ACM Transactions on Intelligent Systems and Technology</i> , 2019, 10, 1-27.	2.9	22
12	A Healthcare Support System for Assisted Living Facilities: An IoT Solution. , 2016, , .		20
13	Training Engineers for the Ambient Intelligence Challenge. <i>IEEE Transactions on Education</i> , 2017, 60, 40-49.	2.0	19
14	HeyTAP. , 2020, , .		18
15	DOGeye: Controlling your home with eye interaction. <i>Interacting With Computers</i> , 2011, 23, 484-498.	1.0	17
16	My IoT Puzzle: Debugging IF-THEN Rules Through the Jigsaw Metaphor. <i>Lecture Notes in Computer Science</i> , 2019, , 18-33.	1.0	17
17	dWatch: A Personal Wrist Watch for Smart Environments. <i>Procedia Computer Science</i> , 2012, 10, 300-307.	1.2	16
18	Designing for user confidence in intelligent environments. <i>Journal of Reliable Intelligent Environments</i> , 2015, 1, 11-21.	3.8	16

#	ARTICLE	IF	CITATIONS
19	From Users' Intentions to IF-THEN Rules in the Internet of Things. ACM Transactions on Information Systems, 2021, 39, 1-33.	3.8	16
20	A High-Level Approach Towards End User Development in the IoT. , 2017, , .		15
21	On the challenges novice programmers experience in developing IoT systems: A Survey. Journal of Systems and Software, 2019, 157, 110389.	3.3	13
22	Understanding, Discovering, and Mitigating Habitual Smartphone Use in Young Adults. ACM Transactions on Interactive Intelligent Systems, 2021, 11, 1-34.	2.6	13
23	TAPrec. , 2020, , .		12
24	DogOnt as a viable seed for semantic modeling of AEC/FM. Semantic Web, 2018, 9, 763-780.	1.1	11
25	How is Open Source Software Development Different in Popular IoT Projects?. IEEE Access, 2020, 8, 28337-28348.	2.6	11
26	A Semantics-Rich Information Technology Architecture for Smart Buildings. Buildings, 2014, 4, 880-910.	1.4	10
27	A Debugging Approach for Trigger-Action Programming. , 2018, , .		10
28	PowerOnt: An Ontology-Based Approach for Power Consumption Estimation in Smart Homes. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2015, , 3-8.	0.2	9
29	Educating Internet of Things Professionals: The Ambient Intelligence Course. IT Professional, 2016, 18, 50-57.	1.4	9
30	Understanding and Streamlining App Switching Experiences in Mobile Interaction. International Journal of Human Computer Studies, 2022, 158, 102735.	3.7	9
31	The smart home controller on your wrist. , 2013, , .		8
32	JEERP: Energy-Aware Enterprise Resource Planning. IT Professional, 2014, 16, 50-56.	1.4	8
33	GNomon. , 2015, , .		8
34	Design and Development of One-Switch Video Games for Children with Severe Motor Disabilities. ACM Transactions on Accessible Computing, 2017, 10, 1-42.	1.9	8
35	AwareNotifications: Multi-device semantic notification handling with user-defined preferences. Journal of Ambient Intelligence and Smart Environments, 2018, 10, 327-343.	0.8	6
36	Easing IoT development for novice programmers through code recipes. , 2018, , .		6

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37	An Unsupervised and Noninvasive Model for Predicting Network Resource Demands. IEEE Internet of Things Journal, 2018, 5, 4342-4350.	5.5	6
38	XDN: cross-device framework for custom notifications management. Computing (Vienna/New York), 2019, 101, 1735-1761.	3.2	6
39	Devices, Information, and People: Abstracting the Internet of Things for End-User Personalization. Lecture Notes in Computer Science, 2021, , 71-86.	1.0	6
40	Design recommendations for smart energy monitoring: A case study in Italy. Energy and Buildings, 2015, 91, 1-9.	3.1	5
41	Estimate user meaningful places through low-energy mobile sensing. , 2016, , .		5
42	Complex Event Processing for City Officers: A Filter and Pipe Visual Approach. IEEE Internet of Things Journal, 2018, 5, 775-783.	5.5	5
43	Towards detecting and mitigating smartphone habits. , 2019, , .		4
44	EUDOptimizer: Assisting End Users in Composing IF-THEN Rules Through Optimization. IEEE Access, 2019, 7, 37950-37960.	2.6	4
45	Systematic Variation of Preattentive Attributes to Highlight Relevant Data in Information Visualization. , 2020, , .		4
46	Helping novice developers harness security issues in cloud-IoT systems. Journal of Reliable Intelligent Environments, 2022, 8, 261-283.	3.8	4
47	Interacting with smart environments: Users, interfaces, and devices. Journal of Ambient Intelligence and Smart Environments, 2015, 7, 115-116.	0.8	3
48	On The Advanced Services That 5G May Provide To IoT Applications. , 2018, , .		3
49	Towards Computational Notebooks for IoT Development. , 2019, , .		3
50	Can We Make Dynamic, Accessible and Fun One-Switch Video Games?. , 2015, , .		3
51	How do end-users program the Internet of Things?. Behaviour and Information Technology, 0, , 1-23.	2.5	3
52	Mastering real-time big data with stream processing chains. Xrds, 2012, 19, 83-86.	0.2	2
53	Clocks, Bars and Balls. , 2016, , .		2
54	Pain Points for Novice Programmers of Ambient Intelligence Systems: An Exploratory Study. , 2017, , .		2

#	ARTICLE	IF	CITATIONS
55	Recognizing Student Research through Symposia and Competitions. IT Professional, 2018, 20, 86-89.	1.4	2
56	Perception of Security Issues in the Development of Cloud-IoT Systems by a Novice Programmer. Ambient Intelligence and Smart Environments, 2021, , .	0.2	2
57	Real-Time Big Data Processing for Domain Experts. , 2013, , 415-447.		2
58	Playable One-Switch Video Games for Children with Severe Motor Disabilities Based on GNomon. , 2015, , .		2
59	Data4Good. , 2020, , .		2
60	Computational notebooks to support developers in prototyping IoT systems. International Journal of Human Computer Studies, 2022, 165, 102850.	3.7	2
61	On the design of an energy and user aware study room. , 2017, , .		1
62	On Computational Notebooks to Empower Physical Computing Novices. , 2021, , .		1
63	IoT Meets Caregivers: A Healthcare Support System in Assisted Living Facilities. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2015, , 172-177.	0.2	1
64	IoT for Ambient Assisted Living. , 2018, , 161-187.		1
65	How the Preattentive Process is Exploited in Practical Information Visualization Design: A Review. International Journal of Human-Computer Interaction, 2023, 39, 707-720.	3.3	1
66	IoT Meets Exhibition Areas: A Modular Architecture to Improve Proximity Interactions. , 2015, , .		0
67	Learning the Social Web: A Multidisciplinary Approach. , 2016, , .		0
68	Touch-Based Ontology Browsing on Tablets and Surfaces. , 2019, , .		0
69	Towards Multi-device Digital Self-control Tools. Lecture Notes in Computer Science, 2021, , 122-131.	1.0	0
70	IoT for Ambient Assisted Living. Advances in Medical Technologies and Clinical Practice Book Series, 2017, , 66-97.	0.3	0
71	Collaborative Accessible Gameplay with One-Switch Interfaces. , 2018, , .		0