

# Francesco Sapiro

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1587370/publications.pdf>

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9  
papers

61  
citations

2258059

3  
h-index

2053705

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g-index

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all docs

10  
docs citations

10  
times ranked

59  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Conceptual Architecture and Model for Smart Manufacturing Relying on Service-Based Digital Twins. , 2019, , .		28
2	Achieving GDPR Compliance of BPMN Process Models. Lecture Notes in Business Information Processing, 2019, , 10-22.	1.0	20
3	<i>Gea2:</i> A Serious Game for Technology-Enhanced Learning in STEM. IEEE Transactions on Learning Technologies, 2021, 14, 723-739.	3.2	5
4	Integrating body scanning solutions into virtual dressing rooms. , 2018, , .		2
5	AWATO: A Serious Game toÂImprove Cybersecurity Awareness. Lecture Notes in Computer Science, 2022, , 508-529.	1.3	2
6	Developing and Testing a New Reinforcement Learning Toolkit with Unreal Engine. Lecture Notes in Computer Science, 2022, , 317-334.	1.3	1
7	Gaeta: The Great Adventure - A Cultural Heritage Game about the History of Gaeta. Communications in Computer and Information Science, 2021, , 179-187.	0.5	0
8	Intelligent Pedagogic Agents (IPAs) in GEA2, an Educational Game to Teach STEM Topics. Advances in Intelligent Systems and Computing, 2021, , 226-236.	0.6	0
9	StoryBook. Automatic generation of book trailers. , 2022, , .		0