Francesco Sapio

List of Publications by Year
in descending order

		2258059	2053705
9 papers	**61** citations	**3** h-index	**5** g-index
10 all docs	**10** docs citations	**10** times ranked	**59** citing authors

#	Article	IF	Citations
1	Developing and Testing a New Reinforcement Learning Toolkit with Unreal Engine. Lecture Notes in Computer Science, 2022, , 317-334.	1.3	1
2	AWATO: A Serious Game toÂImprove Cybersecurity Awareness. Lecture Notes in Computer Science, 2022, , 508-529.	1.3	2
3	StoryBook. Automatic generation of book trailers. , 2022, , .		0
4	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
5	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
6	<i>Gea2:</i> A Serious Game for Technology-Enhanced Learning in STEM. IEEE Transactions on Learning Technologies, 2021, 14, 723-739.	3.2	5
7	A Conceptual Architecture and Model for Smart Manufacturing Relying on Service-Based Digital Twins. , 2019, , .		28
8	Achieving GDPR Compliance of BPMN Process Models. Lecture Notes in Business Information Processing, 2019, , 10-22.	1.0	20
9	Integrating body scanning solutions into virtual dressing rooms. , 2018, , .		2