Maria Francesca Costabile

List of Publications by Year
in descending order

53 papers	906 citations	623734 14 h-index	526287 27 g-index
60 all docs	60 docs citations	60 times ranked	554 citing authors

#	Article	IF	Citations
1	Visual Interactive Systems for End-User Development: A Model-Based Design Methodology. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2007, 37, 1029-1046.	2.9	102
2	Interaction with Large Displays. ACM Computing Surveys, 2015, 47, 1-38.	23.0	97
3	Investigating and promoting UX practice in industry: An experimental study. International Journal of Human Computer Studies, 2014, 72, 542-551.	5.6	89
4	End-User Development: The Software Shaping Workshop Approach. Human-computer Interaction Series, 2006, , 183-205.	0.6	53
5	End users as co-designers of their own tools and products. Journal of Visual Languages and Computing, 2012, 23, 78-90.	1.8	49
6	User-driven visual composition of service-based interactive spaces. Journal of Visual Languages and Computing, 2014, 25, 278-296.	1.8	49
7	End users as unwitting software developers. , 2008, , .		44
8	Creation and use of service-based Distributed Interactive Workspaces. Journal of Visual Languages and Computing, 2014, 25, 717-726.	1.8	29
9	Enabling Interactive Exploration of Cultural Heritage: An Experience of Designing Systems for Mobile Devices. Knowledge, Technology and Policy: the International Journal of Knowledge Transfer and Utilization, 2009, 22, 79-86.	0.5	27
10	Adoption and Use of Software in Land Use Planning Practice: A Multiple-Country Study. International Journal of Human-Computer Interaction, 2018, 34, 57-72.	4.8	23
11	Visual Query Systems. Journal of Visual Languages and Computing, 1996, 7, 243-245.	1.8	22
12	Supporting End Users to Be Co-designers of Their Tools. Lecture Notes in Computer Science, 2009, , 70-85.	1.3	21
13	Gestures that people can understand and use. Journal of Visual Languages and Computing, 2014, 25, 572-576.	1.8	19
14	A circular visualization of people×³s activities in distributed teams. Journal of Visual Languages and Computing, 2014, 25, 903-911.	1.8	15
15	Re-experiencing History in Archaeological Parks by Playing a Mobile Augmented Reality Game. , 2007, , 357-366.		15
16	Visualizing Association Rules in a Framework for Visual Data Mining. Lecture Notes in Computer Science, 2005, , 221-231.	1.3	14
17	DESIGNING CUSTOMIZED AND TAILORABLE VISUAL INTERACTIVE SYSTEMS. International Journal of Software Engineering and Knowledge Engineering, 2008, 18, 305-325.	0.8	14
18	Supporting interaction and co-evolution of users and systems. , 2006, , .		13

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19	Advanced visual systems supporting unwitting EUD. , 2008, , .		13
20	Integrating User Data and Collaborative Filtering in a Web Recommendation System. Lecture Notes in Computer Science, 2002, , 315-321.	1.3	12
21	Towards Guidelines for Usability of e-Learning Applications. Lecture Notes in Computer Science, 2004, , 185-202.	1.3	12
22	End-user composition of interactive applications through actionable UI components. Journal of Visual Languages and Computing, 2017, 42, 46-59.	1.8	12
23	Two different interfaces to visualize patient histories on a PDA. , 2006, , .		10
24	Enhancing user experience while gaming in archaeological parks with cellular phones. , 2009, , .		8
25	Enjoying cultural heritage thanks to mobile technology. Interactions, 2010, 17, 30-33.	1.0	8
26	Making Mashups Actionable Through Elastic Design Principles. Lecture Notes in Computer Science, 2015, , 236-241.	1.3	8
27	Advancing End User Development Through Metadesign. Advances in End User Computing Series, 2008, , 143-167.	0.1	8
28	Making dead history come alive through mobile game-play. , 2007, , .		7
29	Human-Centered Design in Industry: Lessons from the Trenches. Computer, 2014, 47, 86-89.	1.1	7
30	Towards the Detection of UX Smells: The Support of Visualizations. IEEE Access, 2020, 8, 6901-6914.	4.2	7
31	Enabling End Users to Create, Annotate and Share Personal Information Spaces. Lecture Notes in Computer Science, 2013, , 40-55.	1.3	7
32	Enabling End Users to Define the Behavior of Smart Objects in AAL Environments. Lecture Notes in Electrical Engineering, 2019, , 95-103.	0.4	6
33	A General-Purpose Context Modeling Architecture for Adaptive Mobile Services. Lecture Notes in Computer Science, 2008, , 208-217.	1.3	6
34	An Ontology-Based Approach to Product Customization. Lecture Notes in Computer Science, 2011, , 92-106.	1.3	6
35	Visual Mediation Mechanisms for Collaborative Design and Development. Lecture Notes in Computer Science, 2011, , 3-11.	1.3	6
36	Meta-design to Face Co-evolution and Communication Gaps Between Users and Designers. Lecture Notes in Computer Science, 2007, , 46-55.	1.3	5

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37	A tool for Wizard of Oz studies of multimodal mobile systems. , 2009, , .		4
38	Designing Pervasive Games for Learning. Lecture Notes in Computer Science, 2011, , 99-108.	1.3	4
39	A Three-Layer Meta-Design Model for Addressing Domain-Specific Customizations. , 2017, , 99-120.		4
40	The Theory of Visual Sentences to Formalize Interactive Visual Languages. , 0, , 1-21.		4
41	Principles for Human-Centred Design of IR Interfaces. Lecture Notes in Computer Science, 2013, , 28-47.	1.3	4
42	End-user development of software services and applications. , 2010, , .		3
43	Supporting professional guides to create personalized visit experiences. , 2016, , .		3
44	On the transferability of a meta-design model supporting end-user development. Universal Access in the Information Society, 2015, 14, 169-186.	3.0	2
45	Analysing data trough visualizations in a web-based trade fair system. , 2002, , .		1
46	Visual Analysis of Goal-Leading Phases in Soccer. , 2021, , .		1
47	A Meta-design Approach to Support Information Access and Manipulation in Virtual Research Environments. Lecture Notes in Computer Science, 2016, , 115-126.	1.3	1
48	SERENE: a Web platform for the UX semi-automatic evaluation of website. , 2022, , .		1
49	Data sources composition to support learning activities at cultural heritage sites. , 2014, , .		0
50	An Experience on Cooperative Development of Interactive Visualizations for the Analysis of Urban Data. Lecture Notes in Computer Science, 2021, , 174-183.	1.3	0
51	Supporting the Analysis of Inner Areas of a Territory. Lecture Notes in Computer Science, 2021, , 285-289.	1.3	0
52	Visual Metaphor. , 2009, , 3387-3388.		0
53	Direct Manipulation. , 2009, , 847-847.		0