

# Francesco Molinari

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1984088/publications.pdf>

Version: 2024-02-01

21  
papers

138  
citations

1478505

6  
h-index

1474206

9  
g-index

22  
all docs

22  
docs citations

22  
times ranked

96  
citing authors

#	ARTICLE	IF	CITATIONS
1	Making Sense of Gov 2.0 Strategies: “No Citizens, No Party” EJournal of EDemocracy and Open Government, 2010, 2, 56-68.	1.0	27
2	Living Labs as multi-stakeholder platforms for the egovernance of innovation. , 2011, , .		17
3	Empowering Citizens with Open Data by Urban Hackathons. , 2017, , .		12
4	On Sustainable eParticipation. Lecture Notes in Computer Science, 2010, , 126-139.	1.3	12
5	Technology readiness revisited. , 2020, , .		11
6	Human Smart Cities: A New Vision for Redesigning Urban Community and Citizen’s Life. Advances in Intelligent Systems and Computing, 2016, , 269-278.	0.6	10
7	Conversing cities: the way forward. Journal of Knowledge Management, 2007, 11, 55-64.	5.1	9
8	Participatory policy process design: lessons learned from three European regions. Journal of Balkan and Near Eastern Studies, 2011, 13, 117-139.	0.9	8
9	Innovation and Design. SpringerBriefs in Applied Sciences and Technology, 2019, , 61-83.	0.4	6
10	Co-creating Urban Development: A Living Lab for Community Regeneration in the Second District of Palermo. Lecture Notes in Computer Science, 2013, , 294-308.	1.3	5
11	Innovating ICT innovation. , 2011, , .		4
12	Editorial Note: Sustainable E-Participation. EJournal of EDemocracy and Open Government, 2010, 2, iv-xii.	1.0	4
13	Social Networking on Climate Change. EJournal of EDemocracy and Open Government, 2011, 3, 118-135.	1.0	2
14	Living Labs and Urban Smartness. Advances in Environmental Engineering and Green Technologies Book Series, 2015, , 98-111.	0.4	2
15	Assessing risk perception and well-being at workplaces: A game based approach. , 2012, , .		1
16	Putting Serious Games in Context: The Energy Efficiency of Buildings Case. Lecture Notes in Computer Science, 2017, , 308-312.	1.3	1
17	Innovazione place-based: il caso delle social street. Territorio, 2019, , 154-161.	0.1	1
18	eParticipation that Works. Evidence from the Old Europe. EJournal of EDemocracy and Open Government, 2012, 4, 245-264.	1.0	0

#	ARTICLE	IF	CITATIONS
19	Stepwise E-Participation. , 2013, , 105-125.		0
20	The Frugal Government Concept Revisited. , 2016, , 121-140.		0
21	Democratising E-Democracy. , 0, , 69-88.		0