

Giuseppe Desolda

List of Publications by Year in descending order

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Version: 2024-02-01

43
papers

635
citations

759055

12
h-index

642610

23
g-index

51
all docs

51
docs citations

51
times ranked

403
citing authors

#	ARTICLE	IF	CITATIONS
1	Empowering End Users to Customize their Smart Environments. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-52.	4.6	120
2	Interaction with Large Displays. ACM Computing Surveys, 2015, 47, 1-38.	16.1	97
3	From smart objects to smart experiences: An end-user development approach. International Journal of Human Computer Studies, 2018, 114, 51-68.	3.7	68
4	User-driven visual composition of service-based interactive spaces. Journal of Visual Languages and Computing, 2014, 25, 278-296.	1.8	49
5	Creation and use of service-based Distributed Interactive Workspaces. Journal of Visual Languages and Computing, 2014, 25, 717-726.	1.8	29
6	Improving smart interactive experiences in cultural heritage through pattern recognition techniques. Pattern Recognition Letters, 2020, 131, 142-149.	2.6	21
7	Exploring spatially-aware cross-device interaction techniques for mobile collaborative sensemaking. International Journal of Human Computer Studies, 2019, 122, 1-20.	3.7	19
8	User-defined semantics for the design of IoT systems enabling smart interactive experiences. Personal and Ubiquitous Computing, 2020, 24, 781-796.	1.9	19
9	Introduction to agricultural IoT. , 2020, , 1-33.		19
10	Analysing trade-offs in frameworks for the design of smart environments. Behaviour and Information Technology, 2020, 39, 47-71.	2.5	17
11	Visual composition of data sources by end users. , 2014, , .		13
12	End-user composition of interactive applications through actionable UI components. Journal of Visual Languages and Computing, 2017, 42, 46-59.	1.8	12
13	Heuristic Evaluation of eGLU-Box: A Semi-automatic Usability Evaluation Tool for Public Administrations. Lecture Notes in Computer Science, 2019, , 75-86.	1.0	11
14	An End-User Development Approach to Secure Smart Environments. Lecture Notes in Computer Science, 2021, , 36-52.	1.0	8
15	Making Mashups Actionable Through Elastic Design Principles. Lecture Notes in Computer Science, 2015, , 236-241.	1.0	8
16	UX Evaluation Design of UTAssistant: A New Usability Testing Support Tool for Italian Public Administrations. Lecture Notes in Computer Science, 2018, , 55-67.	1.0	7
17	Towards the Detection of UX Smells: The Support of Visualizations. IEEE Access, 2020, 8, 6901-6914.	2.6	7
18	Enabling End Users to Create, Annotate and Share Personal Information Spaces. Lecture Notes in Computer Science, 2013, , 40-55.	1.0	7

#	ARTICLE	IF	CITATIONS
19	Enabling End Users to Define the Behavior of Smart Objects in AAL Environments. Lecture Notes in Electrical Engineering, 2019, , 95-103.	0.3	6
20	Specification of Complex Logical Expressions for Task Automation: An EUD Approach. Lecture Notes in Computer Science, 2017, , 108-116.	1.0	6
21	Alerting Users About Phishing Attacks. Lecture Notes in Computer Science, 2019, , 134-148.	1.0	5
22	Visualizing collaborative traces in distributed teams. , 2014, , .		4
23	A Three-Layer Meta-Design Model for Addressing Domain-Specific Customizations. , 2017, , 99-120.		4
24	Metamorphic data sources: A user-centric paradigm to consume linked data in interactive workspaces. Future Generation Computer Systems, 2020, 102, 992-1015.	4.9	4
25	SENSATION: An Authoring Tool to Support Event-Driven State Paradigm in End-User Development. Lecture Notes in Computer Science, 2021, , 373-382.	1.0	4
26	Designing an Intelligent User Interface for Preventing Phishing Attacks. Lecture Notes in Computer Science, 2020, , 97-106.	1.0	4
27	End-User Development for the Internet of Things: EFESTO and the 5W Composition Paradigm. Communications in Computer and Information Science, 2017, , 74-93.	0.4	4
28	Supporting professional guides to create personalized visit experiences. , 2016, , .		3
29	Empowering CH Experts to Produce IoT-enhanced Visits. , 2017, , .		3
30	Detecting Emotions Through Machine Learning for Automatic UX Evaluation. Lecture Notes in Computer Science, 2021, , 270-279.	1.0	3
31	Help the User Recognize a Phishing Scam: Design of Explanation Messages in Warning Interfaces for Phishing Attacks. Lecture Notes in Computer Science, 2021, , 403-416.	1.0	3
32	A System to Support Children in Speech Therapies at Home. , 2021, , .		3
33	Digital interaction. , 2018, , .		2
34	Rapid prototyping of chatbots for data exploration. , 2021, , .		2
35	Personal information spaces in the context of visits to archaeological parks. , 2013, , .		1
36	Exploiting Visual Notations for Data Exploration. , 2016, , .		1

#	ARTICLE	IF	CITATIONS
37	A tangible-programming technology supporting end-user development of smart-environments. , 2018, , .		1
38	A Meta-design Approach to Support Information Access and Manipulation in Virtual Research Environments. Lecture Notes in Computer Science, 2016, , 115-126.	1.0	1
39	SERENE: a Web platform for the UX semi-automatic evaluation of website. , 2022, , .		1
40	From GDPR to Privacy Design Patterns: The MATERIALIST Framework. , 2022, , .		1
41	SERVE. , 2016, , .		0
42	Improving Tools that Allow End Users to Configure Smart Environments. Lecture Notes in Computer Science, 2019, , 244-248.	1.0	0
43	Engineering Task-Automation Systems for Domain Specificity. Lecture Notes in Computer Science, 2018, , 108-119.	1.0	0