

Costas Vassilakis

List of Publications by Year in descending order

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Version: 2024-02-01

165
papers

1,782
citations

394421

19
h-index

377865

34
g-index

171
all docs

171
docs citations

171
times ranked

1102
citing authors

#	ARTICLE	IF	CITATIONS
1	Ontology visualization methods—a survey. <i>ACM Computing Surveys</i> , 2007, 39, 10.	23.0	300
2	Virtual museums for all: employing game technology for edutainment. <i>Virtual Reality</i> , 2004, 8, 96-106.	6.1	99
3	Wikis in enterprise settings: a survey. <i>Enterprise Information Systems</i> , 2012, 6, 1-53.	4.7	55
4	Query personalization using social network information and collaborative filtering techniques. <i>Future Generation Computer Systems</i> , 2018, 78, 440-450.	7.5	49
5	A fine-grained social network recommender system. <i>Social Network Analysis and Mining</i> , 2020, 10, 1.	2.8	39
6	What makes a review a reliable rating in recommender systems?. <i>Information Processing and Management</i> , 2020, 57, 102304.	8.6	36
7	The conceptual model of context for mobile commerce applications. <i>Electronic Commerce Research</i> , 2010, 10, 139-165.	5.0	35
8	Ontologies and the brain: Using spreading activation through ontologies to support personal interaction. <i>Cognitive Systems Research</i> , 2010, 11, 25-41.	2.7	34
9	Data-Assisted Persona Construction Using Social Media Data. <i>Big Data and Cognitive Computing</i> , 2020, 4, 21.	4.7	32
10	A framework for managing the lifecycle of transactional e-government services. <i>Telematics and Informatics</i> , 2003, 20, 315-329.	5.8	31
11	A knowledge-based approach for developing multi-channel e-government services. <i>Electronic Commerce Research and Applications</i> , 2007, 6, 113-124.	5.0	31
12	Recommendation information diffusion in social networks considering user influence and semantics. <i>Social Network Analysis and Mining</i> , 2016, 6, 1.	2.8	31
13	Real exhibitions in a virtual museum. <i>Virtual Reality</i> , 2004, 7, 120-128.	6.1	28
14	On Blockchain Architectures for Trust-Based Collaborative Intrusion Detection. , 2019, , .		28
15	Exploiting Internet of Things information to enhance venues’s recommendation accuracy. <i>Service Oriented Computing and Applications</i> , 2017, 11, 393-409.	1.6	27
16	An Adaptive Social Network-Aware Collaborative Filtering Algorithm for Improved Rating Prediction Accuracy. <i>IEEE Access</i> , 2020, 8, 68301-68310.	4.2	25
17	A collaborative filtering algorithm with clustering for personalized web service selection in business processes. , 2015, , .		23
18	Exploiting Rating Abstention Intervals for Addressing Concept Drift in Social Network Recommender Systems. <i>Informatics</i> , 2018, 5, 21.	3.9	23

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19	Handling uncertainty in social media textual information for improving venue recommendation formulation quality in social networks. Social Network Analysis and Mining, 2019, 9, 1.	2.8	23
20	Context management for m-commerce applications: determinants, methodology and the role of marketing. Information Technology and Management, 2012, 13, 91-111.	2.4	22
21	Historical research in archives: user methodology and supporting tools. International Journal on Digital Libraries, 2010, 11, 25-36.	1.5	20
22	Barriers to Electronic Service Development. E-Service Journal, 2004, 4, 41-63.	0.6	19
23	Enhancing BPEL scenarios with Dynamic Relevance-Based Exception Handling. , 2007, , .		19
24	An integrated framework for adapting WS-BPEL scenario execution using QoS and collaborative filtering techniques. Science of Computer Programming, 2015, 98, 707-734.	1.9	19
25	Social relations versus near neighbours. , 2019, , .		19
26	The Effects of Logistics Websitesâ€™ Technical Factors on the Optimization of Digital Marketing Strategies and Corporate Brand Name. Processes, 2022, 10, 892.	2.8	19
27	Knowledge-Based Leisure Time Recommendations in Social Networks. Intelligent Systems Reference Library, 2017, , 23-48.	1.2	18
28	exhiSTORY: Smart exhibits that tell their own stories. Future Generation Computer Systems, 2018, 81, 542-556.	7.5	18
29	A game-engine based virtual museum authoring and presentation system. , 2008, , .		17
30	Modelling and performance study of finite-buffered blocking multistage interconnection networks supporting natively 2-class priority routing traffic. Journal of Network and Computer Applications, 2013, 36, 723-737.	9.1	16
31	Improving collaborative filtering's rating prediction quality in dense datasets, by pruning old ratings. , 2017, , .		15
32	Stimulation of reflection and discussion in museum visits through the use of social media. Social Network Analysis and Mining, 2017, 7, 1.	2.8	15
33	Improving Collaborative Filtering's Rating Prediction Quality by Considering Shifts in Rating Practices. , 2017, , .		15
34	From the web of data to a world of action. Web Semantics, 2010, 8, 394-408.	2.9	14
35	Adapting WS-BPEL scenario execution using collaborative filtering techniques. , 2013, , .		14
36	A Context-Based Adaptive Visualization Environment. , 2006, , .		13

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37	Performance Evaluation of Two-Priority Network Schema for Single-Buffered Delta Networks. , 2007, , .		13
38	SPREADING ACTIVATION OVER ONTOLOGY-BASED RESOURCES: FROM PERSONAL CONTEXT TO WEB SCALE REASONING. International Journal of Semantic Computing, 2010, 04, 59-102.	0.5	13
39	Hydria: An Online Data Lake for Multi-Faceted Analytics in the Cultural Heritage Domain. Big Data and Cognitive Computing, 2020, 4, 7.	4.7	13
40	Integrating e-government public transactional services into public authority workflows. Electronic Government, 2004, 1, 49.	0.2	12
41	IQoS-aware exception resolution for BPEL processes: a middleware-based framework and performance evaluation. International Journal of Web and Grid Services, 2009, 5, 284.	0.5	12
42	QoS-Driven Adaptation of BPEL Scenario Execution. , 2009, , .		11
43	Performance Analysis of blocking Banyan Switches. , 2007, , 107-111.		11
44	Ontology for E-Government Public Services. , 2006, , 865-870.		11
45	Pruning and aging for user histories in collaborative filtering. , 2016, , .		10
46	Enhancing User Rating Database Consistency Through Pruning. Lecture Notes in Computer Science, 2017, , 33-64.	1.3	10
47	Human behaviour in multimodal interaction: main effects of civic action and interpersonal and problem-solving skills. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 5991-6006.	4.9	10
48	On the Design of IoT Security: Analysis of Software Vulnerabilities for Smart Grids. Energies, 2021, 14, 2818.	3.1	10
49	Designing a virtual museum within a museum. , 2001, , .		9
50	Evaluating the Significance of the Windows Explorer Visualization in Personal Information Management Browsing tasks. Proceedings / International Conference on Information Visualisation, 2007, , .	0.0	9
51	Improving Collaborative Filtering's Rating Prediction Accuracy by Considering Users' Rating Variability. , 2018, , .		9
52	Domain expert user development. Communications of the ACM, 2007, 50, 79-83.	4.5	8
53	Virtual reality in the e-Society. Virtual Reality, 2007, 11, 71-73.	6.1	8
54	An integrated framework for QoS-based adaptation and exception resolution in WS-BPEL scenarios. , 2013, , .		8

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55	Using social media to stimulate history reflection in cultural heritage. , 2016, , .		8
56	An Algorithm for Density Enrichment of Sparse Collaborative Filtering Datasets Using Robust Predictions as Derived Ratings. Algorithms, 2020, 13, 174.	2.1	8
57	Improving collaborative filtering's rating prediction coverage in sparse datasets by exploiting the 'friend of a friend' concept. International Journal of Big Data Intelligence, 2020, 7, 47.	0.4	8
58	Modeling Server Workloads for Campus Email Traffic Using Recurrent Neural Networks. Lecture Notes in Computer Science, 2017, , 57-66.	1.3	8
59	Performance Study of Multilayered Multistage Interconnection Networks under Hotspot Traffic Conditions. Journal of Computer Systems, Networks, and Communications, 2010, 2010, 1-11.	1.2	7
60	The Personality of the Influencers, the Characteristics of Qualitative Discussions and Their Analysis for Recommendations to Cultural Institutions. Heritage, 2018, 1, 239-253.	1.9	7
61	Improving Collaborative Filtering's Rating Prediction Coverage in Sparse Datasets through the Introduction of Virtual Near Neighbors. , 2019, , .		7
62	Improving collaborative filtering's rating prediction accuracy by introducing the experiencing period criterion. Neural Computing and Applications, 2020, , 1.	5.6	7
63	A Semantic Mixed Reality Framework for Shared Cultural Experiences Ecosystems. Big Data and Cognitive Computing, 2020, 4, 6.	4.7	7
64	Class-Based Weighted Fair Queuing Scheduling on Dual-Priority Delta Networks. Journal of Computer Networks and Communications, 2012, 2012, 1-13.	1.6	6
65	Towards a learning analytics platform for supporting the educational process. , 2014, , .		6
66	Improving Collaborative Filtering's Rating Prediction Accuracy by Introducing the Common Item Rating Past Criterion. , 2019, , .		6
67	A User Interface for Personalized Web Service Selection in Business Processes. Lecture Notes in Computer Science, 2020, , 560-573.	1.3	6
68	An optimisation scheme for coalesce/valid time selection operator sequences. SIGMOD Record, 2000, 29, 38-43.	1.2	6
69	Transactional e-Government Services: An Integrated Approach. Lecture Notes in Computer Science, 2002, , 276-279.	1.3	6
70	On Producing Accurate Rating Predictions in Sparse Collaborative Filtering Datasets. Information (Switzerland), 2022, 13, 302.	2.9	6
71	A comparative study of temporal DBMS architectures. , 0, , .		5
72	Distributed information systems tailorability: a component approach. , 0, , .		5

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73	An active ontology-based blackboard architecture for Web service interoperability. , 2005, , .		5
74	Supporting Research in Historical Archives: Historical Information Visualization and Modeling Requirements. , 2008, , .		5
75	Improving Performance of Finite-Buffered Blocking Delta Networks with 2-Class Priority Routing through Asymmetric-Sized Buffer Queues. , 2008, , .		5
76	Selected results of a comparative study of four ontology visualization methods for information retrieval tasks. , 2008, , .		5
77	Routing and Performance Analysis of Double-Buffered Omega Networks Supporting Multi-class Priority Traffic. , 2008, , .		5
78	On Replacement Service Selection in WS-BPEL Scenario Adaptation. , 2015, , .		5
79	A hybrid framework for WS-BPEL scenario execution adaptation, using monitoring and feedback data. , 2015, , .		5
80	“Talking” Triples to Museum Chatbots. Lecture Notes in Computer Science, 2020, , 281-299.	1.3	5
81	User Profiling: Towards a Facebook Game that Reveals Cognitive Style. Lecture Notes in Computer Science, 2014, , 349-353.	1.3	5
82	SmartGov: A Knowledge-Based Platform for Transactional Electronic Services. Lecture Notes in Computer Science, 2002, , 362-369.	1.3	5
83	Exception resolution for BPEL processes. , 2008, , .		5
84	Context and Adaptivity-Driven Visualization Method Selection. , 2009, , 188-204.		5
85	An XML model for electronic services. Electronic Government, 2005, 2, 41.	0.2	4
86	A flexible framework for managing temporal clinical trial data. International Journal of Electronic Healthcare, 2005, 1, 453.	0.3	4
87	Visualizing a temporally-enhanced ontology. , 2006, , .		4
88	An active blackboard for service discovery, composition and execution. International Journal of Electronic Governance, 2008, 1, 275.	0.2	4
89	A heuristics-based approach to reverse engineering of electronic services. Information and Software Technology, 2009, 51, 325-336.	4.4	4
90	Performance Evaluation of Multicast Routing over Multilayer Multistage Interconnection Networks. , 2009, , .		4

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91	A context management architecture for m-commerce applications. Open Computer Science, 2012, 2, .	1.7	4
92	Improving QoS delivered by WS-BPEL scenario adaptation through service execution parallelization. , 2016, , .		4
93	Interconnecting Objects, Visitors, Sites and (Hi)Stories Across Cultural and Historical Concepts: The CrossCult Project. Lecture Notes in Computer Science, 2016, , 501-510.	1.3	4
94	Evaluation of Apache Spot's machine learning capabilities in an SDN/NFV enabled environment. , 2018, , .		4
95	Bringing a peripheral, traditional venue to the digital era with targeted narratives. Digital Applications in Archaeology and Cultural Heritage, 2019, 14, e00111.	1.3	4
96	Multimodal Interaction: Correlates of Learnersâ€™ Metacognitive Skill Training Negotiation Experience. Information (Switzerland), 2020, 11, 381.	2.9	4
97	Controlled Caching of Dynamic WWW Pages. Lecture Notes in Computer Science, 2002, , 9-18.	1.3	4
98	Implementation of transaction and concurrency control support in a temporal DBMS. Information Systems, 1998, 23, 335-350.	3.6	3
99	A distributed recommender system architecture. International Journal of Web Engineering and Technology, 2012, 7, 203.	0.2	3
100	Visualization Method Effectiveness in Ontology-Based Information Retrieval Tasks Involving Entity Evolution. , 2014, , .		3
101	Personalized augmented reality experiences in museums using Google Cardboards. , 2017, , .		3
102	Improving Collaborative Filtering's Rating Prediction Coverage in Sparse Datasets by Exploiting User Dissimilarity. , 2018, , .		3
103	Data-driven country safety monitoring terrorist attack prediction. , 2019, , .		3
104	Augmenting Black Sheep Neighbour Importance for Enhancing Rating Prediction Accuracy in Collaborative Filtering. Applied Sciences (Switzerland), 2021, 11, 8369.	2.5	3
105	Semantics-Driven Conversational Interfaces for Museum Chatbots. Lecture Notes in Computer Science, 2020, , 255-266.	1.3	3
106	The Use of Semantics in the CrossCult H2020 Project. Lecture Notes in Computer Science, 2017, , 190-195.	1.3	3
107	Enhancing Rating Prediction Quality Through Improving the Accuracy of Detection of Shifts in Rating Practices. Lecture Notes in Computer Science, 2018, , 151-191.	1.3	3
108	A Mixed-reality Interaction-driven Game-based Learning Framework. , 2019, , .		3

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109	Creating an Historical Archive Ontology: Guidelines and Evaluation. , 2007, , .		2
110	Performance Analysis of dual priority single-buffered blocking Multistage Interconnection Networks. , 2007, , .		2
111	Routing and Performance Evaluation of Dual Priority Delta Networks under Hotspot Environment. , 2009, , .		2
112	Modelling and performance evaluation of a novel internal-priority routing scheme for finite-buffered multistage interconnection networks. International Journal of Parallel, Emergent and Distributed Systems, 2011, 26, 381-397.	1.0	2
113	A Software Architecture for Provision of Context-Aware Web-based m-Commerce Applications. , 2011, , .		2
114	Towards a methodological framework for the cognitive-behavioural evaluation of educational e-games. International Journal of Learning Technology, 2011, 6, 263.	0.2	2
115	ExhiSTORY: IoT in the service of Cultural Heritage. , 2018, , .		2
116	The Effect of Social Media Trending Topics Related to Cultural Venuesâ€™ Content. , 2018, , .		2
117	Detection of intermittent faults in software programs through identification of suspicious shared variable access patterns. Journal of Systems and Software, 2020, 159, 110455.	4.5	2
118	Policy Making Analysis and Practitioner User Experience. Lecture Notes in Computer Science, 2020, , 415-431.	1.3	2
119	Social Skills and Online Learning. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 261-281.	0.2	2
120	On Addressing the Low Rating Prediction Coverage in Sparse Datasets Using Virtual Ratings. SN Computer Science, 2021, 2, 1.	3.6	2
121	Performance Evaluation of Distance Vector Routing Protocol on a Wireless Circular Model. , 2008, , 323-328.		2
122	Improving Collaborative Filteringâ€™s Rating Prediction Quality by Exploiting the Item Adoption Eagerness Information. , 2019, , .		2
123	Blockchain technologies for leveraging security and privacy. Homo Virtualis, 2019, 2, 7.	0.1	2
124	Methodology for Design of Online Exhibitions. DESIDOC Journal of Library and Information Technology, 2013, 33, 158-167.	0.5	2
125	Performance Analysis of Dual-Priority Multilayer Multistage Interconnection Networks under Multicast Environment. Journal of Networks, 2011, 6, .	0.4	2
126	Using parallelism and pipeline for the optimisation of join queries. Lecture Notes in Computer Science, 1992, , 277-294.	1.3	2

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127	Effectiveness of Visualization for Information Retrieval through Ontologies with Entity Evolution. International Journal of Information Retrieval Research, 2015, 5, 66-91.	0.7	2
128	Using Time Clusters for Following Users' Shifts in Rating Practices. Complex Systems Informatics and Modeling Quarterly, 2017, , 22-42.	0.9	2
129	Exploiting form semantics and validation checks to improve e-form layout. International Journal of Web Engineering and Technology, 2005, 2, 81.	0.2	1
130	An Interview-Based User Study on the use of Visualizations for Folder Browsing. , 2008, , .		1
131	Performance Analysis of Multilayered Multipriority Asymmetric-Sized Delta Networks. Journal of Computer Networks and Communications, 2011, 2011, 1-12.	1.6	1
132	Class-based weighted fair queuing scheduling on quad-priority Delta Networks. International Journal of Parallel, Emergent and Distributed Systems, 2012, 27, 435-457.	1.0	1
133	A Methodology for Generated Text Annotation for High Quality Speech Synthesis. , 2019, , .		1
134	MOOC Accessibility from the Educator Perspective. Lecture Notes in Computer Science, 2020, , 114-125.	1.3	1
135	A User Interface for Personalising WS-BPEL Scenarios. Lecture Notes in Computer Science, 2021, , 399-416.	1.3	1
136	An Object-Oriented Approach for Designing Administrative E-forms and Transactional E-services. Lecture Notes in Computer Science, 2002, , 19-30.	1.3	1
137	An Adaptive Social Network-Aware Collaborative Filtering Algorithm for Improved Rating Prediction Accuracy. , 0, .		1
138	Serving Enhanced Hypermedia Information. Lecture Notes in Computer Science, 2002, , 86-92.	1.3	1
139	Adaptive Virtual Reality Shopping Malls. , 2006, , 1-6.		1
140	Tailorable E-Government Information Systems. , 2006, , 1064-1069.		1
141	Performance Tuning of Dual-priority Delta Networks through Queuing Scheduling Disciplines. Journal of Communications Software and Systems, 2017, 9, 222.	0.8	1
142	A System for Collecting, Managing, Analyzing and Sharing Diverse, Multi-Faceted Cultural Heritage and Tourism Data. , 2021, , .		1
143	Implementing embedded valid time query languages. Lecture Notes in Computer Science, 1998, , 561-572.	1.3	0
144	A Semantics-Based Consultations Workbench. , 0, , .		0

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145	Web Service Execution Streamlining. , 2006, , .		0
146	Transactional e-Government Services: An Integrated Approach. , 2002, , 276-279.		0
147	The Role of Priority Mechanisms on Performance Metrics of Double-Buffered Switching Elements. AIP Conference Proceedings, 2007, , .	0.4	0
148	Component reuse in electronic services development. Journal of Computational Methods in Sciences and Engineering, 2007, 6, S229-S241.	0.2	0
149	WhereRU: GPS position reporting and a personal ontology as a virtual community utility. , 2008, , .		0
150	Evaluation Study of a Wireless Multimedia Traffic-Oriented Network Model. , 2008, , .		0
151	Supporting User Roles in Ontology Fuzzification. , 2011, , .		0
152	Editorial for the Special Issue on “Modern Recommender Systems: Approaches, Challenges and Applications” Information (Switzerland), 2019, 10, 230.	2.9	0
153	Safe Travelling Period Recommendation to High Attack Risk European Destinations Based on Past Attack Information. Lecture Notes in Social Networks, 2021, , 77-100.	0.1	0
154	Identifying Reliable Recommenders in Users’ Collaborating Filtering and Social Neighbourhoods. Lecture Notes in Social Networks, 2021, , 51-76.	0.1	0
155	An Interface for User-Centred Process and Correlation Between Large Datasets. Lecture Notes in Computer Science, 2021, , 477-494.	1.3	0
156	exhiSTORY: Smart Self-organizing Exhibits. Computer Communications and Networks, 2021, , 91-111.	0.8	0
157	The Lifecycle of Transactional Services. , 2007, , 1174-1179.		0
158	Adaptive Virtual Reality Shopping Malls. , 2008, , 1551-1559.		0
159	Adaptive Virtual Reality Shopping Malls. , 2008, , 346-353.		0
160	From the Web of Data to a World of Action. SSRN Electronic Journal, 0, , .	0.4	0
161	An Object-Oriented Data Model for Hypermedia Systems. , 1992, , 483-493.		0
162	Effectiveness of Visualization for Information Retrieval through Ontologies with Entity Evolution. , 2016, , 841-867.		0

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163	Personality Analysis of Social Media Influencers as a Tool for Cultural Institutions. Lecture Notes in Computer Science, 2018, , 236-247.	1.3	0
164	Citizen Engagement for Transparent and Accountable Policy Modelling. , 2019, , .		0
165	Neighbourhood Aging Factors for Limited Information Social Network Collaborative Filtering. , 2020, , .		0