

Costas Vassilakis

List of Publications by Year in descending order

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Version: 2024-02-01

165
papers

1,782
citations

393982

19
h-index

377514

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.	16.1	300
2	Virtual museums for all: employing game technology for edutainment. <i>Virtual Reality</i> , 2004, 8, 96-106.	4.1	99
3	Wikis in enterprise settings: a survey. <i>Enterprise Information Systems</i> , 2012, 6, 1-53.	3.3	55
4	Query personalization using social network information and collaborative filtering techniques. <i>Future Generation Computer Systems</i> , 2018, 78, 440-450.	4.9	49
5	A fine-grained social network recommender system. <i>Social Network Analysis and Mining</i> , 2020, 10, 1.	1.9	39
6	What makes a review a reliable rating in recommender systems?. <i>Information Processing and Management</i> , 2020, 57, 102304.	5.4	36
7	The conceptual model of context for mobile commerce applications. <i>Electronic Commerce Research</i> , 2010, 10, 139-165.	3.0	35
8	Ontologies and the brain: Using spreading activation through ontologies to support personal interaction. <i>Cognitive Systems Research</i> , 2010, 11, 25-41.	1.9	34
9	Data-Assisted Persona Construction Using Social Media Data. <i>Big Data and Cognitive Computing</i> , 2020, 4, 21.	2.9	32
10	A framework for managing the lifecycle of transactional e-government services. <i>Telematics and Informatics</i> , 2003, 20, 315-329.	3.5	31
11	A knowledge-based approach for developing multi-channel e-government services. <i>Electronic Commerce Research and Applications</i> , 2007, 6, 113-124.	2.5	31
12	Recommendation information diffusion in social networks considering user influence and semantics. <i>Social Network Analysis and Mining</i> , 2016, 6, 1.	1.9	31
13	Real exhibitions in a virtual museum. <i>Virtual Reality</i> , 2004, 7, 120-128.	4.1	28
14	On Blockchain Architectures for Trust-Based Collaborative Intrusion Detection. , 2019, , .		28
15	Exploiting Internet of Things information to enhance venuesâ€™ recommendation accuracy. <i>Service Oriented Computing and Applications</i> , 2017, 11, 393-409.	1.3	27
16	An Adaptive Social Network-Aware Collaborative Filtering Algorithm for Improved Rating Prediction Accuracy. <i>IEEE Access</i> , 2020, 8, 68301-68310.	2.6	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.	2.4	23

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19	Handling uncertainty in social media textual information for improving venue recommendation formulation quality in social networks. <i>Social Network Analysis and Mining</i> , 2019, 9, 1.	1.9	23
20	Context management for m-commerce applications: determinants, methodology and the role of marketing. <i>Information Technology and Management</i> , 2012, 13, 91-111.	1.4	22
21	Historical research in archives: user methodology and supporting tools. <i>International Journal on Digital Libraries</i> , 2010, 11, 25-36.	1.1	20
22	Barriers to Electronic Service Development. <i>E-Service Journal</i> , 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. <i>Science of Computer Programming</i> , 2015, 98, 707-734.	1.5	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. <i>Processes</i> , 2022, 10, 892.	1.3	19
27	Knowledge-Based Leisure Time Recommendations in Social Networks. <i>Intelligent Systems Reference Library</i> , 2017, , 23-48.	1.0	18
28	exhiSTORY: Smart exhibits that tell their own stories. <i>Future Generation Computer Systems</i> , 2018, 81, 542-556.	4.9	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. <i>Journal of Network and Computer Applications</i> , 2013, 36, 723-737.	5.8	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. <i>Social Network Analysis and Mining</i> , 2017, 7, 1.	1.9	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. <i>Web Semantics</i> , 2010, 8, 394-408.	2.2	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.	0.4	13
39	Hydria: An Online Data Lake for Multi-Faceted Analytics in the Cultural Heritage Domain. Big Data and Cognitive Computing, 2020, 4, 7.	2.9	13
40	Integrating e-government public transactional services into public authority workflows. Electronic Government, 2004, 1, 49.	0.1	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.	0.4	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.	1.0	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.	3.3	10
48	On the Design of IoT Security: Analysis of Software Vulnerabilities for Smart Grids. Energies, 2021, 14, 2818.	1.6	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.	3.3	8
53	Virtual reality in the e-Society. Virtual Reality, 2007, 11, 71-73.	4.1	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.	1.2	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.	1.0	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.	0.9	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.	3.2	7
63	A Semantic Mixed Reality Framework for Shared Cultural Experiences Ecosystems. Big Data and Cognitive Computing, 2020, 4, 6.	2.9	7
64	Class-Based Weighted Fair Queuing Scheduling on Dual-Priority Delta Networks. Journal of Computer Networks and Communications, 2012, 2012, 1-13.	1.2	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.	1.0	6
68	An optimisation scheme for coalesce/valid time selection operator sequences. SIGMOD Record, 2000, 29, 38-43.	0.7	6
69	Transactional e-Government Services: An Integrated Approach. Lecture Notes in Computer Science, 2002, , 276-279.	1.0	6
70	On Producing Accurate Rating Predictions in Sparse Collaborative Filtering Datasets. Information (Switzerland), 2022, 13, 302.	1.7	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.	1.0	5
81	User Profiling: Towards a Facebook Game that Reveals Cognitive Style. Lecture Notes in Computer Science, 2014, , 349-353.	1.0	5
82	SmartGov: A Knowledge-Based Platform for Transactional Electronic Services. Lecture Notes in Computer Science, 2002, , 362-369.	1.0	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.	0.1	4
86	A flexible framework for managing temporal clinical trial data. International Journal of Electronic Healthcare, 2005, 1, 453.	0.2	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.	0.1	4
89	A heuristics-based approach to reverse engineering of electronic services. Information and Software Technology, 2009, 51, 325-336.	3.0	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, .	1.3	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.	1.0	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.	0.9	4
96	Multimodal Interaction: Correlates of Learnersâ€™™ Metacognitive Skill Training Negotiation Experience. Information (Switzerland), 2020, 11, 381.	1.7	4
97	Controlled Caching of Dynamic WWW Pages. Lecture Notes in Computer Science, 2002, , 9-18.	1.0	4
98	Implementation of transaction and concurrency control support in a temporal DBMS. Information Systems, 1998, 23, 335-350.	2.4	3
99	A distributed recommender system architecture. International Journal of Web Engineering and Technology, 2012, 7, 203.	0.1	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.	1.3	3
105	Semantics-Driven Conversational Interfaces for Museum Chatbots. Lecture Notes in Computer Science, 2020, , 255-266.	1.0	3
106	The Use of Semantics in the CrossCult H2020 Project. Lecture Notes in Computer Science, 2017, , 190-195.	1.0	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.	1.0	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.	0.7	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.	3.3	2
118	Policy Making Analysis and Practitioner User Experience. Lecture Notes in Computer Science, 2020, , 415-431.	1.0	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.	2.3	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.	0.3	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.	1.0	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.	0.6	2
128	Using Time Clusters for Following Users'™ Shifts in Rating Practices. Complex Systems Informatics and Modeling Quarterly, 2017, , 22-42.	0.5	2
129	Exploiting form semantics and validation checks to improve e-form layout. International Journal of Web Engineering and Technology, 2005, 2, 81.	0.1	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.	1.2	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.	0.7	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.	1.0	1
135	A User Interface for Personalising WS-BPEL Scenarios. Lecture Notes in Computer Science, 2021, , 399-416.	1.0	1
136	An Object-Oriented Approach for Designing Administrative E-forms and Transactional E-services. Lecture Notes in Computer Science, 2002, , 19-30.	1.0	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.	1.0	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.	0.6	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.	1.0	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, , .	0.3	0
148	Component reuse in electronic services development. Journal of Computational Methods in Sciences and Engineering, 2007, 6, S229-S241.	0.1	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.	1.7	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.	0.8	0
154	Identifying Reliable Recommenders in Users' Collaborating Filtering and Social Neighbourhoods. Lecture Notes in Social Networks, 2021, , 51-76.	0.8	0
155	An Interface for User-Centred Process and Correlation Between Large Datasets. Lecture Notes in Computer Science, 2021, , 477-494.	1.0	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.	1.0	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