

# Costas Vassilakis

## List of Publications by Year in descending order

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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	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
2	On Producing Accurate Rating Predictions in Sparse Collaborative Filtering Datasets. Information (Switzerland), 2022, 13, 302.	2.9	6
3	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
4	A User Interface for Personalising WS-BPEL Scenarios. Lecture Notes in Computer Science, 2021, , 399-416.	1.3	1
5	Social Skills and Online Learning. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 261-281.	0.2	2
6	Identifying Reliable Recommenders in Usersâ€™ Collaborating Filtering and Social Neighbourhoods. Lecture Notes in Social Networks, 2021, , 51-76.	0.1	0
7	An Interface for User-Centred Process and Correlation Between Large Datasets. Lecture Notes in Computer Science, 2021, , 477-494.	1.3	0
8	On the Design of IoT Security: Analysis of Software Vulnerabilities for Smart Grids. Energies, 2021, 14, 2818.	3.1	10
9	On Addressing the Low Rating Prediction Coverage in Sparse Datasets Using Virtual Ratings. SN Computer Science, 2021, 2, 1.	3.6	2
10	Augmenting Black Sheep Neighbour Importance for Enhancing Rating Prediction Accuracy in Collaborative Filtering. Applied Sciences (Switzerland), 2021, 11, 8369.	2.5	3
11	exhiSTORY: Smart Self-organizing Exhibits. Computer Communications and Networks, 2021, , 91-111.	0.8	0
12	A System for Collecting, Managing, Analyzing and Sharing Diverse, Multi-Faceted Cultural Heritage and Tourism Data. , 2021, , .		1
13	A fine-grained social network recommender system. Social Network Analysis and Mining, 2020, 10, 1.	2.8	39
14	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
15	Policy Making Analysis and Practitioner User Experience. Lecture Notes in Computer Science, 2020, , 415-431.	1.3	2
16	An Algorithm for Density Enrichment of Sparse Collaborative Filtering Datasets Using Robust Predictions as Derived Ratings. Algorithms, 2020, 13, 174.	2.1	8
17	Data-Assisted Persona Construction Using Social Media Data. Big Data and Cognitive Computing, 2020, 4, 21.	4.7	32
18	MOOC Accessibility from the Educator Perspective. Lecture Notes in Computer Science, 2020, , 114-125.	1.3	1

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19	Multimodal Interaction: Correlates of Learners'™ Metacognitive Skill Training Negotiation Experience. Information (Switzerland), 2020, 11, 381.	2.9	4
20	Improving collaborative filtering's rating prediction accuracy by introducing the experiencing period criterion. Neural Computing and Applications, 2020, , 1.	5.6	7
21	A Semantic Mixed Reality Framework for Shared Cultural Experiences Ecosystems. Big Data and Cognitive Computing, 2020, 4, 6.	4.7	7
22	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
23	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
24	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
25	An Adaptive Social Network-Aware Collaborative Filtering Algorithm for Improved Rating Prediction Accuracy. IEEE Access, 2020, 8, 68301-68310.	4.2	25
26	What makes a review a reliable rating in recommender systems?. Information Processing and Management, 2020, 57, 102304.	8.6	36
27	Semantics-Driven Conversational Interfaces for Museum Chatbots. Lecture Notes in Computer Science, 2020, , 255-266.	1.3	3
28	“Talking” Triples to Museum Chatbots. Lecture Notes in Computer Science, 2020, , 281-299.	1.3	5
29	A User Interface for Personalized Web Service Selection in Business Processes. Lecture Notes in Computer Science, 2020, , 560-573.	1.3	6
30	Neighbourhood Aging Factors for Limited Information Social Network Collaborative Filtering. , 2020, , .		0
31	Editorial for the Special Issue on “Modern Recommender Systems: Approaches, Challenges and Applications”. Information (Switzerland), 2019, 10, 230.	2.9	0
32	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
33	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
34	On Blockchain Architectures for Trust-Based Collaborative Intrusion Detection. , 2019, , .		28
35	Data-driven country safety monitoring terrorist attack prediction. , 2019, , .		3
36	Social relations versus near neighbours. , 2019, , .		19

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37	Improving Collaborative Filtering's Rating Prediction Coverage in Sparse Datasets through the Introduction of Virtual Near Neighbors. , 2019, , .		7
38	A Methodology for Generated Text Annotation for High Quality Speech Synthesis. , 2019, , .		1
39	Improving Collaborative Filtering's Rating Prediction Accuracy by Introducing the Common Item Rating Past Criterion. , 2019, , .		6
40	Improving Collaborative Filtering's Rating Prediction Quality by Exploiting the Item Adoption Eagerness Information. , 2019, , .		2
41	Blockchain technologies for leveraging security and privacy. Homo Virtualis, 2019, 2, 7.	0.1	2
42	Citizen Engagement for Transparent and Accountable Policy Modelling. , 2019, , .		0
43	A Mixed-reality Interaction-driven Game-based Learning Framework. , 2019, , .		3
44	Query personalization using social network information and collaborative filtering techniques. Future Generation Computer Systems, 2018, 78, 440-450.	7.5	49
45	exhiSTORY: Smart exhibits that tell their own stories. Future Generation Computer Systems, 2018, 81, 542-556.	7.5	18
46	ExhiSTORY: IoT in the service of Cultural Heritage. , 2018, , .		2
47	Exploiting Rating Abstention Intervals for Addressing Concept Drift in Social Network Recommender Systems. Informatics, 2018, 5, 21.	3.9	23
48	Improving Collaborative Filtering's Rating Prediction Accuracy by Considering Users' Rating Variability. , 2018, , .		9
49	Improving Collaborative Filtering's Rating Prediction Coverage in Sparse Datasets by Exploiting User Dissimilarity. , 2018, , .		3
50	The Effect of Social Media Trending Topics Related to Cultural Venues's Content. , 2018, , .		2
51	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
52	Evaluation of Apache Spot's machine learning capabilities in an SDN/NFV enabled environment. , 2018, , .		4
53	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
54	Personality Analysis of Social Media Influencers as a Tool for Cultural Institutions. Lecture Notes in Computer Science, 2018, , 236-247.	1.3	0

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55	Knowledge-Based Leisure Time Recommendations in Social Networks. Intelligent Systems Reference Library, 2017, , 23-48.	1.2	18
56	Enhancing User Rating Database Consistency Through Pruning. Lecture Notes in Computer Science, 2017, , 33-64.	1.3	10
57	Exploiting Internet of Things information to enhance venuesâ€™ recommendation accuracy. Service Oriented Computing and Applications, 2017, 11, 393-409.	1.6	27
58	Improving collaborative filtering's rating prediction quality in dense datasets, by pruning old ratings. , 2017, , .		15
59	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
60	Personalized augmented reality experiences in museums using Google Cardboards. , 2017, , .		3
61	Improving Collaborative Filtering's Rating Prediction Quality by Considering Shifts in Rating Practices. , 2017, , .		15
62	The Use of Semantics in the CrossCult H2020 Project. Lecture Notes in Computer Science, 2017, , 190-195.	1.3	3
63	Performance Tuning of Dual-priority Delta Networks through Queuing Scheduling Disciplines. Journal of Communications Software and Systems, 2017, 9, 222.	0.8	1
64	Modeling Server Workloads for Campus Email Traffic Using Recurrent Neural Networks. Lecture Notes in Computer Science, 2017, , 57-66.	1.3	8
65	Using Time Clusters for Following Usersâ€™ Shifts in Rating Practices. Complex Systems Informatics and Modeling Quarterly, 2017, , 22-42.	0.9	2
66	Pruning and aging for user histories in collaborative filtering. , 2016, , .		10
67	Using social media to stimulate history reflection in cultural heritage. , 2016, , .		8
68	Improving QoS delivered by WS-BPEL scenario adaptation through service execution parallelization. , 2016, , .		4
69	Recommendation information diffusion in social networks considering user influence and semantics. Social Network Analysis and Mining, 2016, 6, 1.	2.8	31
70	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
71	Effectiveness of Visualization for Information Retrieval through Ontologies with Entity Evolution. , 2016, , 841-867.		0
72	On Replacement Service Selection in WS-BPEL Scenario Adaptation. , 2015, , .		5

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73	A collaborative filtering algorithm with clustering for personalized web service selection in business processes. , 2015, , .		23
74	A hybrid framework for WS-BPEL scenario execution adaptation, using monitoring and feedback data. , 2015, , .		5
75	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
76	Effectiveness of Visualization for Information Retrieval through Ontologies with Entity Evolution. International Journal of Information Retrieval Research, 2015, 5, 66-91.	0.7	2
77	Visualization Method Effectiveness in Ontology-Based Information Retrieval Tasks Involving Entity Evolution. , 2014, , .		3
78	Towards a learning analytics platform for supporting the educational process. , 2014, , .		6
79	User Profiling: Towards a Facebook Game that Reveals Cognitive Style. Lecture Notes in Computer Science, 2014, , 349-353.	1.3	5
80	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
81	Adapting WS-BPEL scenario execution using collaborative filtering techniques. , 2013, , .		14
82	An integrated framework for QoS-based adaptation and exception resolution in WS-BPEL scenarios. , 2013, , .		8
83	Methodology for Design of Online Exhibitions. DESIDOC Journal of Library and Information Technology, 2013, 33, 158-167.	0.5	2
84	Wikis in enterprise settings: a survey. Enterprise Information Systems, 2012, 6, 1-53.	4.7	55
85	A distributed recommender system architecture. International Journal of Web Engineering and Technology, 2012, 7, 203.	0.2	3
86	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
87	Class-Based Weighted Fair Queuing Scheduling on Dual-Priority Delta Networks. Journal of Computer Networks and Communications, 2012, 2012, 1-13.	1.6	6
88	Context management for m-commerce applications: determinants, methodology and the role of marketing. Information Technology and Management, 2012, 13, 91-111.	2.4	22
89	A context management architecture for m-commerce applications. Open Computer Science, 2012, 2, .	1.7	4
90	Supporting User Roles in Ontology Fuzzification. , 2011, , .		0

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91	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
92	A Software Architecture for Provision of Context-Aware Web-based m-Commerce Applications. , 2011, , .		2
93	Performance Analysis of Multilayered Multipriority Asymmetric-Sized Delta Networks. Journal of Computer Networks and Communications, 2011, 2011, 1-12.	1.6	1
94	Towards a methodological framework for the cognitive-behavioural evaluation of educational e-games. International Journal of Learning Technology, 2011, 6, 263.	0.2	2
95	Performance Analysis of Dual-Priority Multilayer Multistage Interconnection Networks under Multicast Environment. Journal of Networks, 2011, 6, .	0.4	2
96	Ontologies and the brain: Using spreading activation through ontologies to support personal interaction. Cognitive Systems Research, 2010, 11, 25-41.	2.7	34
97	Historical research in archives: user methodology and supporting tools. International Journal on Digital Libraries, 2010, 11, 25-36.	1.5	20
98	The conceptual model of context for mobile commerce applications. Electronic Commerce Research, 2010, 10, 139-165.	5.0	35
99	From the web of data to a world of action. Web Semantics, 2010, 8, 394-408.	2.9	14
100	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
101	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
102	A heuristics-based approach to reverse engineering of electronic services. Information and Software Technology, 2009, 51, 325-336.	4.4	4
103	Routing and Performance Evaluation of Dual Priority Delta Networks under Hotspot Environment. , 2009, , .		2
104	Performance Evaluation of Multicast Routing over Multilayer Multistage Interconnection Networks. , 2009, , .		4
105	QoS-Driven Adaptation of BPEL Scenario Execution. , 2009, , .		11
106	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
107	Context and Adaptivity-Driven Visualization Method Selection. , 2009, , 188-204.		5
108	Supporting Research in Historical Archives: Historical Information Visualization and Modeling Requirements. , 2008, , .		5

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109	WhereRU: GPS position reporting and a personal ontology as a virtual community utility. , 2008, , .		0
110	Improving Performance of Finite-Buffered Blocking Delta Networks with 2-Class Priority Routing through Asymmetric-Sized Buffer Queues. , 2008, , .		5
111	An Interview-Based User Study on the use of Visualizations for Folder Browsing. , 2008, , .		1
112	Selected results of a comparative study of four ontology visualization methods for information retrieval tasks. , 2008, , .		5
113	Evaluation Study of a Wireless Multimedia Traffic-Oriented Network Model. , 2008, , .		0
114	A game-engine based virtual museum authoring and presentation system. , 2008, , .		17
115	Routing and Performance Analysis of Double-Buffered Omega Networks Supporting Multi-class Priority Traffic. , 2008, , .		5
116	An active blackboard for service discovery, composition and execution. International Journal of Electronic Governance, 2008, 1, 275.	0.2	4
117	Performance Evaluation of Distance Vector Routing Protocol on a Wireless Circular Model. , 2008, , 323-328.		2
118	Exception resolution for BPEL processes. , 2008, , .		5
119	Adaptive Virtual Reality Shopping Malls. , 2008, , 1551-1559.		0
120	Adaptive Virtual Reality Shopping Malls. , 2008, , 346-353.		0
121	Ontology visualization methodsâ€”a survey. ACM Computing Surveys, 2007, 39, 10.	23.0	300
122	Performance Evaluation of Two-Priority Network Schema for Single-Buffered Delta Networks. , 2007, , .		13
123	Domain expert user development. Communications of the ACM, 2007, 50, 79-83.	4.5	8
124	Creating an Historical Archive Ontology: Guidelines and Evaluation. , 2007, , .		2
125	Performance Analysis of dual priority single-buffered blocking Multistage Interconnection Networks. , 2007, , .		2
126	Enhancing BPEL scenarios with Dynamic Relevance-Based Exception Handling. , 2007, , .		19



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127	Evaluating the Significance of the Windows Explorer Visualization in Personal Information Management Browsing tasks. Proceedings / International Conference on Information Visualisation, 2007, , .	0.0	9
128	The Role of Priority Mechanisms on Performance Metrics of Double-Buffered Switching Elements. AIP Conference Proceedings, 2007, , .	0.4	0
129	Component reuse in electronic services development. Journal of Computational Methods in Sciences and Engineering, 2007, 6, S229-S241.	0.2	0
130	A knowledge-based approach for developing multi-channel e-government services. Electronic Commerce Research and Applications, 2007, 6, 113-124.	5.0	31
131	Virtual reality in the e-Society. Virtual Reality, 2007, 11, 71-73.	6.1	8
132	Performance Analysis of blocking Banyan Switches. , 2007, , 107-111.		11
133	The Lifecycle of Transactional Services. , 2007, , 1174-1179.		0
134	Web Service Execution Streamlining. , 2006, , .		0
135	A Context-Based Adaptive Visualization Environment. , 2006, , .		13
136	Visualizing a temporally-enhanced ontology. , 2006, , .		4
137	Ontology for E-Government Public Services. , 2006, , 865-870.		11
138	Adaptive Virtual Reality Shopping Malls. , 2006, , 1-6.		1
139	Tailorable E-Government Information Systems. , 2006, , 1064-1069.		1
140	An XML model for electronic services. Electronic Government, 2005, 2, 41.	0.2	4
141	A flexible framework for managing temporal clinical trial data. International Journal of Electronic Healthcare, 2005, 1, 453.	0.3	4
142	Exploiting form semantics and validation checks to improve e-form layout. International Journal of Web Engineering and Technology, 2005, 2, 81.	0.2	1
143	An active ontology-based blackboard architecture for Web service interoperability. , 2005, , .		5
144	Barriers to Electronic Service Development. E-Service Journal, 2004, 4, 41-63.	0.6	19

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145	Real exhibitions in a virtual museum. Virtual Reality, 2004, 7, 120-128.	6.1	28
146	Virtual museums for all: employing game technology for edutainment. Virtual Reality, 2004, 8, 96-106.	6.1	99
147	Integrating e-government public transactional services into public authority workflows. Electronic Government, 2004, 1, 49.	0.2	12
148	A framework for managing the lifecycle of transactional e-government services. Telematics and Informatics, 2003, 20, 315-329.	5.8	31
149	Transactional e-Government Services: An Integrated Approach. , 2002, , 276-279.		0
150	An Object-Oriented Approach for Designing Administrative E-forms and Transactional E-services. Lecture Notes in Computer Science, 2002, , 19-30.	1.3	1
151	Controlled Caching of Dynamic WWW Pages. Lecture Notes in Computer Science, 2002, , 9-18.	1.3	4
152	SmartGov: A Knowledge-Based Platform for Transactional Electronic Services. Lecture Notes in Computer Science, 2002, , 362-369.	1.3	5
153	Serving Enhanced Hypermedia Information. Lecture Notes in Computer Science, 2002, , 86-92.	1.3	1
154	Transactional e-Government Services: An Integrated Approach. Lecture Notes in Computer Science, 2002, , 276-279.	1.3	6
155	Designing a virtual museum within a museum. , 2001, , .		9
156	An optimisation scheme for coalesce/valid time selection operator sequences. SIGMOD Record, 2000, 29, 38-43.	1.2	6
157	Implementation of transaction and concurrency control support in a temporal DBMS. Information Systems, 1998, 23, 335-350.	3.6	3
158	Implementing embedded valid time query languages. Lecture Notes in Computer Science, 1998, , 561-572.	1.3	0
159	An Object-Oriented Data Model for Hypermedia Systems. , 1992, , 483-493.		0
160	Using parallelism and pipeline for the optimisation of join queries. Lecture Notes in Computer Science, 1992, , 277-294.	1.3	2
161	A comparative study of temporal DBMS architectures. , 0, , .		5
162	Distributed information systems tailorability: a component approach. , 0, , .		5

#	ARTICLE	IF	CITATIONS
163	A Semantics-Based Consultations Workbench. , 0, , .		0
164	An Adaptive Social Network-Aware Collaborative Filtering Algorithm for Improved Rating Prediction Accuracy. , 0, .		1
165	From the Web of Data to a World of Action. SSRN Electronic Journal, 0, , .	0.4	0