

Irene Celino

List of Publications by Year in descending order

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Version: 2024-02-01

39
papers

453
citations

840119

11
h-index

794141

19
g-index

39
all docs

39
docs citations

39
times ranked

451
citing authors

#	ARTICLE	IF	CITATIONS
1	BOTTARI: An augmented reality mobile application to deliver personalized and location-based recommendations by continuous analysis of social media streams. <i>Web Semantics</i> , 2012, 16, 33-41.	2.2	61
2	Model-driven design and development of semantic Web service applications. <i>ACM Transactions on Internet Technology</i> , 2007, 8, 3.	3.0	44
3	Smart Cities [Guest editors' introduction]. <i>IEEE Internet Computing</i> , 2013, 17, 8-11.	3.2	43
4	Urbanopoly – A Social and Location-Based Game with a Purpose to Crowdfund Your Urban Data. , 2012, , .		37
5	A Software Engineering Approach to Design and Development of Semantic Web Service Applications. <i>Lecture Notes in Computer Science</i> , 2006, , 172-186.	1.0	35
6	Submitting surveys via a conversational interface: An evaluation of user acceptance and approach effectiveness. <i>International Journal of Human Computer Studies</i> , 2020, 139, 102410.	3.7	28
7	Linking Smart Cities Datasets with Human Computation – The Case of UrbanMatch. <i>Lecture Notes in Computer Science</i> , 2012, , 34-49.	1.0	22
8	Large knowledge collider. , 2011, , .		20
9	Semantic Traffic-Aware Routing Using the LarkC Platform. <i>IEEE Internet Computing</i> , 2011, 15, 15-23.	3.2	19
10	The Experience of Realizing a Semantic Web Urban Computing Application. <i>Transactions in GIS</i> , 2010, 14, 163-181.	1.0	18
11	City data dating: Emerging affinities between diverse urban datasets. <i>Information Systems</i> , 2016, 57, 223-240.	2.4	16
12	Turning Transport Data to Comply with EEU Standards While Enabling a Multimodal Transport Knowledge Graph. <i>Lecture Notes in Computer Science</i> , 2020, , 411-429.	1.0	14
13	Towards BOTTARI: Using Stream Reasoning to Make Sense of Location-Based Micro-posts. <i>Lecture Notes in Computer Science</i> , 2012, , 80-87.	1.0	12
14	A crowdsourcing-based game for land cover validation. <i>Applied Geomatics</i> , 2018, 10, 1-11.	1.2	9
15	An analysis of pollution Citizen Science projects from the perspective of Data Science and Open Science. <i>Data Technologies and Applications</i> , 2021, 55, 622-642.	0.9	9
16	Extracting Urban Land Use from Linked Open Geospatial Data. <i>ISPRS International Journal of Geo-Information</i> , 2015, 4, 2109-2130.	1.4	8
17	A Framework to Build Games with a Purpose for Linked Data Refinement. <i>Lecture Notes in Computer Science</i> , 2018, , 154-169.	1.0	7
18	Exposing Heterogeneous Data Sources as SPARQL Endpoints through an Object-Oriented Abstraction. <i>Lecture Notes in Computer Science</i> , 2008, , 434-448.	1.0	6

#	ARTICLE	IF	CITATIONS
19	Analyzing User Actions within a Web 2.0 Portal to Improve a Collaborative Filtering Recommendation System. , 2009, , .		5
20	Reality mining on micropost streams. Semantic Web, 2014, 5, 341-356.	1.1	5
21	Human Computation vs. Machine Learning: an Experimental Comparison for Image Classification. Human Computation, 0, 5, 13-30.	1.0	5
22	Filtering and windowing mobile traffic time series for territorial land use classification. Computer Communications, 2016, 95, 15-28.	3.1	4
23	Urban IoT ontologies for sharing and electric mobility. Semantic Web, 2023, 14, 617-638.	1.1	4
24	Multiple Vehicles for a Semantic Navigation Across Hyper-environments. Lecture Notes in Computer Science, 2005, , 423-438.	1.0	3
25	Location-Based Games for Citizen Computation. , 2013, , 297-316.		3
26	Towards the formalization of interaction semantics. , 2010, , .		2
27	From Research to Business: The Web of Linked Data. Lecture Notes in Business Information Processing, 2009, , 141-152.	0.8	2
28	Linking Knowledge for Simulation Learning. Lecture Notes in Computer Science, 2012, , 1-15.	1.0	2
29	An Ontological Formulation and an OPM Profile for Causality in Planning Applications. Lecture Notes in Computer Science, 2012, , 128-143.	1.0	2
30	Urban Mashups. , 2013, , 287-319.		2
31	BOTTARI: An Augmented Reality Mobile Application to Deliver Personalized and Location-Based Recommendations by Continuous Analysis of Social Media Streams. SSRN Electronic Journal, 2012, , .	0.4	1
32	Refining Linked Data with Games with a Purpose. Data Intelligence, 2020, 2, 417-442.	0.8	1
33	Experiences in the Design of Semantic Services Using Web Engineering Methods and Tools. Lecture Notes in Computer Science, 2008, , 1-31.	1.0	1
34	Capturing the Semantics of Simulation Learning with Linked Data. , 2015, , 273-295.		1
35	Agreeing While Disagreeing, a Best Practice for Business Ontology Development. Lecture Notes in Business Information Processing, 2008, , 70-82.	0.8	1
36	STAR:chart “ Preserving Data Semantics in Web-Based Applications. Lecture Notes in Business Information Processing, 2009, , 97-108.	0.8	1

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37	WebML and Glue: An Integrated Discovery Approach for the SWS Challenge. , 2007, , .		0
38	Capturing the Semantics of Simulation Learning with Linked Data. Advances in Higher Education and Professional Development Book Series, 2014, , 222-243.	0.1	0
39	Human Computation vs. Machine Learning: an Experimental Comparison for Image Classification. Human Computation, 0, 5, 13-30.	1.0	0