Irene Celino

List of Publications by Year
in descending order

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	Urban IoT ontologies for sharing and electric mobility. Semantic Web, 2023, 14, 617-638.	1.1	4
2	An analysis of pollution Citizen Science projects from the perspective of Data Science and Open Science. Data Technologies and Applications, 2021, 55, 622-642.	0.9	9
3	Submitting surveys via a conversational interface: An evaluation of user acceptance and approach effectiveness. International Journal of Human Computer Studies, 2020, 139, 102410.	3.7	28
4	Refining Linked Data with Games with a Purpose. Data Intelligence, 2020, 2, 417-442.	0.8	1
5	Turning Transport Data to Comply withÂEU Standards While Enabling aÂMultimodal Transport Knowledge Graph. Lecture Notes in Computer Science, 2020, , 411-429.	1.0	14
6	A crowdsourcing-based game for land cover validation. Applied Geomatics, 2018, 10, 1-11.	1.2	9
7	A Framework to Build Games with a Purpose for Linked Data Refinement. Lecture Notes in Computer Science, 2018, , 154-169.	1.0	7
8	City data dating: Emerging affinities between diverse urban datasets. Information Systems, 2016, 57, 223-240.	2.4	16
9	Filtering and windowing mobile traffic time series for territorial land use classification. Computer Communications, 2016, 95, 15-28.	3.1	4
10	Extracting Urban Land Use from Linked Open Geospatial Data. ISPRS International Journal of Geo-Information, 2015, 4, 2109-2130.	1.4	8
11	Capturing the Semantics of Simulation Learning with Linked Data. , 2015, , 273-295.		1
12	Reality mining on micropost streams. Semantic Web, 2014, 5, 341-356.	1.1	5
13	Capturing the Semantics of Simulation Learning with Linked Data. Advances in Higher Education and Professional Development Book Series, 2014, , 222-243.	0.1	0
14	Smart Cities [Guest editors' introduction]. IEEE Internet Computing, 2013, 17, 8-11.	3.2	43
15	Urban Mashups. , 2013, , 287-319.		2
16	Location-Based Games for Citizen Computation. , 2013, , 297-316.		3
17	BOTTARI: An augmented reality mobile application to deliver personalized and location-based recommendations by continuous analysis of social media streams. Web Semantics, 2012, 16, 33-41.	2.2	61
18	Urbanopoly -- A Social and Location-Based Game with a Purpose to Crowdsource Your Urban Data. , 2012, , .		37

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19	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
20	Towards BOTTARI: Using Stream Reasoning to Make Sense of Location-Based Micro-posts. Lecture Notes in Computer Science, 2012, , 80-87.	1.0	12
21	Linking Smart Cities Datasets with Human Computation â€“ The Case of UrbanMatch. Lecture Notes in Computer Science, 2012, , 34-49.	1.0	22
22	Linking Knowledge for Simulation Learning. Lecture Notes in Computer Science, 2012, , 1-15.	1.0	2
23	An Ontological Formulation and an OPM Profile for Causality in Planning Applications. Lecture Notes in Computer Science, 2012, , 128-143.	1.0	2
24	Semantic Traffic-Aware Routing Using the LarKC Platform. IEEE Internet Computing, 2011, 15, 15-23.	3.2	19
25	Large knowledge collider. , 2011, , .		20
26	The Experience of Realizing a Semantic Web Urban Computing Application. Transactions in GIS, 2010, 14, 163-181.	1.0	18
27	Towards the formalization of interaction semantics. , 2010, , .		2
28	Analyzing User Actions within a Web 2.0 Portal to Improve a Collaborative Filtering Recommendation System. , 2009, , .		5
29	From Research to Business: The Web of Linked Data. Lecture Notes in Business Information Processing, 2009, , 141-152.	0.8	2
30	STAR:chart â€“ Preserving Data Semantics in Web-Based Applications. Lecture Notes in Business Information Processing, 2009, , 97-108.	0.8	1
31	Exposing Heterogeneous Data Sources as SPARQL Endpoints through an Object-Oriented Abstraction. Lecture Notes in Computer Science, 2008, , 434-448.	1.0	6
32	Experiences in the Design of Semantic Services Using Web Engineering Methods and Tools. Lecture Notes in Computer Science, 2008, , 1-31.	1.0	1
33	Agreeing While Disagreeing, a Best Practice for Business Ontology Development. Lecture Notes in Business Information Processing, 2008, , 70-82.	0.8	1
34	WebML and Glue: An Integrated Discovery Approach for the SWS Challenge. , 2007, , .		0
35	Model-driven design and development of semantic Web service applications. ACM Transactions on Internet Technology, 2007, 8, 3.	3.0	44
36	A Software Engineering Approach to Design and Development of Semantic Web Service Applications. Lecture Notes in Computer Science, 2006, , 172-186.	1.0	35

#	Article	IF	Citations
37	Multiple Vehicles for a Semantic Navigation Across Hyper-environments. Lecture Notes in Computer Science, 2005, , 423-438.	1.0	3
38	Human Computation vs. Machine Learning: an Experimental Comparison for Image Classification. Human Computation, 0, 5, 13-30.	1.0	0
39	Human Computation vs. Machine Learning: an Experimental Comparison for Image Classification. Human Computation, 0, 5, 13-30.	1.0	5