

# Thanasis G Papaioannou

## List of Publications by Year in descending order

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Version: 2024-02-01

63  
papers

847  
citations

1162367

8  
h-index

996533

15  
g-index

68  
all docs

68  
docs citations

68  
times ranked

792  
citing authors

#	ARTICLE	IF	CITATIONS
1	A New Blockchain Ecosystem for Truſted, Traceable and Transparent Ontological Knowledge Management. Lecture Notes in Computer Science, 2021, , 93-105.	1.0	6
2	User-Centered Gamification. International Journal of E-Services and Mobile Applications, 2020, 12, 15-39.	0.6	4
3	Virtual CDN Providers: Profit Maximization through Collaboration. , 2019, , .		0
4	Designing a Serious Game to Motivate Energy Savings in a Museum: Opportunities & Challenges. Lecture Notes in Computer Science, 2019, , 572-584.	1.0	4
5	Optimal Design of Serious Games for Consumer Engagement in the Smart Grid. IEEE Transactions on Smart Grid, 2018, 9, 1241-1249.	6.2	11
6	Adequate Feedback-based Customer Incentives in Automated Demand Response. , 2018, , .		3
7	Personalized Feedback-based Customer Incentives in Automated Demand Response. , 2018, , .		3
8	ChArGED: Implementing a framework for improving energy efficiency in public buildings through IoT-enabled energy disaggregation and serious games. , 2018, , .		6
9	A sensor-enabled rule engine for changing energy-wasting behaviours in public buildings. , 2018, , .		2
10	An IoT-Based Gamified Approach for Reducing Occupants' Energy Wastage in Public Buildings. Sensors, 2018, 18, 537.	2.1	27
11	AGILE USER-CENTERED DESIGN OF AN IOT-ENABLED GAMIFIED INTERVENTION FOR ENERGY CONSERVATION AT THE WORKPLACE. IADIS International Journal on WWW/Internet, 2018, 16, 1-25.	1.0	5
12	An open framework for flexible plug-in privacy mechanisms in crowdsensing applications. , 2017, , .		1
13	IoT-enabled gamification for energy conservation in public buildings. , 2017, , .		19
14	Teaming and competition for demand-side management in office buildings. , 2017, , .		3
15	The effect of altruism in automated demand response for residential users. , 2017, , .		0
16	Modeling and Optimization of the Smart Grid Ecosystem. Foundations and Trends in Networking, 2016, 10, 115-316.	10.2	9
17	On the emergence of semantic agreement among rational agents. Web Intelligence, 2015, 13, 295-312.	0.1	0
18	Content placement in heterogeneous end-to-end virtual networks. , 2015, , .		1

#	ARTICLE	IF	CITATIONS
19	Optimal design of serious games for demand side management. , 2014, , .		5
20	User-side adaptive protection of location privacy in participatory sensing. Geoinformatica, 2014, 18, 165-191.	2.0	62
21	Efficient Indexing and Query Processing of Model-View Sensor Data in the Cloud. Big Data Research, 2014, 1, 52-65.	2.6	24
22	Studying Web Content Credibility by Social Simulation. Jasss, 2014, 17, .	1.0	5
23	DRSim: A cyber physical simulator for Demand Response systems. , 2013, , .		11
24	Sustainable energy consumption monitoring in residential settings. , 2013, , .		4
25	Model-view sensor data management in the cloud. , 2013, , .		6
26	Utility-driven data acquisition in participatory sensing. , 2013, , .		33
27	A Survey of Model-based Sensor Data Acquisition and Management. , 2013, , 9-50.		34
28	Effective consumption scheduling for demand-side management in the smart grid using non-uniform participation rate. , 2013, , .		13
29	Sustainable energy consumption monitoring in residential settings. , 2013, , .		4
30	A decentralized recommender system for effective web credibility assessment. , 2012, , .		9
31	A Decentralized Online Social Network with Efficient User-Driven Replication. , 2012, , .		20
32	Game-theoretic models of web credibility. , 2012, , .		5
33	Scalia: An adaptive scheme for efficient multi-cloud storage. , 2012, , .		44
34	Global Sensor Modeling and Constrained Application Methods Enabling Cloud-Based Open Space Smart Services. , 2012, , .		14
35	Towards the Realization of Decentralized Online Social Networks: An Empirical Study. , 2012, , .		6
36	A Self-organized Mechanism of Resource Allocation in P2P Systems. International Journal of Computational Intelligence Systems, 2012, 5, 1148-1159.	1.6	1

#	ARTICLE	IF	CITATIONS
37	Autonomic SLA-Driven Provisioning for Cloud Applications. , 2011, , .		59
38	My3: A highly-available P2P-based online social network. , 2011, , .		28
39	Analyzing the Emergence of Semantic Agreement among Rational Agents. , 2011, , .		0
40	Towards Online Multi-model Approximation of Time Series. , 2011, , .		14
41	A mechanism that provides incentives for truthful feedback in peer-to-peer systems. Electronic Commerce Research, 2010, 10, 331-362.	3.0	16
42	Reputation-based estimation of individual performance in collaborative and competitive grids. Future Generation Computer Systems, 2010, 26, 1327-1335.	4.9	6
43	Effective Metadata Management in Federated Sensor Networks. , 2010, , .		23
44	Tunable privacy for access controlled data in peer-to-peer systems. , 2010, , .		1
45	Privacy-Aware and Highly-Available OSN Profiles. , 2010, , .		14
46	A decision-analytic approach for P2P cooperation policy setting. , 2010, , .		0
47	Cost-efficient and differentiated data availability guarantees in data clouds. , 2010, , .		13
48	An Economic Approach for Scalable and Highly-Available Distributed Applications. , 2010, , .		12
49	A self-organized, fault-tolerant and scalable replication scheme for cloud storage. , 2010, , .		98
50	Dynamic cost-efficient replication in data clouds. , 2009, , .		19
51	Synergies of Different Reputation Systems: Challenges and Opportunities. , 2009, , .		4
52	Reputation-Based Estimation of Individual Performance in Grids. , 2008, , .		0
53	Achieving Honest Ratings with Reputation-Based Fines in Electronic Markets. , 2008, , .		12
54	Achieving Honest Ratings with Reputation-Based Fines in Electronic Markets. , 2008, , .		1

#	ARTICLE	IF	CITATIONS
55	Enforcing Truthful-Rating Equilibria in Electronic Marketplaces. , 2006, , .		3
56	Reputation-based policies that provide the right incentives in peer-to-peer environments. Computer Networks, 2006, 50, 563-578.	3.2	31
57	An incentives' mechanism promoting truthful feedback in peer-to-peer systems. , 2005, , .		58
58	Design of a charging and accounting architecture for QoS-differentiated VPN services to mobile users. Computer Communications, 2004, 27, 364-373.	3.1	0
59	Efficient Agent-Based Selection of DiffServ SLAs over MPLS Networks Within the ASP Service Model. Journal of Network and Systems Management, 2002, 10, 63-90.	3.3	11
60	Design and Implementation of a Charging and Accounting Architecture for QoS-differentiated VPN Services to Mobile Users. Lecture Notes in Computer Science, 2002, , 250-262.	1.0	0
61	<title>Efficient agent-based selection of DiffServ SLAs over MPLS networks</title>. , 2001, , .		1
62	An Effective Approach for Accurate Estimation of Trust of Distant Information Sources in the Semantic Web. , 0, , .		5
63	Designing an IoT-enabled Gamification Application for Energy Conservation at the Workplace: Exploring Personal and Contextual Characteristics. , 0, , .		7