

Modestos Stavrakis

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2727416/publications.pdf>

Version: 2024-02-01

30
papers

236
citations

1163117

8
h-index

1199594

12
g-index

33
all docs

33
docs citations

33
times ranked

184
citing authors

#	ARTICLE	IF	CITATIONS
1	Design and implementation of haptic virtual environments for the training of the visually impaired. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2004, 12, 266-278.	4.9	46
2	Accessible museum collections for the visually impaired. , 2016, , .		43
3	Major HCI Challenges for Open Source Software Adoption and Development. Lecture Notes in Computer Science, 2007, , 455-464.	1.3	19
4	A descriptive reference framework for the personalisation of e-business applications. Electronic Commerce Research, 2008, 8, 173-192.	5.0	18
5	Perceived Impact of Asynchronous E-Learning After Long-Term Use: Implications for Design and Development. International Journal of Human-Computer Interaction, 2011, 27, 191-213.	4.8	14
6	A pervasive role-playing game for introducing elementary school students to archaeology. , 2016, , .		12
7	Teaching HCI with a studio approach. , 2018, , .		12
8	Co-Design of a Playful Mixed Reality Installation: An Interactive Crane in the Museum of Marble Crafts. Heritage, 2020, 3, 1496-1519.	1.9	12
9	Design and evaluation of a digital wearable ring and a smartphone application to help monitor and manage the effects of Raynaud's phenomenon. Multimedia Tools and Applications, 2019, 78, 3365-3394.	3.9	9
10	The Loom: Interactive Weaving Through a Tangible Installation with Digital Feedback. Lecture Notes in Computer Science, 2018, , 199-210.	1.3	8
11	i-Wall: A Low-Cost Interactive Wall for Enhancing Visitor Experience and Promoting Industrial Heritage in Museums. Lecture Notes in Computer Science, 2018, , 90-100.	1.3	8
12	Virtual environments for collaborative design: requirements and guidelines from a social action perspective. CoDesign, 2008, 4, 133-150.	2.0	5
13	Design and evaluation of a wearable system to increase adherence to rehabilitation programmes in acute cruciate ligament (CL) rupture. Multimedia Tools and Applications, 2020, 79, 33549-33574.	3.9	5
14	TouristHub: User Experience and Interaction Design for Supporting Tourist Trip Planning. , 2020, , .		4
15	Design and Development of Games and Interactive Installations for Environmental Awareness. EAI Endorsed Transactions on Serious Games, 2017, 4, 153402.	0.3	4
16	Wireless Systems and Networks in the IoT. Sensors, 2020, 20, 2279.	3.8	2
17	Experiential Learning and STEM in Modern Education: Incorporating Educational Escape Rooms in Parallel to Classroom Learning. Lecture Notes in Computer Science, 2020, , 279-295.	1.3	2
18	Designing a Smart Ring and a Smartphone Application to Help Monitor, Manage and Live Better with the Effects of Raynaud's Phenomenon. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 1-10.	0.3	2

