

# 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	Sustainable Interactions as Design Objects That Promote Digital Humanism. , 2022, 81, .		1
2	IOHIVE: Design Requirements for a System that Supports Interactive Journaling for Beekeepers During Apiary Inspections. Lecture Notes in Computer Science, 2022, , 157-172.	1.3	1
3	Επικοινωνία με το μέλλον (card game) Επικοινωνία με το μέλλον (card game) Επικοινωνία με το μέλλον (card game) Επικοινωνία με το μέλλον (card game)	0.0	0
4	Ex Machina: An Interactive Museum Kit for Supporting Educational Processes in Industrial Heritage Museums. Lecture Notes in Computer Science, 2021, , 438-449.	1.3	1
5	glossaLAB: Enabling the Co-creation of Interdisciplinary Knowledge Through the Reviving of Long-Term Conceptual Elucidation. Communications in Computer and Information Science, 2021, , 18-33.	0.5	0
6	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
7	TouristHub: User Experience and Interaction Design for Supporting Tourist Trip Planning. , 2020, , .		4
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	Wireless Systems and Networks in the IoT. Sensors, 2020, 20, 2279.	3.8	2
10	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
11	Design and Prototyping of a Wearable Kinesthetic Haptic Feedback System to Support Mid-Air Interactions in Virtual Environments. Communications in Computer and Information Science, 2020, , 377-391.	0.5	0
12	User Experience Requirements and Interface Design for the TouristHub Trip Planning Platform. Lecture Notes in Computer Science, 2020, , 659-675.	1.3	1
13	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
14	Preliminary design of a wearable system to increase adherence to rehabilitation programmes in acute Cruciate Ligament (CL) rupture. , 2018, , .		1
15	Teaching HCI with a studio approach. , 2018, , .		12
16	The Loom: Interactive Weaving Through a Tangible Installation with Digital Feedback. Lecture Notes in Computer Science, 2018, , 199-210.	1.3	8
17	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
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

#	ARTICLE	IF	CITATIONS
19	A Week Without Plastic Bags: Creating Games and Interactive Products for Environmental Awareness. Lecture Notes in Computer Science, 2018, , 128-138.	1.3	1
20	Design of an Interactive Experience Journey in a Renovated Industrial Heritage Site. Lecture Notes in Computer Science, 2018, , 150-161.	1.3	2
21	Design and Development of Games and Interactive Installations for Environmental Awareness. EAI Endorsed Transactions on Serious Games, 2017, 4, 153402.	0.3	4
22	A pervasive role-playing game for introducing elementary school students to archaeology. , 2016, , .		12
23	Accessible museum collections for the visually impaired. , 2016, , .		43
24	Producing cultural narratives in Greece: Towards a multi-storytelling approach. , 2014, , .		0
25	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
26	A descriptive reference framework for the personalisation of e-business applications. Electronic Commerce Research, 2008, 8, 173-192.	5.0	18
27	Virtual environments for collaborative design: requirements and guidelines from a social action perspective. CoDesign, 2008, 4, 133-150.	2.0	5
28	Major HCI Challenges for Open Source Software Adoption and Development. Lecture Notes in Computer Science, 2007, , 455-464.	1.3	19
29	A Theoretical Framework of Co-purposing in Systems Design. Lecture Notes in Computer Science, 2007, , 176-184.	1.3	0
30	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