Panos Markopoulos

List of Publications by Year
in descending order

124 papers	2,632 citations	331259 21 h-index	288905 40 g-index
136 all docs	136 docs citations	136 times ranked	2021 citing authors

#	Article	IF	Citations
1	Interactive wearable systems for upper body rehabilitation: a systematic review. Journal of NeuroEngineering and Rehabilitation, 2017, 14, 20.	2.4	245
2	Personalizing persuasive technologies: Explicit and implicit personalization using persuasion profiles. International Journal of Human Computer Studies, 2015, 77, 38-51.	3.7	201
3	Connecting the family with awareness systems. Personal and Ubiquitous Computing, 2007, 11, 299-312.	1.9	138
4	Head Up Games: combining the best of both worlds by merging traditional and digital play. Personal and Ubiquitous Computing, 2010, 14, 435-444.	1.9	86
5	Editorial: the evolving field of tangible interaction for children: the challenge of empirical validation. Personal and Ubiquitous Computing, 2012, 16, 367-378.	1.9	80
6	Powerful and consistent analysis of likert-type rating scales. , 2010, , .		76
7	Keeping in touch with the family. , 2004, , .		74
8	pOwerball. , 2005, , .		69
9	Effects of Robot Facial Characteristics and Gender in Persuasive Human-Robot Interaction. Frontiers in Robotics and AI, 2018, 5, 73.	2.0	67
10	On the design of Camelot, an outdoor game for children. , 2006, , .		57
11	Persuasive Robots Acceptance Model (PRAM): Roles of Social Responses Within the Acceptance Model of Persuasive Robots. International Journal of Social Robotics, 2020, 12, 1075-1092.	3.1	56
12	The influence of social cues in persuasive social robots on psychological reactance and compliance. Computers in Human Behavior, 2018, 87, 58-65.	5.1	54
13	Can You Be Persuaded? Individual Differences in Susceptibility to Persuasion. Lecture Notes in Computer Science, 2009, , 115-118.	1.0	54
14	Persuasion in ambient intelligence. Journal of Ambient Intelligence and Humanized Computing, 2010, 1, 43-56.	3.3	50
15	Assessing the effect of persuasive robots interactive social cues on users' psychological reactance, liking, trusting beliefs and compliance. Advanced Robotics, 2019, 33, 325-337.	1.1	44
16	Investigating Privacy Attitudes and Behavior in Relation to Personalization. Social Science Computer Review, 2008, 26, 20-43.	2.6	41
17	Wearable technology for posture monitoring at the workplace. International Journal of Human Computer Studies, 2019, 132, 99-111.	3.7	41
18	Aurama: caregiver awareness for living independently with an augmented picture frame display. AI and Society, 2010, 25, 233-245.	3.1	36

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19	Child computer interaction: advances in methodological research. Cognition, Technology and Work, 2008, 10, 79-81.	1.7	32
20	Children's Emotions in Design-Based Learning: a Systematic Review. Journal of Science Education and Technology, 2020, 29, 459-481.	2.4	32
21	HeartBeat. , 2009, , .		31
22	Increasing children's social competence through games, an exploratory study. , 2009, , .		30
23	Towards a questionnaire for measuring affective benefits and costs of communication technologies. , 2014, , .		28
24	Busy families' awareness needs. International Journal of Human Computer Studies, 2009, 67, 139-153.	3.7	27
25	Quality of life of adolescent idiopathic scoliosis patients under brace treatment: a brief communication of literature review. Quality of Life Research, 2021, 30, 703-711.	1.5	27
26	OPOS. , 2008, , .		26
27	Us'em: The user-centered design of a device for motivating stroke patients to use their impaired arm-hand in daily life activities. , 2011, 2011, 5182-7.		26
28	Reconexp. , 2008, , .		25
29	Understanding the role of fun in learning to code. International Journal of Child-Computer Interaction, 2021, 28, 100270.	2.5	25
30	An editing tool that manages device associations in an in-home environment. Personal and Ubiquitous Computing, 2004, 8, 255.	1.9	24
31	FunQ: Measuring the fun experience of a learning activity with adolescents. Current Psychology, 2023, 42, 1936-1956.	1.7	24
32	Motor Control Training for the Shoulder with Smart Garments. Sensors, 2017, 17, 1687.	2.1	23
33	ShapeTex. , 2018, , .		23
34	Daily Activities Diarist: Supporting Aging in Place with Semantically Enriched Narratives. Lecture Notes in Computer Science, 2007, , 390-403.	1.0	23
35	Crafting Research Products through Digital Machine Embroidery. , 2020, , .		21
36	Design Card Sets. , 2020, , .		21

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37	Two acts of social intelligence: the effects of mimicry and social praise on the evaluation of an artificial agent. AI and Society, 2011, 26, 261-273.	3.1	20
38	Play it our way. , 2014, , .		19
39	Literature review on wearable systems in upper extremity rehabilitation. , 2014, , .		19
40	Mapping childâ€"computer interaction research through co-word analysis. International Journal of Child-Computer Interaction, 2020, 23-24, 100165.	2.5	18
41	Motivating arm-hand use for stroke patients by serious games. Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference, 2012, 2012, 3564-7.	0.5	18
42	Measuring Affective Benefits and Costs of Mediated Awareness: Development and Validation of the ABC-Questionnaire. Human-computer Interaction Series, 2009, , 473-488.	0.4	17
43	Crowd of Oz: A Crowd-Powered Social Robotics System for Stress Management. Sensors, 2020, 20, 569.	2.1	15
44	Evaluation of a pervasive awareness system designed for busy parents. Pervasive and Mobile Computing, 2010, 6, 537-558.	2.1	14
45	From PhotoWork to PhotoUse: exploring personal digital photo activities. Behaviour and Information Technology, 2017, 36, 754-767.	2.5	14
46	The role of age and gender on implementing informal and non-formal science learning activities for children. , 2019, , .		14
47	Assessing the Influence of Physical Activity Upon the Experience Sampling Response Rate on Wrist-Worn Devices. International Journal of Environmental Research and Public Health, 2021, 18, 10593.	1.2	14
48	Playful ARM hand training after stroke. , 2012, , .		13
49	Natural Contextual Reasoning for End Users. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-36.	4.6	13
50	Grounding Privacy in Mediated Communication. Computer Supported Cooperative Work, 2013, 22, 1-32.	1.9	12
51	TagTrainer: supporting exercise variability and tailoring in technology supported upper limb training. Journal of NeuroEngineering and Rehabilitation, 2014, 11, 140.	2.4	12
52	Design and Evaluation of RaPIDO, A Platform for Rapid Prototyping of Interactive Outdoor Games. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-30.	4.6	12
53	Pardon the rude robot: Social cues diminish reactance to high controlling language. , 2017, , .		12
54	Robot Role Design for Implementing Social Facilitation Theory in Musical Instruments Practicing. , 2020, , .		12

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55	A Mobile App for Longterm Monitoring of Narcolepsy Symptoms: Design, Development, and Evaluation. JMIR MHealth and UHealth, 2020, 8, e14939.	1.8	12
56	A Design Framework for Awareness Systems. Human-computer Interaction Series, 2009, , 49-72.	0.4	11
57	Considerations for computerized in situ data collection platforms. , 2012, , .		11
58	Head Up Games: The Games of the Future Will Look More Like the Games of the Past. Lecture Notes in Computer Science, 2007, , 404-407.	1.0	11
59	Do I have a say?. , 2020, , .		11
60	A Systematic Review of Experimental Work on Persuasive Social Robots. International Journal of Social Robotics, 2022, 14, 1339-1378.	3.1	11
61	Understanding design-based learning context and the associated emotional experience. International Journal of Technology and Design Education, 2022, 32, 845-882.	1.7	10
62	Design and Evaluation of SONIS, a Wearable Biofeedback System for Gait Retraining. Multimodal Technologies and Interaction, 2020, 4, 60.	1.7	10
63	Personalizing HRI in Musical Instrument Practicing: The Influence of Robot Roles (Evaluative Versus) Tj ETQq1 1 0.784314 rgBT /Overlock Robotics and AI, 2021, 8, 699524.	2.0	10
64	Design of an instrument for the evaluation of communication technologies with children. , 2010, , .		9
65	Evaluating player experience for children's outdoor pervasive games. Entertainment Computing, 2013, 4, 25-38.	1.8	9
66	Measuring Self-Esteem with Games. , 2017, , .		9
67	Supporting shoulder pain prevention and treatment with wearable technology. , 2017, , .		9
68	Stroke Patients' Acceptance of a Smart Garment for Supporting Upper Extremity Rehabilitation. IEEE Journal of Translational Engineering in Health and Medicine, 2018, 6, 1-9.	2.2	9
69	Using TEMPEST. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-24.	2.5	9
70	EmoForm. , 2019, , .		9
71	'Aware of What?' A Formal Model of Awareness Systems That Extends the Focus-Nimbus Model. Lecture Notes in Computer Science, 2008, , 429-446.	1.0	9
72	BrainHood. , 2020, , .		9

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73	The Interactive Product Lifecycle. , 2008, , 34-48.		8
74	The PhotoMirror appliance: affective awareness in the hallway. Personal and Ubiquitous Computing, 2006, 10, 128-135.	1.9	7
75	On the Use of Personalization to Enhance Compliance in Experience Sampling. , 2015, , .		7
76	Investigating the Crowd's Creativity for Creating On-Demand IoT Scenarios. International Journal of Human-Computer Interaction, 2020, 36, 1022-1049.	3.3	7
77	On the role of awareness systems for supporting parent involvement in young children's schooling. , 2007, , 91-101.		7
78	The Role of Children's Emotions during Design-based Learning Activity - A Case Study at a Dutch High School. , 2018, , .		7
79	Child computer interaction SIG. , 2014, , .		6
80	Inferring A Player's Need For Cognition From Hints. , 2016, , .		6
81	Profiling Personality Traits with Games. ACM Transactions on Interactive Intelligent Systems, 2019, 9, 1-30.	2.6	6
82	Neckio: Motivating Neck Exercises in Computer Workers. Sensors, 2020, 20, 4928.	2.1	6
83	Child–Computer Interaction: From a systematic review towards an integrated understanding of interaction design methods for children. International Journal of Child-Computer Interaction, 2022, 32, 100398.	2.5	6
84	Awareness systems and the role of social intelligence. AI and Society, 2009, 24, 115-122.	3.1	5
85	Modelling social translucency in mediated environments. Universal Access in the Information Society, 2012, 11, 311-321.	2.1	5
86	Ambient Intelligence: Vision, research, and life. Journal of Ambient Intelligence and Smart Environments, 2016, 8, 491-499.	0.8	5
87	Poker Face Influence: Persuasive Robot with Minimal Social Cues Triggers Less Psychological Reactance. , 2018, , .		5
88	Behaviours and preferences when coordinating mediated interruptions: Social and system influence. , 2007, , 351-370.		5
89	Grounding interpersonal privacy in mediated settings. , 2009, , .		5
90	Completing a Crowdsourcing Task Instead of an Assignment; What do University Students Think?. , 2020, , .		5

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91	Fun to Enhance Learning, Motivation, Self-efficacy, and Intention to Play in DGBL. Lecture Notes in Computer Science, 2021, , 28-45.	1.0	5
92	Evaluating children's interactive products. , 2014, , .		4
93	Designing a Head-Up Game for Children. , 0, , .		4
94	Interactive and Lightweight Mechanisms to Coordinate Interpersonal Privacy in Mediated Communication. Lecture Notes in Computer Science, 2009, , 832-833.	1.0	3
95	Similarity awareness: Using context sensing to support connectedness in intra-family communication. Journal of Ambient Intelligence and Smart Environments, 2013, 5, 425-441.	0.8	3
96	Formal representation of ambulatory assessment protocols in HTML5 for human readability and computer execution. Behavior Research Methods, 2019, 51, 2761-2776.	2.3	3
97	Actuating wearables for motor skill learning: a constructive design research perspective. Design for Health, 2020, 4, 231-251.	0.4	3
98	CoZ: A crowd-powered system for social robotics. SoftwareX, 2020, 11, 100421.	1.2	3
99	Embroidered Inflatables: Exploring Sample Making in Research through Design. Journal of Textile Design Research and Practice, 0, , 1-26.	0.2	3
100	â€ˈtâ€™s like a puppet masterâ€• User Perceptions of Personal Autonomy when Interacting with Intelligent Technologies. , 2021, , .		3
101	Intertwining Implicit and Explicit Awareness of Wellbeing to Support Peace of Mind and Connectedness. Lecture Notes in Computer Science, 2009, , 153-158.	1.0	3
102	Child-Computer Interaction SIG: Looking Forward After 18 Years. , 2020, , .		3
103	Designing for uprooted children. Interactions, 2019, 26, 76-79.	0.8	3
104	Restoring Balance. , 0, , 283-301.		3
105	Are Digital Twins Becoming Our Personal (Predictive) Advisors?. Lecture Notes in Computer Science, 2020, , 250-268.	1.0	3
106	Crowd of Oz. , 2020, , .		3
107	BrainHood: Designing a cognitive training system that supports self-regulated learning skills in children. Technology and Disability, 2020, 32, 219-228.	0.3	2
108	Social sharing of task-related emotions in Design-Based Learning: Challenges and opportunities. International Journal of Child-Computer Interaction, 2022, 31, 100378.	2.5	2

#	Article	IF	Citations
109	Measuring Fun with Adolescents. , 2019, , .		2
110	Understanding learning and emotions in Design-Based Learning. , 2020, , .		2
111	How do People Perceive Privacy and Interaction Quality while Chatting with a Crowd-operated Robot?. , 2020, , .		2
112	Exploration of Contributory Factors to an Unpleasant Bracing Experience of Adolescent Idiopathic Scoliosis Patients a Quantitative and Qualitative Research. Children, 2022, 9, 635.	0.6	2
113	Developing Interaction Styles to Support Informal Communication at Home. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2001, 34, 531-535.	0.4	1
114	CCI SIG. , 2015, , .		1
115	Grounding Privacy with Awareness: A Social Approach to Describe Privacy Related Issues in Awareness Systems. Human-computer Interaction Series, 2009, , 207-229.	0.4	1
116	ReflectionScope: Scaffold Students to Articulate Reflection during Design-based Learning Processes. , 2020, , .		1
117	Special interest group in child computer interaction. , 2012, , .		0
118	Growing Up With Pervasive Computing. IEEE Pervasive Computing, 2020, 19, 8-9.	1.1	0
119	How Students with different levels of Design Experience use PLEX Cards within the Brainstorming Process. , 2021, , .		0
120	Designing and Engineering Interactive Computing Systems. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-4.	2.5	0
121	Intra-Family Mediated Awareness. International Journal of Mobile Human Computer Interaction, 2012, 4, 25-44.	0.1	0
122	A Design Research Into the Needs of a Sleep Diary for Children. , 2020, , .		0
123	Emotion Awareness in Design-Based Learning. , 2020, , .		0
124	Understanding Fun in Learning to Code: A Multi-Modal Data approach. , 2022, , .		0