

Panos Markopoulos

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3354047/publications.pdf>

Version: 2024-02-01

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	FunQ: Measuring the fun experience of a learning activity with adolescents. <i>Current Psychology</i> , 2023, 42, 1936-1956.	1.7	24
2	Understanding design-based learning context and the associated emotional experience. <i>International Journal of Technology and Design Education</i> , 2022, 32, 845-882.	1.7	10
3	Social sharing of task-related emotions in Design-Based Learning: Challenges and opportunities. <i>International Journal of Child-Computer Interaction</i> , 2022, 31, 100378.	2.5	2
4	Child-Computer Interaction: From a systematic review towards an integrated understanding of interaction design methods for children. <i>International Journal of Child-Computer Interaction</i> , 2022, 32, 100398.	2.5	6
5	A Systematic Review of Experimental Work on Persuasive Social Robots. <i>International Journal of Social Robotics</i> , 2022, 14, 1339-1378.	3.1	11
6	Exploration of Contributory Factors to an Unpleasant Bracing Experience of Adolescent Idiopathic Scoliosis Patients a Quantitative and Qualitative Research. <i>Children</i> , 2022, 9, 635.	0.6	2
7	Understanding Fun in Learning to Code: A Multi-Modal Data approach. , 2022, , .		0
8	Quality of life of adolescent idiopathic scoliosis patients under brace treatment: a brief communication of literature review. <i>Quality of Life Research</i> , 2021, 30, 703-711.	1.5	27
9	How Students with different levels of Design Experience use PLEX Cards within the Brainstorming Process. , 2021, , .		0
10	Designing and Engineering Interactive Computing Systems. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021, 5, 1-4.	2.5	0
11	“It’s like a puppet master” User Perceptions of Personal Autonomy when Interacting with Intelligent Technologies. , 2021, , .		3
12	Understanding the role of fun in learning to code. <i>International Journal of Child-Computer Interaction</i> , 2021, 28, 100270.	2.5	25
13	Personalizing HRI in Musical Instrument Practicing: The Influence of Robot Roles (Evaluative Versus) <i>Tj ETQq1 1 0.784314 rgBT /Overlaid</i> <i>Robotics and AI</i> , 2021, 8, 699524.	2.0	10
14	Assessing the Influence of Physical Activity Upon the Experience Sampling Response Rate on Wrist-Worn Devices. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 10593.	1.2	14
15	Fun to Enhance Learning, Motivation, Self-efficacy, and Intention to Play in DGBL. <i>Lecture Notes in Computer Science</i> , 2021, , 28-45.	1.0	5
16	Neckio: Motivating Neck Exercises in Computer Workers. <i>Sensors</i> , 2020, 20, 4928.	2.1	6
17	BrainHood: Designing a cognitive training system that supports self-regulated learning skills in children. <i>Technology and Disability</i> , 2020, 32, 219-228.	0.3	2
18	Actuating wearables for motor skill learning: a constructive design research perspective. <i>Design for Health</i> , 2020, 4, 231-251.	0.4	3

#	ARTICLE	IF	CITATIONS
19	Growing Up With Pervasive Computing. IEEE Pervasive Computing, 2020, 19, 8-9.	1.1	0
20	Design and Evaluation of SONIS, a Wearable Biofeedback System for Gait Retraining. Multimodal Technologies and Interaction, 2020, 4, 60.	1.7	10
21	Children's Emotions in Design-Based Learning: a Systematic Review. Journal of Science Education and Technology, 2020, 29, 459-481.	2.4	32
22	Crowd of Oz: A Crowd-Powered Social Robotics System for Stress Management. Sensors, 2020, 20, 569.	2.1	15
23	Investigating the Crowd's Creativity for Creating On-Demand IoT Scenarios. International Journal of Human-Computer Interaction, 2020, 36, 1022-1049.	3.3	7
24	Mapping child's computer interaction research through co-word analysis. International Journal of Child-Computer Interaction, 2020, 23-24, 100165.	2.5	18
25	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
26	CoZ: A crowd-powered system for social robotics. SoftwareX, 2020, 11, 100421.	1.2	3
27	Robot Role Design for Implementing Social Facilitation Theory in Musical Instruments Practicing. , 2020, , .		12
28	Child-Computer Interaction SIG: Looking Forward After 18 Years. , 2020, , .		3
29	Crafting Research Products through Digital Machine Embroidery. , 2020, , .		21
30	Design Card Sets. , 2020, , .		21
31	Understanding learning and emotions in Design-Based Learning. , 2020, , .		2
32	Do I have a say?. , 2020, , .		11
33	A Mobile App for Longterm Monitoring of Narcolepsy Symptoms: Design, Development, and Evaluation. JMIR MHealth and UHealth, 2020, 8, e14939.	1.8	12
34	Are Digital Twins Becoming Our Personal (Predictive) Advisors?. Lecture Notes in Computer Science, 2020, , 250-268.	1.0	3
35	Completing a Crowdsourcing Task Instead of an Assignment; What do University Students Think?. , 2020, , .		5
36	A Design Research Into the Needs of a Sleep Diary for Children. , 2020, , .		0

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37	BrainHood. , 2020, , .		9
38	ReflectionScope: Scaffold Students to Articulate Reflection during Design-based Learning Processes. , 2020, , .		1
39	Crowd of Oz. , 2020, , .		3
40	How do People Perceive Privacy and Interaction Quality while Chatting with a Crowd-operated Robot?. , 2020, , .		2
41	Emotion Awareness in Design-Based Learning. , 2020, , .		0
42	Wearable technology for posture monitoring at the workplace. International Journal of Human Computer Studies, 2019, 132, 99-111.	3.7	41
43	EmoForm. , 2019, , .		9
44	The role of age and gender on implementing informal and non-formal science learning activities for children. , 2019, , .		14
45	Formal representation of ambulatory assessment protocols in HTML5 for human readability and computer execution. Behavior Research Methods, 2019, 51, 2761-2776.	2.3	3
46	Profiling Personality Traits with Games. ACM Transactions on Interactive Intelligent Systems, 2019, 9, 1-30.	2.6	6
47	Assessing the effect of persuasive robots interactive social cues on usersâ€™ psychological reactance, liking, trusting beliefs and compliance. Advanced Robotics, 2019, 33, 325-337.	1.1	44
48	Measuring Fun with Adolescents. , 2019, , .		2
49	Designing for uprooted children. Interactions, 2019, 26, 76-79.	0.8	3
50	Poker Face Influence: Persuasive Robot with Minimal Social Cues Triggers Less Psychological Reactance. , 2018, , .		5
51	Stroke Patientsâ€™ 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
52	Using TEMPEST. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-24.	2.5	9
53	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
54	ShapeTex. , 2018, , .		23

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55	Effects of Robot Facial Characteristics and Gender in Persuasive Human-Robot Interaction. <i>Frontiers in Robotics and AI</i> , 2018, 5, 73.	2.0	67
56	The Role of Children's Emotions during Design-based Learning Activity - A Case Study at a Dutch High School. , 2018, , .		7
57	Measuring Self-Esteem with Games. , 2017, , .		9
58	Natural Contextual Reasoning for End Users. <i>ACM Transactions on Computer-Human Interaction</i> , 2017, 24, 1-36.	4.6	13
59	Interactive wearable systems for upper body rehabilitation: a systematic review. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2017, 14, 20.	2.4	245
60	Design and Evaluation of RaPIDO, A Platform for Rapid Prototyping of Interactive Outdoor Games. <i>ACM Transactions on Computer-Human Interaction</i> , 2017, 24, 1-30.	4.6	12
61	From PhotoWork to PhotoUse: exploring personal digital photo activities. <i>Behaviour and Information Technology</i> , 2017, 36, 754-767.	2.5	14
62	Pardon the rude robot: Social cues diminish reactance to high controlling language. , 2017, , .		12
63	Motor Control Training for the Shoulder with Smart Garments. <i>Sensors</i> , 2017, 17, 1687.	2.1	23
64	Supporting shoulder pain prevention and treatment with wearable technology. , 2017, , .		9
65	Ambient Intelligence: Vision, research, and life. <i>Journal of Ambient Intelligence and Smart Environments</i> , 2016, 8, 491-499.	0.8	5
66	Inferring A Player's Need For Cognition From Hints. , 2016, , .		6
67	On the Use of Personalization to Enhance Compliance in Experience Sampling. , 2015, , .		7
68	Personalizing persuasive technologies: Explicit and implicit personalization using persuasion profiles. <i>International Journal of Human Computer Studies</i> , 2015, 77, 38-51.	3.7	201
69	CCI SIG. , 2015, , .		1
70	Child computer interaction SIG. , 2014, , .		6
71	Play it our way. , 2014, , .		19
72	Towards a questionnaire for measuring affective benefits and costs of communication technologies. , 2014, , .		28

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73	Evaluating children's interactive products. , 2014, , .		4
74	TagTrainer: supporting exercise variability and tailoring in technology supported upper limb training. Journal of NeuroEngineering and Rehabilitation, 2014, 11, 140.	2.4	12
75	Literature review on wearable systems in upper extremity rehabilitation. , 2014, , .		19
76	Evaluating player experience for children's outdoor pervasive games. Entertainment Computing, 2013, 4, 25-38.	1.8	9
77	Grounding Privacy in Mediated Communication. Computer Supported Cooperative Work, 2013, 22, 1-32.	1.9	12
78	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
79	Considerations for computerized in situ data collection platforms. , 2012, , .		11
80	Playful ARM hand training after stroke. , 2012, , .		13
81	Special interest group in child computer interaction. , 2012, , .		0
82	Modelling social translucency in mediated environments. Universal Access in the Information Society, 2012, 11, 311-321.	2.1	5
83	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
84	Intra-Family Mediated Awareness. International Journal of Mobile Human Computer Interaction, 2012, 4, 25-44.	0.1	0
85	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
86	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
87	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
88	Aurama: caregiver awareness for living independently with an augmented picture frame display. AI and Society, 2010, 25, 233-245.	3.1	36
89	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
90	Persuasion in ambient intelligence. Journal of Ambient Intelligence and Humanized Computing, 2010, 1, 43-56.	3.3	50

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91	Evaluation of a pervasive awareness system designed for busy parents. <i>Pervasive and Mobile Computing</i> , 2010, 6, 537-558.	2.1	14
92	Powerful and consistent analysis of likert-type rating scales. , 2010, , .		76
93	Design of an instrument for the evaluation of communication technologies with children. , 2010, , .		9
94	Increasing children's social competence through games, an exploratory study. , 2009, , .		30
95	HeartBeat. , 2009, , .		31
96	Awareness systems and the role of social intelligence. <i>AI and Society</i> , 2009, 24, 115-122.	3.1	5
97	Busy familiesâ€™ awareness needs. <i>International Journal of Human Computer Studies</i> , 2009, 67, 139-153.	3.7	27
98	Measuring Affective Benefits and Costs of Mediated Awareness: Development and Validation of the ABC-Questionnaire. <i>Human-computer Interaction Series</i> , 2009, , 473-488.	0.4	17
99	A Design Framework for Awareness Systems. <i>Human-computer Interaction Series</i> , 2009, , 49-72.	0.4	11
100	Interactive and Lightweight Mechanisms to Coordinate Interpersonal Privacy in Mediated Communication. <i>Lecture Notes in Computer Science</i> , 2009, , 832-833.	1.0	3
101	Can You Be Persuaded? Individual Differences in Susceptibility to Persuasion. <i>Lecture Notes in Computer Science</i> , 2009, , 115-118.	1.0	54
102	Intertwining Implicit and Explicit Awareness of Wellbeing to Support Peace of Mind and Connectedness. <i>Lecture Notes in Computer Science</i> , 2009, , 153-158.	1.0	3
103	Grounding interpersonal privacy in mediated settings. , 2009, , .		5
104	Grounding Privacy with Awareness: A Social Approach to Describe Privacy Related Issues in Awareness Systems. <i>Human-computer Interaction Series</i> , 2009, , 207-229.	0.4	1
105	Child computer interaction: advances in methodological research. <i>Cognition, Technology and Work</i> , 2008, 10, 79-81.	1.7	32
106	Reconexp. , 2008, , .		25
107	Investigating Privacy Attitudes and Behavior in Relation to Personalization. <i>Social Science Computer Review</i> , 2008, 26, 20-43.	2.6	41
108	OPOS. , 2008, , .		26

#	ARTICLE	IF	CITATIONS
109	â€œAware of What?â€™ A Formal Model of Awareness Systems That Extends the Focus-Nimbus Model. Lecture Notes in Computer Science, 2008, , 429-446.	1.0	9
110	The Interactive Product Lifecycle. , 2008, , 34-48.		8
111	Connecting the family with awareness systems. Personal and Ubiquitous Computing, 2007, 11, 299-312.	1.9	138
112	On the role of awareness systems for supporting parent involvement in young childrenâ€™s schooling. , 2007, , 91-101.		7
113	Behaviours and preferences when coordinating mediated interruptions: Social and system influence. , 2007, , 351-370.		5
114	Daily Activities Diarist: Supporting Aging in Place with Semantically Enriched Narratives. Lecture Notes in Computer Science, 2007, , 390-403.	1.0	23
115	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
116	The PhotoMirror appliance: affective awareness in the hallway. Personal and Ubiquitous Computing, 2006, 10, 128-135.	1.9	7
117	On the design of Camelot, an outdoor game for children. , 2006, , .		57
118	pOwerball. , 2005, , .		69
119	An editing tool that manages device associations in an in-home environment. Personal and Ubiquitous Computing, 2004, 8, 255.	1.9	24
120	Keeping in touch with the family. , 2004, , .		74
121	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
122	Embroidered Inflatables: Exploring Sample Making in Research through Design. Journal of Textile Design Research and Practice, 0, , 1-26.	0.2	3
123	Designing a Head-Up Game for Children. , 0, , .		4
124	Restoring Balance. , 0, , 283-301.		3