Tor-Morten Grønli

List of Publications by Year
in descending order

47 papers	546 citations	840119 11 h-index	887659 17 g-index
52 all docs	52 docs citations	52 times ranked	426 citing authors

#	Article	IF	Citations
1	Progressive Web Apps: The Possible Web-native Unifier for Mobile Development. , 2017, , .		63
2	Mobile Application Platform Heterogeneity: Android vs Windows Phone vs iOS vs Firefox OS. , 2014, , .		42
3	Context-aware and automatic configuration of mobile devices in cloud-enabled ubiquitous computing. Personal and Ubiquitous Computing, 2014, 18, 883-894.	1.9	31
4	Progressive Web Apps: the Definite Approach to Cross-Platform Development?. , 2018, , .		31
5	An empirical investigation of performance overhead in cross-platform mobile development frameworks. Empirical Software Engineering, 2020, 25, 2997-3040.	3.0	25
6	Multi-Layer Latency Aware Workload Assignment of E-Transport IoT Applications in Mobile Sensors Cloudlet Cloud Networks. Electronics (Switzerland), 2021, 10, 1719.	1.8	25
7	Cost-efficient service selection and execution and blockchain-enabled serverless network for internet of medical things. Mathematical Biosciences and Engineering, 2021, 18, 7344-7362.	1.0	23
8	Comprehensive Analysis of Innovative Cross-Platform App Development Frameworks. , 2017, , .		23
9	An Empirical Study of Cross-Platform Mobile Development in Industry. Wireless Communications and Mobile Computing, 2019, 2019, 1-12.	0.8	22
10	A Survey of Security Architectures for Edge Computing-Based IoT. IoT, 2022, 3, 332-365.	2.3	22
11	A Survey and Taxonomy of Core Concepts and Research Challenges in Cross-Platform Mobile Development. ACM Computing Surveys, 2019, 51, 1-34.	16.1	21
12	Dynamic Application Partitioning and Task-Scheduling Secure Schemes for Biosensor Healthcare Workload in Mobile Edge Cloud. Electronics (Switzerland), 2021, 10, 2797.	1.8	20
13	PainDroid: an android-based virtual reality application for pain assessment. Multimedia Tools and Applications, 2014, 72, 191-206.	2.6	17
14	Discovering web services in social web service repositories using deep variational autoencoders. Information Processing and Management, 2020, 57, 102231.	5.4	15
15	A Task Execution Scheme for Dew Computing with State-of-the-Art Smartphones. Electronics (Switzerland), 2021, 10, 2006.	1.8	14
16	Smart Watch for Smart Health Monitoring: A Literature Review. Lecture Notes in Computer Science, 2022, , 256-268.	1.0	13
17	Progressive Web Apps for the Unified Development of Mobile Applications. Lecture Notes in Business Information Processing, 2018, , 64-86.	0.8	11
18	Towards end-user development of REST client applications on smartphones. Computer Standards and Interfaces, 2016, 44, 205-219.	3.8	10

#	Article	IF	Citations
19	Towards NFC payments using a lightweight architecture for the Web of Things. Computing (Vienna/New York), 2015, 97, 985-999.	3.2	9
20	Animations in Cross-Platform Mobile Applications: An Evaluation of Tools, Metrics and Performance. Sensors, 2019, 19, 2081.	2.1	9
21	Secure and failure hybrid delay enabled a lightweight RPC and SHDS schemes in Industry 4.0 aware IIoHT enabled fog computing. Mathematical Biosciences and Engineering, 2021, 19, 513-536.	1.0	9
22	Evaluating the usability of a Virtual Reality-based Android application in managing the pain experience of wheelchair users. , 2012, 2012, 2460-3.		8
23	Meeting Quality Standards for Mobile Application Development in Businesses: A Framework for Cross-Platform Testing. , 2016, , .		8
24	Potent Blockchain-Enabled Socket RPC Internet of Healthcare Things (IoHT) Framework for Medical Enterprises. Sensors, 2022, 22, 4346.	2.1	8
25	Exploring solutions for mobile companionship: A design research approach to context-aware management. International Journal of Information Management, 2013, 33, 227-234.	10.5	7
26	A Lightweight Architecture for the Web-of-Things. Lecture Notes in Computer Science, 2013, , 248-259.	1.0	5
27	Data Analysis as a Service: An Infrastructure for Storing and Analyzing the Internet of Things. Lecture Notes in Computer Science, 2015, , 161-169.	1.0	5
28	Big Social Data in Public Health: A Mixed-methods Case Study of Sundhed.dk's Facebook Strategy, Engagement, and Performance. Procedia Computer Science, 2016, 98, 298-307.	1.2	4
29	Exploring Microsoft Hololens for Interactive Visualization of UML Diagrams. , 2017, , .		4
30	Evaluating Usability of Cross-Platform Smartphone Applications. Lecture Notes in Computer Science, 2014, , 248-260.	1.0	4
31	Survey of Automated Fare Collection Solutions in Public Transportation. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 14248-14266.	4.7	4
32	Adopting SOA in Public Service Provision. Lecture Notes in Computer Science, 2017, , 279-289.	1.0	3
33	Web Service Composition on Smartphones: The Challenges and a Survey of Solutions. Lecture Notes in Computer Science, 2018, , 126-141.	1.0	3
34	Towards Encouraging a Healthier Lifestyle and Increased Physical Activity â€" An App Incorporating Persuasive Design Principles. Lecture Notes in Computer Science, 2018, , 158-172.	1.0	3
35	REST4Mobile: A framework for enhanced usability ofRESTservices on smartphones. Concurrency Computation Practice and Experience, 2020, 32, e4174.	1.4	3
36	A Lightweight Security Scheme for Failure Detection in Microservices IoT-Edge Networks. Lecture Notes in Electrical Engineering, 2022, , 397-409.	0.3	3

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37	Context-Aware and Cloud Based Adaptation of the User Experience. , 2013, , .		2
38	Performance Evaluation of a Modern Web Architecture. International Journal of Information Technology and Web Engineering, 2013, 8, 36-50.	1.2	2
39	Usability of Composing REST Services on Smartphones. , 2017, , .		2
40	Mobile Money System Design for Illiterate Users in Rural Ethiopia. Lecture Notes in Computer Science, 2014, , 482-491.	1.0	2
41	Every Cloud Has a Push Data Lining: Incorporating Cloud Services in a Context-Aware Application. Mobile Information Systems, 2015, 2015, 1-10.	0.4	1
42	Navigation for Visually Impaired Using Haptic Feedback. Lecture Notes in Computer Science, 2018, , 347-356.	1.0	1
43	Microlearning in Educating Healthcare Professionals. , 2016, , .		1
44	Business Innovation and Service Oriented Architecture. International Journal of Information Technologies and Systems Approach, 2011, 4, 67-78.	0.8	0
45	A Multi Platform Pain Assessment Tool using Bespoke Gaming Sensors. , 2016, , .		0
46	Editorial: New developments in cloud and IoT. Future Generation Computer Systems, 2018, 86, 723-725.	4.9	0
47	A Mobile Visual Diary for Personal Pain Management. Lecture Notes in Computer Science, 2015, , 435-440.	1.0	0