Antonio Pizzo

List of Publications by Year
in descending order

33 papers	**214** citations	1163117 **8** h-index	1125743 **13** g-index
35 all docs	**35** docs citations	**35** times ranked	**105** citing authors

#	Article	IF	Citations
1	Safeguarding and Accessing Drama as Intangible Cultural Heritage. Journal on Computing and Cultural Heritage, 2016, 9, 1-26.	2.1	36
2	A stroll with Carletto: adaptation in drama-based tours with virtual characters. User Modeling and User-Adapted Interaction, 2008, 18, 417-453.	3.8	31
3	Coupling conceptual modeling and rules forÂthe annotation of dramatic media. Semantic Web, 2015, 6, 503-534.	1.9	17
4	Multimedia tool suite for the visualization of drama heritage metadata. Multimedia Tools and Applications, 2016, 75, 3901-3932.	3.9	13
5	Ontologies for the metadata annotation of stories. , 2013, , .		12
6	The ontology of drama. Applied Ontology, 2019, 14, 79-118.	2.0	11
7	Algorithms and Interoperability between Drama and Artificial Intelligence. TDR - the Drama Review - A Journal of Performance Studies, 2019, 63, 14-32.	0.1	10
8	Drammar: A Comprehensive Ontological Resource on Drama. Lecture Notes in Computer Science, 2018, , 103-118.	1.3	9
9	Lexical Mediation for Ontology-Based Annotation of Multimedia. Theory and Applications of Natural Language Processing, 2013, , 113-134.	0.3	9
10	Formal Encoding of Drama Ontology. Lecture Notes in Computer Science, 2005, , 95-104.	1.3	7
11	The Intangible Nature of Drama Documents. , 2017, , .		6
12	Ontologyâ€"Based Visualization of Charactersâ€™ Intentions. Lecture Notes in Computer Science, 2014, , 176-187.	1.3	6
13	Integrating Commonsense Knowledge into the Semantic Annotation of Narrative Media Objects. Lecture Notes in Computer Science, 2011, , 312-323.	1.3	6
14	The canonical processes of a dramatized approach to information presentation. Multimedia Systems, 2008, 14, 385-393.	4.7	4
15	Studying and designing emotions in live interactions with the audience. Multimedia Tools and Applications, 2021, 80, 6711-6736.	3.9	4
16	Bringing Authoritative Models to Computational Drama (Encoding Knebelâ€™s Action Analysis). Lecture Notes in Computer Science, 2016, , 285-297.	1.3	4
17	DoppioGioco. Playing with the Audience in an Interactive Storytelling Platform. Advances in Intelligent Systems and Computing, 2018, , 287-298.	0.6	3
18	All about face. An experiment in face emotion recognition in interactive dramatic performance. , 2019, , .		3

#	Article	IF	Citations
19	Automatic Annotation of Characters' Emotions in Stories. Lecture Notes in Computer Science, 2015, , 117-129.	1.3	3
20	Thinning the Fourth Wall with Intelligent Prompt. Lecture Notes in Computer Science, 2017, , 206-218.	1.3	3
21	Representing Dramatic Features of Stories through an Ontological Model. Lecture Notes in Computer Science, 2011, , 122-127.	1.3	3
22	Interactive Chart of Story Characters' Intentions. Lecture Notes in Computer Science, 2016, , 415-418.	1.3	3
23	Dramasearch. Character-mediated search in cultural heritage. , 2009, , .		2
24	Artificial Intelligence for Dramatic Performance. Lecture Notes in Computer Science, 2019, , 542-557.	1.3	2
25	Visualization of Character's Intentions in Dramatic Media. , 2013, , .		1
26	AI for interactive performance: Challenges and techniques. Intelligenza Artificiale, 2021, 14, 231-243.	1.6	1
27	Digital heritage and avatars of stories. , 2013, , .		1
28	The Visualization of Drama Hierarchies. , 2015, , .		1
29	Metadata annotation for dramatic texts. , 2017, , 201-206.		1
30	Drama heritage: prototype of a corpus. , 2018, , .		0
31	Modeling and Visualization of Drama Heritage. Lecture Notes in Computer Science, 2013, , 288-297.	1.3	0
32	Toolkit for the Creation of a Drama Dataset. Lecture Notes in Computer Science, 2019, , 282-289.	1.3	0
33	Review of Marina Abramović, "7 Death of Maria Callas"(2020). , 2021, 1, .		0