Ralf Klamma

List of Publications by Year
in descending order

108 papers	987 citations	758635 12 h-index	752256 20 g-index
120 all docs	120 docs citations	120 times ranked	862 citing authors

#	Article	IF	Citations
1	Adaptive Computation Offloading from Mobile Devices into the Cloud. , 2012, , .		112
2	Framework for Computation Offloading in Mobile Cloud Computing. International Journal of Interactive Multimedia and Artificial Intelligence, 2012, 1, 6.	1.0	50
3	The Web 2.0 Driven SECI Model Based Learning Process. , 2007, , .		46
4	Requirements Bazaar: Social requirements engineering for community-driven innovation. , 2013, , .		42
5	You Never Walk Alone: Recommending Academic Events Based on Social Network Analysis. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2009, , 657-670.	0.2	37
6	Serious Games for Personal and Social Learning & Ethics: Status and Trends. Procedia Computer Science, 2012, 15, 53-65.	1.2	33
7	Mobile Community Cloud Computing: Emerges and Evolves. , 2010, , .		32
8	Development of computer science disciplines: a social network analysis approach. Social Network Analysis and Mining, 2011, 1, 321-340.	1.9	28
9	Evaluating Performance in Spatial Data Infrastructures for Geoprocessing. IEEE Internet Computing, 2006, 10, 34-41.	3.2	24
10	Reality is our laboratory: communities of practice in applied computer science. Behaviour and Information Technology, 2007, 26, 81-94.	2.5	22
11	Building mobile multimedia services: a hybrid cloud computing approach. Multimedia Tools and Applications, 2014, 70, 977-1005.	2.6	22
12	Yjs: A Framework for Near Real-Time P2P Shared Editing on Arbitrary Data Types. Lecture Notes in Computer Science, 2015, , 675-678.	1.0	21
13	The difficult bridge between university and industry: a case study in computer science teaching. Assessment and Evaluation in Higher Education, 2010, 35, 367-380.	3.9	20
14	The Structure of the Computer Science Knowledge Network. , 2010, , .		19
15	Beyond the client-server architectures: A survey of mobile cloud techniques. , 2012, , .		17
16	Enabling visual community learning analytics with Internet of Things devices. Computers in Human Behavior, 2018, 89, 385-394.	5.1	17
17	A Scalable Architecture for Real-Time Stream Processing of Spatiotemporal IoT Stream Dataâ€"Performance Analysis on the Example of Map Matching. ISPRS International Journal of Geo-Information, 2018, 7, 238.	1.4	15
18	ACIS: intergenerational community learning supported by a hypermedia Afghan sites and monuments database. , 2005, , .		14

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19	MobSOS - A Testbed for Mobile Multimedia Community Services. , 2008, , .		14
20	Tagging diversity in personal learning environments. Journal of Computers in Education, 2015, 2, 93-121.	5.0	14
21	An Integrated Learning Analytics Approach for Virtual Vocational Training Centers. International Journal of Interactive Multimedia and Artificial Intelligence, 2018, 5, 32.	1.0	13
22	Near real-time collaborative modeling for view-based Web information systems engineering. Information Systems, 2018, 74, 23-39.	2.4	12
23	Follow Me, Follow You - Spatiotemporal Community Context Modeling and Adaptation for Mobile Information Systems. , 2008, , .		11
24	An Augmented Reality Framework for Gamified Learning. Lecture Notes in Computer Science, 2018, , 67-76.	1.0	10
25	Adaptive Indoor Area Localization for Perpetual Crowdsourced Data Collection. Sensors, 2020, 20, 1443.	2.1	10
26	Learning Analytics at Large: The Lifelong Learning Network of 160,000 European Teachers. Lecture Notes in Computer Science, 2011, , 398-411.	1.0	10
27	Preparing Research Projects for Sustainable Software Engineering in Society. , 2017, , .		9
28	A Longitudinal Study of Community-Oriented Open Source Software Development. Lecture Notes in Computer Science, 2016, , 509-523.	1.0	9
29	The Heroâ€™s Journey - Template-Based Storytelling for Ubiquitous Multimedia Management. Journal of Multimedia, 2011, 6, .	0.3	9
30	LM-DTM: an environment for XML-based, LIP/PAPI-compliant deployment, transformation and matching of learner models. , 2005, , .		8
31	Mobile Access to MPEG-7 Based Multimedia Services. , 2009, , .		8
32	Supporting Self-Regulation by Personal Learning Environments. , 2012, , .		8
33	Enhancing Academic Event Participation with Context-aware and Social Recommendations. , 2012, , .		8
34	An Interactive System for Visual Analytics of Dynamic Topic Models. Datenbank-Spektrum, 2013, 13, 213-223.	1.2	8
35	Shared Editing on the Web: A Classification of Developer Support Libraries. , 2013, , .		8
36	Mobile Real-Time Collaboration for Semantic Multimedia. Mobile Networks and Applications, 2014, 19, 635-648.	2.2	8

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37	Browser-Based Collaborative Modeling in Near Real-Time. , 2013, , .		8
38	Mobile Multimedia Cloud Computing and the Web. , 2011, , .		7
39	From micro to macro. , 2013, , .		7
40	Disassortative Degree Mixing and Information Diffusion for Overlapping Community Detection in Social Networks (DMID). , 2015, , .		7
41	Well-Balanced Usability &amp; Annotation Complexity in Interactive Video Semantization. , 2010, , .		6
42	Signed Social Networks. , 2015, , .		6
43	IS Success Awareness in Community-Oriented Design Science Research. Lecture Notes in Computer Science, 2015, , 413-420.	1.0	6
44	A Methodology and Tool Support for Widget-Based Web Application Development. Lecture Notes in Computer Science, 2015, , 515-532.	1.0	6
45	The Direwolf Inside You: End User Development for Heterogeneous Web of Things Appliances. Lecture Notes in Computer Science, 2016, , 484-491.	1.0	6
46	Decentralized Service Registry and Discovery in P2P Networks Using Blockchain Technology. Lecture Notes in Computer Science, 2019, , 296-311.	1.0	6
47	VIAProMa: An Agile Project Management Framework for Mixed Reality. Lecture Notes in Computer Science, 2021, , 254-272.	1.0	6
48	View-Based Near Real-Time Collaborative Modeling for Information Systems Engineering. Lecture Notes in Computer Science, 2016, , 3-17.	1.0	6
49	DevOpsUse for Rapid Training of Agile Practices Within Undergraduate and Startup Communities. Lecture Notes in Computer Science, 2016, , 570-574.	1.0	6
50	From Story-Telling to Educational Gaming: The Bamiyan Valley Case. Lecture Notes in Computer Science, 2008, , 253-264.	1.0	6
51	Aphasic Communities of Learning on the Web. International Journal of Distance Education Technologies, 2006, 4, 31-45.	1.9	5
52	Cloud Services for Improved User Experience in Sharing Mobile Videos. , 2013, , .		5
53	Community and trust-aware fake media detection. Multimedia Tools and Applications, 2014, 70, 1069-1098.	2.6	5
54	Learning analytics for workplace and professional learning. , 2016, , .		5

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55	Near Real-Time Collaborative Conceptual Modeling on the Web. Lecture Notes in Computer Science, 2015, , 344-357.	1.0	5
56	Mashups for Learning - Editorial. International Journal of Emerging Technologies in Learning, 2010, 5, 4.	0.8	5
57	Scaling Mentoring Support withÂDistributed Artificial Intelligence. Lecture Notes in Computer Science, 2020, , 38-44.	1.0	5
58	New approaches to media-supported project work at the university level. , 0, , .		4
59	Semantic Monitoring and Analyzing Context-aware Collaborative Multimedia Services. , 2009, , .		4
60	Identification of Learning Goals in Forum-based Communities. , 2011, , .		4
61	Co-Design of Gamified Mixed Reality Applications. , 2018, , .		4
62	A Web 2.0 Personal Learning Environment for Classical Chinese Poetry. Lecture Notes in Computer Science, 2009, , 98-107.	1.0	4
63	"Do You Know a Similar Project I Can Learn From?" Self-Monitoring of Communities of Practice in the Cultural Sciences. , 0, , .		3
64	Virtual Campfire - Cross-Platform Services for Mobile Social Software. , 2009, , .		3
65	Mobile Multimedia Management for Community-Aware Storytelling. , 2010, , .		3
66	Social Network Analysis of European Project Consortia to Reveal Impact of Technology-Enhanced Learning Projects. , 2012, , .		3
67	A Real-time Collaboration-enabled Mobile Augmented Reality System with Semantic Multimedia. , 2012, , .		3
68	Developing a Mobile Game Environment to Support Disadvantaged Learners. , 2012, , .		3
69	SeViAnno 2.0: Web-enabled collaborative semantic video annotation beyond the obvious. , 2014, , .		3
70	Collaborative Drawing Annotations on Web Videos. Lecture Notes in Computer Science, 2015, , 671-674.	1.0	3
71	Navigation Support in Evolving Open-Source Communities by a Web-Based Dashboard. IFIP Advances in Information and Communication Technology, 2014, , 11-20.	0.5	3
72	No Guru, No Method, No Teacher: Self-classification and Self-modelling of E-Learning Communities. Lecture Notes in Computer Science, 2008, , 354-365.	1.0	3

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73	Designing during use: Modeling communities of practice. , 2010, , .		2
74	Advances in ubiquitous media technologies and applications. World Wide Web, 2011, 14, 217-222.	2.7	2
75	An embeddable dashboard for widget-based visual analytics on scientific communities. , 2012, , .		2
76	Distributed Software Engineering in Collaborative Research Projects. , 2015, , .		2
77	Boosting Vocational Education and Training in Small Enterprises. Lecture Notes in Computer Science, 2016, , 600-604.	1.0	2
78	Intelligent Mentoring Bots in Learning Management Systems. Lecture Notes in Computer Science, 2021, , 3-14.	1.0	2
79	Collaborative Wireframing for Model-Driven Web Engineering. Lecture Notes in Computer Science, 2019, , 373-388.	1.0	2
80	DireWolf Goes Pack Hunting: A Peer-to-Peer Approach for Secure Low Latency Widget Distribution Using WebRTC. Lecture Notes in Computer Science, 2014, , 507-510.	1.0	2
81	On Psychological Aspects of Learning Environments Design. Lecture Notes in Computer Science, 2011, , 436-441.	1.0	2
82	Knowledge multimedia processes in technology enhanced learning. , 2009, , .		2
83	Transferring a Question-Based Dialog Framework to a Distributed Architecture. Lecture Notes in Computer Science, 2017, , 549-552.	1.0	2
84	Educational Escape Games for Mixed Reality. Lecture Notes in Computer Science, 2020, , 437-442.	1.0	2
85	ImPres: An Immersive 3D Presentation Framework for Mixed Reality Enhanced Learning. Lecture Notes in Computer Science, 2021, , 28-39.	1.0	2
86	The Hero's Journey — A storytelling template engine for ubiquitous multimedia. , 2010, , .		1
87	How Can Psychology Inform the Design of Learning Experiences?. , 2011, , .		1
88	Learning Analytics for Communities of Lifelong Learners: A Forum Case. , 2011, , .		1
89	Trust-Aware Media Quality Profiles in Fake Multimedia Detection. , 2011, , .		1
90	Near-Real-Time Social Computing. Computer, 2015, 48, 90-92.	1.2	1

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91	A Community Success Model for Gaming Communities. Journal of Multimedia, 2009, 4, .	0.3	1
92	Pattern-Based Competence Management: On the Gap between Intentions and Reality. International Federation for Information Processing, 2010, , 364-371.	0.4	1
93	Enhancing Personal Learning Environments by Context-Aware Tagging. Lecture Notes in Computer Science, 2010, , 11-20.	1.0	1
94	Using Personal Learning Environments to Support Workplace Learning in Small Companies. Lecture Notes in Computer Science, 2016, , 294-302.	1.0	1
95	Collaborative Non-linear Storytelling Around 3D Objects. Lecture Notes in Computer Science, 2018, , 88-98.	1.0	1
96	Supplemental Mobile Learner Support Through Moodle-Independent Assessment Bots. Lecture Notes in Computer Science, 2021, , 75-89.	1.0	1
97	Learning as a Service: A Web-Based Learning Framework for Communities of Professionals on the Web 2.0. , 2008, , 160-173.		1
98	Open hypermedia management for E-learning in the humanities. , 0, , .		0
99	Guest Editorial: Special Issue on EC-TEL 2007. IEEE Transactions on Learning Technologies, 2008, 1, 9-10.	2.2	0
100	Measuring community satisfaction across gaming communities. , 2008, , .		0
101	Werkzeuge und Modelle für die übergreifende Untersuchung von Social Software. I-com, 2010, 9, 12-20.	0.9	0
102	Message from Workshop Co-chairs. , 2011, , .		0
103	PerCoSC 2011: 1st IEEE PerCom Workshop on Pervasive Communities and Service Clouds - committees and welcome. , 2011, , .		0
104	A Community Information System for Ubiquitous Informal Learning Support. , 2014, , .		0
105	Multimedia on the web - editorial. Multimedia Tools and Applications, 2014, 70, 821-826.	2.6	0
106	The Significant Effect of Overlapping Community Structures in Signed Social Networks. Lecture Notes in Social Networks, 2017, , 51-84.	0.8	0
107	OakStreaming: A Peer-to-PeerVideo Streaming Library. Journal of Web Engineering, 2019, 17, 527-560.	0.7	0
108	Enhancing theWeb WithAdvanced Engineering. Journal of Web Engineering, 2019, 17, 399-404.	0.7	0