

Ilaria Mariani

List of Publications by Year in descending order

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Version: 2024-02-01

28
papers

41
citations

1937685

4
h-index

1872680

6
g-index

32
all docs

32
docs citations

32
times ranked

23
citing authors

#	ARTICLE	IF	CITATIONS
1	Framing Real-Life Experimentations as Case Studies. Springer Series in Design and Innovation, 2022, , 25-35.	0.3	0
2	Mobile Games for a house museum.. Convergências - Revista De InvestigaçãO E Ensino Das Artes, 2021, 14, 90-104.	0.1	0
3	Joint workshop on Games-Human Interaction (GHItaly21) and Multi-party Interaction in eXtended Reality (MIXR). , 2021, , .		0
4	Post-digital Fairy Tales. , 2021, , 283-302.		0
5	Other Worlds. When Worldbuilding and Roleplay Feed Speculation. Lecture Notes in Computer Science, 2020, , 482-495.	1.3	2
6	InData Envisioning and Prototyping Informed by Data. A Data Scraping and Visualization Tool to Support Design Scenarios. Advances in Intelligent Systems and Computing, 2020, , 441-447.	0.6	2
7	Keeping coherence across thresholds. , 2020, , 30-46.		1
8	Special Issue on Advances in Human-Computer Interaction. Multimedia Tools and Applications, 2019, 78, 13353-13359.	3.9	4
9	BUILDING INTERACTIVE NARRATIVES: CHARACTERS, STORIES AND IN-BETWEENS. EXPERIMENTATIONS AND CRITIQUE. EDULEARN Proceedings, 2019, , .	0.0	5
10	Presenting GHItaly19. , 2019, , .		0
11	INDATA, ENVISIONING & PROTOTYPING INFORMED BY KNOWLEDGE. OPEN-ACCESS DATA PLATFORM TO SUPPORT DESIGN SCENARIOS. EDULEARN Proceedings, 2019, , .	0.0	0
12	Variable and situated user interfaces. , 2019, , .		1
13	Location-Based Mobile Games. SpringerBriefs in Applied Sciences and Technology, 2018, , .	0.4	10
14	Stories, Metaphors and Disclosures: A Narrative Perspective Between Interaction and Agency. SpringerBriefs in Applied Sciences and Technology, 2018, , 59-82.	0.4	0
15	GHItaly18. , 2018, , .		1
16	Do you think what I think? Strategic ways to design product-human conversation. Strategic Design Research Journal, 2018, 11, .	0.4	2
17	Informal Learning Between Design and Play. SpringerBriefs in Applied Sciences and Technology, 2018, , 19-30.	0.4	0
18	The Social Dimension of Located Play. SpringerBriefs in Applied Sciences and Technology, 2018, , 31-44.	0.4	0

#	ARTICLE	IF	CITATIONS
19	Online Players: Engagement, Immersion, and Absorption Across Secondary Worlds. , 2018, , 1-6.		1
20	LBMG in a Nutshell. SpringerBriefs in Applied Sciences and Technology, 2018, , 9-18.	0.4	0
21	LBMG as Persuasive Medium. SpringerBriefs in Applied Sciences and Technology, 2018, , 45-58.	0.4	0
22	GHItaly'17., 2017,,.		1
23	Negative Experiences as Learning Trigger. International Journal of Game-Based Learning, 2016, 6, 50-73.	1.4	6
24	Fun By Design: The Game Design Activity and Its Iterative Process as (Playful) Learning Practices. Conjunctions Transdisciplinary Journal of Cultural Participation, 2016, 3, 1-20.	0.3	1
25	A Hostile World. Advances in Multimedia and Interactive Technologies Book Series, 2014, , 232-253.	0.2	1
26	Designing Interactive Narratives for the Fashion System. MOOC and blended learning in a transdisciplinary design module. , 0, , .		0
27	LBMGs as educational means. The case of The Fellowship of the Umbrella.. , 0, , .		0
28	Game-Design-Driven Knowledge. When prototypes unpack and reframe conventions. , 0, , .		2