# Maria Roussou

## List of Publications by Year
## in descending order

| 36 papers | 1,271 citations | 687363 13 h-index | 940533 16 g-index |
|-----------|-----------------|-------------------|-------------------|
| 37 all docs | 37 docs citations | 37 times ranked | 909 citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | Learning by doing and learning through play. Computers in Entertainment, 2004, 2, 10-10. | 1.1 | 244 |
| 2 | Learning and Building Together in an Immersive Virtual World. Presence: Teleoperators and Virtual Environments, 1999, 8, 247-263. | 0.6 | 187 |
| 3 | Reviving the past. , 2001, , . | | 99 |
| 4 | The virtual playground: an educational virtual reality environment for evaluating interactivity and conceptual learning. Virtual Reality, 2006, 10, 227-240. | 6.1 | 98 |
| 5 | Design and Evaluation of a Real-World Virtual Environment for Architecture and Urban Planning. Presence: Teleoperators and Virtual Environments, 2007, 16, 318-332. | 0.6 | 95 |
| 6 | A digital look at physical museum exhibits: Designing personalized stories with handheld Augmented Reality in museums. , 2013, , . | | 62 |
| 7 | Flow, Staging, Wayfinding, Personalization: Evaluating User Experience with Mobile Museum Narratives. Multimodal Technologies and Interaction, 2018, 2, 32. | 2.5 | 51 |
| 8 | Moving beyond the virtual museum: Engaging visitors emotionally. , 2017, , . | | 41 |
| 9 | Children designers in the museum. , 2007, , . | | 34 |
| 10 | A versatile large-scale multimodal VR system for cultural heritage visualization. , 2006, , . | | 30 |
| 11 | Families and Mobile Devices in Museums. Journal on Computing and Cultural Heritage, 2016, 9, 1-13. | 2.1 | 29 |
| 12 | Exploring activity theory as a tool for evaluating interactivity and learning in virtual environments for children. Cognition, Technology and Work, 2008, 10, 141-153. | 3.0 | 28 |
| 13 | A life of their own. , 2013, , . | | 28 |
| 14 | Authoring Personalized Interactive Museum Stories. Lecture Notes in Computer Science, 2014, , 37-48. | 1.3 | 23 |
| 15 | A VR Playground for Learning Abstract Mathematics Concepts. IEEE Computer Graphics and Applications, 2009, 29, 82-85. | 1.2 | 22 |
| 16 | Exploring rules and underlying concepts while engaged with collaborative full-body games. , 2010, , . | | 22 |
| 17 | Transformation through Provocation?. , 2019, , . | | 22 |
| 18 | Comparison of the Effect of Interactive versus Passive Virtual Reality Learning Activities in Evoking and Sustaining Conceptual Change. IEEE Transactions on Emerging Topics in Computing, 2020, 8, 233-244. | 4.6 | 22 |

| # | ARTICLE | IF | CITATIONS |
|---|---------|-----|-----------|
| 19 | CHESS: Personalized Storytelling Experiences in Museums. Lecture Notes in Computer Science, 2014, , 232-235. | 1.3 | 22 |
| 20 | Applying Interactive Storytelling in Cultural Heritage: Opportunities, Challenges and Lessons Learned. Lecture Notes in Computer Science, 2018, , 603-612. | 1.3 | 16 |
| 21 | Examining young learners' activity within interactive virtual environments. , 2004, , . | | 15 |
| 22 | The Interplay between Form, Story, and History: The Use of Narrative in Cultural and Educational Virtual Reality. Lecture Notes in Computer Science, 2001, , 181-190. | 1.3 | 13 |
| 23 | Experiences from the use of a robotic avatar in a museum setting. , 2001, , . | | 10 |
| 24 | The CREATE project: mixed reality for design, education, and cultural heritage with a constructivist approach. , 0, , . | | 10 |
| 25 | Studying Player Experience in a Collaborative Embodied Interaction Game. , 2011, , . | | 8 |
| 26 | Exploring the Potential of Visually-Rich Animated Digital Storytelling for Cultural Heritage. Springer Series on Cultural Computing, 2020, , 325-345. | 0.6 | 8 |
| 27 | Shared digital experiences supporting collaborative meaning-making at heritage sites. , 2019, , 143-156. | | 6 |
| 28 | Evaluation of direct manipulation using finger tracking for complex tasks in an immersive cube. Virtual Reality, 2014, 18, 203-217. | 6.1 | 5 |
| 29 | Effects of Virtual Hand Representation on Interaction and Embodiment in HMD-based Virtual Environments Using Controllers. , 2020, , . | | 5 |
| 30 | Interactivity and conceptual learning in virtual environments for children. , 2004, , . | | 4 |
| 31 | A user-centered approach on combining realism and interactivity in virtual environments. , 0, , . | | 3 |
| 32 | Social bots of conviction as dialogue facilitators for history education: Promoting historical empathy in teens through dialogue. , 2021, , . | | 3 |
| 33 | Eliciting requirements for a multisensory eXtended Reality platform for training and informal learning. , 2021, , . | | 2 |
| 34 | GrCHI. Interactions, 2018, 25, 79-79. | 1.0 | 1 |
| 35 | Manifesting embodiment. , 2009, , . | | 0 |
| 36 | Users at the Center of Designing Informal Learning Experiences. Lecture Notes in Computer Science, 2013, , 552-553. | 1.3 | 0 |