

# Mauro Coccoli

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/383823/publications.pdf>

Version: 2024-02-01

36  
papers

457  
citations

1163117

8  
h-index

1199594

12  
g-index

40  
all docs

40  
docs citations

40  
times ranked

432  
citing authors

#	ARTICLE	IF	CITATIONS
1	Smarter universities: A vision for the fast changing digital era. Journal of Visual Languages and Computing, 2014, 25, 1003-1011.	1.8	132
2	AMADEUS: advanced manipulation for deep underwater sampling. IEEE Robotics and Automation Magazine, 1997, 4, 34-45.	2.0	110
3	The role of big data and cognitive computing in the learning process. Journal of Visual Languages and Computing, 2017, 38, 97-103.	1.8	35
4	A taxonomy-based model of security and privacy in online social networks. International Journal of Computational Science and Engineering, 2014, 9, 325.	0.5	26
5	Privacy problems with Web 2.0. Computer Fraud and Security, 2011, 2011, 16-19.	1.6	23
6	An experience of collaboration using a PaaS for the smarter university model. Journal of Visual Languages and Computing, 2015, 31, 275-282.	1.8	19
7	Computer Supported Collaborative Learning in software engineering. , 2011, , .		16
8	Interacting with annotated objects in a Semantic Web of Things application. Journal of Visual Languages and Computing, 2014, 25, 1012-1020.	1.8	13
9	Vibration damping and second-order sliding modes in the control of a single finger of the AMADEUS gripper. International Journal of Systems Science, 1998, 29, 497-512.	5.5	12
10	Sliding mode control of an underwater robotic manipulator. , 0, , .		12
11	Opportunities, integration and issues of applying new technologies over e-learning platforms. , 2011, , .		10
12	Simplex Based Sliding Mode Control of an Underwater Gripper. Journal of Dynamic Systems, Measurement and Control, Transactions of the ASME, 2000, 122, 604-610.	1.6	8
13	A cloud-based cognitive computing solution with interoperable applications to counteract illegal dumping in smart cities. Multimedia Tools and Applications, 2022, 81, 95-113.	3.9	8
14	A framework for the delivery of contents in RFID-driven smart environments. , 2011, , .		5
15	Audio and Video Conferencing Tools in Learning Management Systems. , 2007, , .		3
16	Agent-Based Enhanced Workflow in Manufacturing Information Systems: the MAKE-IT Approach. Journal of Computing and Information Technology, 2002, 10, 303.	0.3	3
17	A Tool for the Semantic Analysis and Recommendation of videos in e-learning. , 2016, , .		3
18	Peer-to-peer infrastructures to support the delivery of Learning Objects. , 2010, , .		2

#	ARTICLE	IF	CITATIONS
19	Managing a software project leveraging students' cooperation. , 2011, , .		2
20	Enhancement of e-Learning Systems and Methodologies through Advancements in Distributed Computing Technologies. , 2012, , 45-69.		2
21	A Graph-Based Approach to Model Privacy and Security Issues of Online Social Networks. , 0, , 184-205.		2
22	Teaching Computer Programming Through Hands-on Labs on Cognitive Computing. , 2016, , .		2
23	A multiuser groupware calendar system based on agent tools and technology. , 2005, , .		1
24	Teaching Computer Programming in a Platform as a Service Environment. , 2015, , .		1
25	LOOKING BEYOND E-LEARNING: THE IMPACT OF COGNITIVE COMPUTING. , 2018, , .		1
26	Smart Learning Communities for Bridging the Gender Gap in STEM. , 2021, , .		1
27	Agent programming extensions relying on a component-based platform. , 0, , .		0
28	A task allocation middleware targeting an RFID-enhanced environment. , 2011, , .		0
29	Future Directions of Internet-based Control Systems. Journal of Computing and Information Technology, 2002, 10, 115.	0.3	0
30	When E-Learning Meets Big Data, Cognitive Computing, and Collaborative Environments. , 2019, , .		0
31	Talking in Italian About AI with a Chatbot: A Prototype of a Question-Answering Agent. Lecture Notes in Computer Science, 2020, , 356-367.	1.3	0
32	An Automated Visual Recognition System to Counteract Illegal Dumping in Smart Cities. , 2020, , .		0
33	On Social Network Engineering for Secure Web Data and Services. , 0, , 1-4.		0
34	Tools for Immersive Music in Binaural Format. Advances in Intelligent Systems and Computing, 2021, , 54-60.	0.6	0
35	Design and implementation of a user friendly environment for Learning Objects creation. International Federation for Information Processing, 2008, , 89-92.	0.4	0
36	Topic Maps for Learning Design. International Federation for Information Processing, 2008, , 357-358.	0.4	0