

Galena Pisoni

List of Publications by Year in descending order

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Version: 2024-02-01

24
papers

207
citations

1478505

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1281871

11
g-index

24
all docs

24
docs citations

24
times ranked

121
citing authors

#	ARTICLE	IF	CITATIONS
1	Human-Centered Artificial Intelligence for Designing Accessible Cultural Heritage. Applied Sciences (Switzerland), 2021, 11, 870.	2.5	42
2	Accessible Cultural Heritage through Explainable Artificial Intelligence. , 2020, , .		27
3	Strategies for Pan-European Implementation of Blended Learning for Innovation and Entrepreneurship (I&E) Education. Education Sciences, 2019, 9, 124.	2.6	26
4	Going digital: case study of an Italian insurance company. Journal of Business Strategy, 2021, 42, 106-115.	1.6	21
5	tRanslatome: an R/Bioconductor package to portray translational control. Bioinformatics, 2014, 30, 289-291.	4.1	20
6	Data Science for Finance: Best-Suited Methods and Enterprise Architectures. Applied System Innovation, 2021, 4, 69.	4.6	11
7	Benefits and Challenges of Distributed Student Activities in Online Education Settings: Cross-University Collaborations on a Pan-European Level. , 2019, , .		10
8	Investigating Soft Skills Development through Peer Reviews Assessments in an Entrepreneurship Course. , 2019, , .		8
9	Model to Program and Blockchain Approaches for Business Processes and Workflows in Finance. Applied System Innovation, 2022, 5, 10.	4.6	8
10	Mediating distance: new interfaces and interaction design techniques to follow and take part in remote museum visits. Journal of Systems and Information Technology, 2020, 22, 329-350.	1.7	6
11	Distributed Student Team Work in Challenge-Based Innovation and Entrepreneurship (I&E) Course. Lecture Notes in Computer Science, 2020, , 155-163.	1.3	6
12	Investigating effective dynamics of virtual student teams through analysis of Trello boards. , 2019, , .		5
13	Interactive Remote Museum Visits for Older Adults: An Evaluation of Feelings of Presence, Social Closeness, Engagement, and Enjoyment in an Social Visit. , 2019, , .		3
14	TOWARDS BLENDED LEARNING IMPLEMENTATION OF INNOVATION AND ENTREPRENEURSHIP (I&E) EDUCATION WITHIN EIT DIGITAL: THE MODELS AND LESSONS LEARNT. , 2018, , .		3
15	Moodle vs Sakai: evaluating user experience for online entrepreneurship education. , 2019, , .		2
16	A Pilot Study to Inform the Design of a Supportive Environment for Challenge-Based Collaboration. Advances in Intelligent Systems and Computing, 2021, , 216-225.	0.6	2
17	Integrating online education in Innovation and Entrepreneurship (I&E) Doctoral training program. , 2019, , .		1
18	An Exploratory Study into Graduate Studentsâ€™ Attitudes Towards Peer Assessment. Advances in Intelligent Systems and Computing, 2021, , 310-325.	0.6	1

#	ARTICLE	IF	CITATIONS
19	Lessons Learned from Implementing Blended Learning for Classes of Different Size. Advances in Intelligent Systems and Computing, 2021, , 206-215.	0.6	1
20	Collaborative learning in a shared course between two universities. , 2019, , .		1
21	DEVELOPING ENGAGEMENT STRATEGIES IN THE BLENDED LEARNING TRIANGLE: THE CASE OF I&E EDUCATION IN THE EIT DIGITAL. , 2017, , .		1
22	PORTFOLIO OF INNOVATIVE ONLINE COURSES IN A PAN-EUROPEAN NETWORK OF UNIVERSITIES. , 2019, , .		1
23	Curriculum guidelines for new Fintech Master's Programmes. , 2020, , .		1
24	BLENDED LEARNING: QUALITY FRAMEWORK FOR A PAN-EUROPEAN UNIVERSITIES NETWORK. EDULEARN Proceedings, 2019, , .	0.0	0