JarosÅ,aw Jankowski

List of Publications by Year
in descending order

62 papers	**969** citations	687363 **13** h-index	477307 **29** g-index
63 all docs	**63** docs citations	**63** times ranked	**663** citing authors

#	Article	IF	Citations
1	Generalised framework for multi-criteria method selection. Omega, 2019, 86, 107-124.	5.9	320
2	Generalised framework for multi-criteria method selection: Rule set database and exemplary decision support system implementation blueprints. Data in Brief, 2019, 22, 639-642.	1.0	53
3	Fuzzy multi-objective modeling of effectiveness and user experience in online advertising. Expert Systems With Applications, 2016, 65, 315-331.	7.6	52
4	A gradual approach for maximising user conversion without compromising experience with high visual intensity website elements. Internet Research, 2019, 29, 194-217.	4.9	45
5	Multi-criteria decision support for planning and evaluation of performance of viral marketing campaigns in social networks. PLoS ONE, 2018, 13, e0209372.	2.5	44
6	An Index to Measure the Sustainable Information Society: The Polish Households Case. Sustainability, 2018, 10, 3223.	3.2	42
7	Balancing Speed and Coverage by Sequential Seeding in Complex Networks. Scientific Reports, 2017, 7, 891.	3.3	41
8	Interacting Spreading Processes in Multilayer Networks: A Systematic Review. IEEE Access, 2020, 8, 10316-10341.	4.2	36
9	Handling Data Uncertainty in Decision Making with COMET. , 2018, , .		32
10	Knowledge workers' collaborative learning behavior modeling in an organizational social network. Computers in Human Behavior, 2015, 51, 1248-1260.	8.5	20
11	A picture is worth a thousand words: an empirical study on the influence of content visibility on diffusion processes within a virtual world. Behaviour and Information Technology, 2016, 35, 926-945.	4.0	20
12	Multi-criteria Evaluation of Recommending Interfaces towards Habituation Reduction and Limited Negative Impact on User Experience. Procedia Computer Science, 2019, 159, 2240-2248.	2.0	17
13	Probing Limits of Information Spread with Sequential Seeding. Scientific Reports, 2018, 8, 13996.	3.3	16
14	Towards Sustainability in Viral Marketing with User Engaging Supporting Campaigns. Sustainability, 2018, 10, 15.	3.2	15
15	Compensatory seeding in networks with varying avaliability of nodes. , 2013, , .		12
16	The negative impact of visual web advertising content on cognitive process: towards quantitative evaluation. International Journal of Human Computer Studies, 2017, 108, 41-49.	5.6	12
17	Dynamic Rankings for Seed Selection in Complex Networks: Balancing Costs and Coverage. Entropy, 2017, 19, 170.	2.2	12
18	The Multidimensional Study of Viral Campaigns as Branching Processes. Lecture Notes in Computer Science, 2012, , 462-474.	1.3	12

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19	Sequential seeding in multilayer networks. Chaos, 2021, 31, 033130.	2.5	11
20	Model of Multilayer Knowledge Diffusion for Competence Development in an Organization. Mathematical Problems in Engineering, 2015, 2015, 1-20.	1.1	10
21	A multilayer network dataset of interaction and influence spreading in a virtual world. Scientific Data, 2017, 4, 170144.	5.3	10
22	Negative Effects of Incentivised Viral Campaigns for Activity in Social Networks. , 2012, , .		9
23	Modelling the Impact of Transit Media on Information Spreading in an Urban Space Using Cellular Automata. Symmetry, 2019, 11, 428.	2.2	9
24	Knowledge acquisition from social platforms based on network distributions fitting. Computers in Human Behavior, 2015, 51, 685-693.	8.5	8
25	Brain activity patterns induced by interrupting the cognitive processes with online advertising. Cognitive Processing, 2017, 18, 419-430.	1.4	8
26	Strategic distribution of seeds to support diffusion in complex networks. PLoS ONE, 2018, 13, e0205130.	2.5	8
27	Comparative study of ICT and SIS measurement in Polish households using a MCDA-based approach. Procedia Computer Science, 2019, 159, 2616-2628.	2.0	8
28	Novel Fuzzy Clustering Methods for Test Case Prioritization in Software Projects. Symmetry, 2019, 11, 1400.	2.2	8
29	Convince a Dozen More and Succeed -- The Influence in Multi-layered Social Networks. , 2013, , .		6
30	Seeds Buffering for Information Spreading Processes. Lecture Notes in Computer Science, 2017, , 628-641.	1.3	6
31	OONIS â€" Object-Oriented Network Infection Simulator. SoftwareX, 2021, 14, 100675.	2.6	6
32	MCDA-based Approach to Sustainable Supplier Selection. , 0, , .		6
33	Dynamic Decision Support in the Internet Marketing Management. Lecture Notes in Computer Science, 2018, , 39-68.	1.3	4
34	fGAAM: A fast and resizable genetic algorithm with aggressive mutation for feature selection. Pattern Analysis and Applications, 0, , 1.	4.6	4
35	Studying Diffusion of Viral Content at Dyadic Level. , 2012, , .		3
36	Using PEQUAL Methodology in Auction Platforms Evaluation Process. Lecture Notes in Business Information Processing, 2017, , 222-241.	1.0	3

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37	Linguistic Query Based Quality Evaluation of Selected Image Search Engines. Procedia Computer Science, 2017, 112, 1809-1818.	2.0	3
38	Multi-Criteria Seed Selection for Targeting Multi-Attribute Nodes in Complex Networks. Symmetry, 2021, 13, 731.	2.2	3
39	Habituation effect in social networks as a potential factor silently crushing influence maximisation efforts. Scientific Reports, 2021, 11, 19055.	3.3	3
40	Increasing Coverage of Information Spreading in Social Networks with Supporting Seeding. Lecture Notes in Computer Science, 2017, , 209-218.	1.3	3
41	Entropy-Based Measure for Influence Maximization in Temporal Networks. Lecture Notes in Computer Science, 2020, , 277-290.	1.3	3
42	Eye-Tracker Study of Influence of Affective Disruptive Content on User's Visual Attention and Emotional State. Sensors, 2022, 22, 547.	3.8	3
43	Evaluation of TRANSFoRm Mobile eHealth Solution for Remote Patient Monitoring during Clinical Trials. Mobile Information Systems, 2016, 2016, 1-16.	0.6	2
44	Influencing Information Spreading Processes in Complex Networks with Probability Spraying. , 2018, , .		2
45	Parametrization of Spreading Processes Within Complex Networks with the Use of Knowledge Acquired from Network Samples. Procedia Computer Science, 2019, 159, 2279-2293.	2.0	2
46	From the Hands of an Early Adopter's Avatar to Virtual Junkyards: Analysis of Virtual Goods' Lifetime Survival. Applied Sciences (Switzerland), 2019, 9, 1268.	2.5	2
47	Comparative Study of Different MCDA-Based Approaches in Sustainable Supplier Selection Problem. Lecture Notes in Business Information Processing, 2019, , 176-193.	1.0	2
48	Multi-criteria approach to viral marketing campaign planning in social networks, based on real networks, network samples and synthetic networks. , 0, , .		2
49	Subjective and Objective User Behavior Disparity: Towards Balanced Visual Design and Color Adjustment. Sensors, 2021, 21, 8502.	3.8	2
50	The same network - different communities? The multidimensional study of groups in the cyberspace. , 2014, , .		1
51	Mixture Seeding for Sustainable Information Spreading in Complex Networks. Lecture Notes in Computer Science, 2017, , 191-201.	1.3	1
52	Increasing Coverage of Information Diffusion Processes by Reducing the Number of Initial Seeds. , 2017, , .		1
53	Hierarchical Representation of Website Evaluation Model Using Survey andÂPerceptual Based Criteria. Lecture Notes in Business Information Processing, 2018, , 229-248.	1.0	1
54	From Perceptual to Algorithmic Evaluation of Recommending Interfaces Survival in Visual Space. Procedia Computer Science, 2020, 176, 2736-2745.	2.0	1

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55	Increasing the diffusional characteristics of networks through optimal topology changes within sub-graphs. , 2019, , .		1
56	Evaluation of the Costs of Delayed Campaigns for Limiting the Spread of Negative Content, Panic and Rumours in Complex Networks. Lecture Notes in Computer Science, 2020, , 291-304.	1.3	1
57	Multi-criteria Approach to Planning of Information Spreading Processes Focused on Their Initialization with the Use of Sequential Seeding. Lecture Notes in Business Information Processing, 2020, , 116-134.	1.0	1
58	A Dynamic Vote-Rank Based Approach for Effective Sequential Initialization of Information Spreading Processes Within Complex Networks. Lecture Notes in Computer Science, 2020, , 638-651.	1.3	1
59	Increasing User Engagement and Virtual Goods Life Span Through Products Diversity and Intensity of Content Updates. Lecture Notes in Computer Science, 2019, , 519-530.	1.3	0
60	Multicriteria Selection of Online Advertising Content for the Habituation Effect Reduction. Lecture Notes in Computer Science, 2019, , 499-509.	1.3	0
61	Multi-criteria Seed Selection for Targeted Influence Maximization Within Social Networks. Lecture Notes in Computer Science, 2021, , 454-461.	1.3	0
62	Virtual Goods in Social Media. , 2018, , 3291-3298.		0