

Manolis Wallace

List of Publications by Year in descending order

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Version: 2024-02-01

30
papers

246
citations

933447

10
h-index

996975

15
g-index

32
all docs

32
docs citations

32
times ranked

244
citing authors

#	ARTICLE	IF	CITATIONS
1	IKARUS-Onto: a methodology to develop fuzzy ontologies from crisp ones. Knowledge and Information Systems, 2012, 32, 667-695.	3.2	33
2	Multimodal user's affective state analysis in naturalistic interaction. Journal on Multimodal User Interfaces, 2010, 3, 49-66.	2.9	31
3	Computationally efficient sup-t transitive closure for sparse fuzzy binary relations. Fuzzy Sets and Systems, 2006, 157, 341-372.	2.7	26
4	INTELLIGENT ONE-STOP-SHOP TRAVEL RECOMMENDATIONS USING AN ADAPTIVE NEURAL NETWORK AND CLUSTERING OF HISTORY. Information Technology and Tourism, 2003, 6, 181-193.	5.8	22
5	Digital Technologies and the Role of Data in Cultural Heritage: The Past, the Present, and the Future. Big Data and Cognitive Computing, 2022, 6, 73.	4.7	21
6	exhiSTORY: Smart exhibits that tell their own stories. Future Generation Computer Systems, 2018, 81, 542-556.	7.5	18
7	Stimulation of reflection and discussion in museum visits through the use of social media. Social Network Analysis and Mining, 2017, 7, 1.	2.8	15
8	A Critical Review of Data Mining for Education: What has been done, what has been learnt and what remains to be seen. International Journal of Educational Research Review, 2020, 5, 353-372.	0.7	15
9	Semantic representation of multimedia content: Knowledge representation and semantic indexing. Multimedia Tools and Applications, 2008, 39, 293-327.	3.9	11
10	The Personality of the Influencers, the Characteristics of Qualitative Discussions and Their Analysis for Recommendations to Cultural Institutions. Heritage, 2018, 1, 239-253.	1.9	7
11	Educational Robotics as a Tool for the Development of Collaboration Skills. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 140-163.	0.2	4
12	Preface to the UMUI special issue on personalized delivery of cultural heritage content: perspectives on 7 years of progress in the field. User Modeling and User-Adapted Interaction, 2019, 29, 1-7.	3.8	3
13	A First Ever Look into Greece's Vast Educational Data: Interesting Findings and Policy Implications. Education Sciences, 2021, 11, 489.	2.6	3
14	The Use of Semantics in the CrossCult H2020 Project. Lecture Notes in Computer Science, 2017, , 190-195.	1.3	3
15	Automatic Thematic Categorization of Multimedia Documents using Ontological Information and Fuzzy Algebra. , 2006, , 247-274.		3
16	A Fuzzy Ontology Framework for Customized Assessment of Semantic Similarity. , 2008, , .		2
17	Improving Automatic Semantic Tag Recommendation through Fuzzy Ontologies. , 2012, , .		2
18	Introduction to the topical issue on semantic social networks and media applications. Social Network Analysis and Mining, 2017, 7, 1.	2.8	2

#	ARTICLE	IF	CITATIONS
19	ExhiSTORY: IoT in the service of Cultural Heritage. , 2018, , .		2
20	Working with the Society and for the Society: A Different Way to Run a Cultural Informatics Lab. Heritage, 2018, 1, 207-219.	1.9	2
21	On Data Protection Regulations, Big Data and Sledgehammers in Higher Education. Applied Sciences (Switzerland), 2019, 9, 3084.	2.5	2
22	Intelligent Hypermedia for the Adaptive Web: Foreword to the SMAP '08 Special Session. , 2008, , .		1
23	Towards Ontology-Based Question Answering in Vague Domains. , 2014, , .		1
24	ANTS: From History of Science to Future of Science. Lecture Notes in Computer Science, 2021, , 740-747.	1.3	1
25	Social Media Analytics as a Tool for Cultural Spacesâ€™The Case of Twitter Trending Topics. Big Data and Cognitive Computing, 2022, 6, 63.	4.7	1
26	Towards Effective Enterprise Knowledge Management through Fuzzy Semantics. , 2009, , .		0
27	Towards Learning Personalized Semantic Relevance Paths in Dialogue Systems. , 2013, , .		0
28	An Interface for User-Centred Process and Correlation Between Large Datasets. Lecture Notes in Computer Science, 2021, , 477-494.	1.3	0
29	Identifying Conceptual Layers in the Ontology Development Process. Lecture Notes in Computer Science, 2012, , 375-382.	1.3	0
30	Personality Analysis of Social Media Influencers as a Tool for Cultural Institutions. Lecture Notes in Computer Science, 2018, , 236-247.	1.3	0