Georgios D Styliaras

List of Publications by Year
in descending order

27 papers	**288** citations	1306789 **7** h-index	1058022 **14** g-index
27 all docs	**27** docs citations	**27** times ranked	**213** citing authors

#	Article	IF	Citations
1	Augmented Reality in Outdoor Settings. Journal on Computing and Cultural Heritage, 2021, 14, 1-17.	1.2	6
2	Revealing Hidden Local Cultural Heritage through a Serious Escape Game in Outdoor Settings. Information (Switzerland), 2021, 12, 10.	1.7	12
3	Augmented Reality in Food Promotion and Analysis: Review and Potentials. Digital, 2021, 1, 216-240.	1.1	8
4	Harnessing the Potential of Storytelling and Mobile Technology in Intangible Cultural Heritage: A Case Study in Early Childhood Education in Sustainability. Sustainability, 2020, 12, 9416.	1.6	29
5	An Aegean History and Archaeology Written through Radiocarbon Dates. Journal of Open Archaeology Data, 2020, 8, .	0.2	3
6	Augmented Reality Applications in Education: Teachers Point of View. Education Sciences, 2019, 9, 99.	1.4	89
7	Digital Representations and Cultural Heritage Interactions Through the â€œGreek Typeâ€•Watermills Case. , 2018, , .		3
8	The Research Development of Cultural Mapping Libraries. , 2018, , .		1
9	A survey on developing personalized content services in museums. Pervasive and Mobile Computing, 2018, 47, 54-77.	2.1	29
10	Toward interactive timelapses. , 2017, , .		0
11	Spatial Environments for m-Learning: Review and Potentials. Studies in Computational Intelligence, 2016, , 133-159.	0.7	0
12	Towards a web-based archaeological excavation platform for smartphones: review and potentials. SpringerPlus, 2015, 4, 311.	1.2	4
13	Towards a web-based archaeological excavation platform for smartphones: Review and case studies. , 2015, , .		0
14	"The buildings speak about our city": A location based augmented reality game. , 2015, , .		17
15	Student and in-service teachersâ€™ acceptance of spatial hypermedia in their teaching: The case of HyperSea. Education and Information Technologies, 2015, 20, 559-578.	3.5	21
16	Implementing Digital Cultural Heritage Map. , 2014, , .		2
17	On the creation of a Digital Cultural Heritage Map. , 2013, , .		4
18	Design of trustworthy smartphone-based multimedia services in cultural environments. Electronic Commerce Research, 2013, 13, 129-150.	3.0	30

#	Article	IF	Citations
19	Web 2.0 and digital art communities: applications and potentialities. International Journal of Web Based Communities, 2013, 9, 535.	0.2	1
20	Organizing personal web 2.0 content with Hypersea. , 2012, , .		1
21	Copyright and IPR management for cultural heritage digital content in peer-to-peer networks. Journal of Cultural Heritage, 2011, 12, 466-475.	1.5	8
22	Secure Smartphone-Based Multimedia Guiding Services in Cultural Environments. , 2011, , .		1
23	Security in Collaborative Multimedia Web-based Art Projects. Journal of Multimedia, 2010, 5, .	0.3	12
24	Security in collaborative multimedia art communities. , 2009, , .		0
25	Digital art 2.0. , 2008, , .		4
26	A web-based presentation framework for museums. , 2007, , .		2
27	AssetCollector: a system for managing collections of cultural assets. International Journal on Digital Libraries, 2007, 8, 61-78.	1.1	1