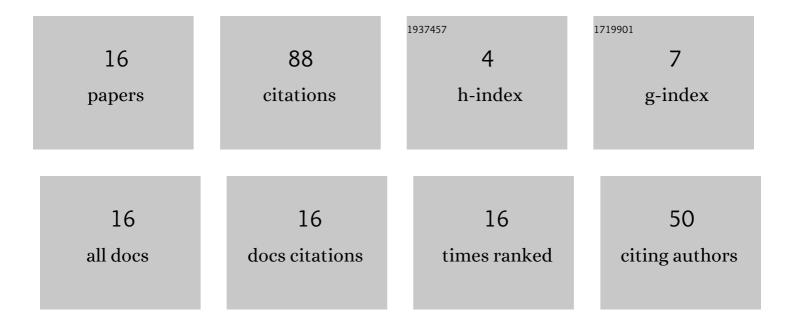
Marko Radeta

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/4713923/publications.pdf Version: 2024-02-01



Μάρκο Ράρετα

#	Article	IF	CITATIONS
1	Designing Interactive Technologies for Interpretive Exhibitions: Enabling Teen Participation Through User-Driven Innovation. Lecture Notes in Computer Science, 2017, , 232-241.	1.0	15
2	The Ocean Game. , 2017, , .		12
3	Gaming Versus Storytelling: Understanding Children's Interactive Experiences in a Museum Setting. Lecture Notes in Computer Science, 2017, , 163-178.	1.0	12
4	POSEIDON - Passive-acoustic Ocean Sensor for Entertainment and Interactive Data-gathering in Opportunistic Nautical-activities. , 2018, , .		10
5	Deep Learning and the Oceans. Computer, 2022, 55, 39-50.	1.2	9
6	LoRaquatica: Studying Range and Location Estimation using LoRa and IoT in Aquatic Sensing. , 2020, , .		8
7	Characterizing Everyday Objects using Human Touch: Thermal Dissipation as a Sensing Modality. , 2021, , .		5
8	Towards Automatic and Unobtrusive Recognition of Primary-Process Emotions in Body Postures. , 2013, , .		4
9	Shifting from the Children to the Teens' Usability: Adapting a Gamified Experience of a Museum Tour. Lecture Notes in Computer Science, 2017, , 464-468.	1.0	4
10	SeaMote - Interactive Remotely Operated Apparatus for Aquatic Expeditions. Lecture Notes in Computer Science, 2019, , 237-248.	1.0	2
11	A New Signal of Tropicalization in the Northeast Atlantic: The Spread of the Spotfin Burrfish Chilomycterus reticulatus in Madeira Archipelago and Its Invasion Risk. Diversity, 2021, 13, 639.	0.7	2
12	Spiral structure of the galactic disk and its influence on the rotational velocity curve. Astronomische Nachrichten, 2022, 343, .	0.6	2
13	LoRattle - An Exploratory Game with a Purpose Using LoRa and IoT. Lecture Notes in Computer Science, 2019, , 263-277.	1.0	1
14	Enhancing Whale Watching with Mobile Apps and Streaming Passive Acoustics. Lecture Notes in Computer Science, 2020, , 205-222.	1.0	1
15	The MIDAS touch: Thermal dissipation resulting from everyday interactions as a sensing modality. Pervasive and Mobile Computing, 2022, 84, 101625.	2.1	1
16	INTERAQUATICA - Designing Interactive Aquatic Experiences with Geodesic Domes In-the-Wild. , 2020, , .		0