Marko Radeta

List of Publications by Year
in descending order

16 papers	**88** citations	1937457 **4** h-index
16 all docs	**16** docs citations	**16** times ranked

1719901 **7** g-index

50 citing authors

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