# Evdokimos I Konstantinidis

List of Publications by Year
in descending order

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|---|---|---|---|
| 75 papers | 1,229 citations | 687220<br>13 h-index | 454834<br>30 g-index |
| 86 all docs | 86 docs citations | 86 times ranked | 1455 citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | Digital Biomarkers for Supporting Transitional Care Decisions: Protocol for a Transnational Feasibility Study. JMIR Research Protocols, 2022, 11, e34573. | 0.5 | 1 |
| 2 | Cocreating a Harmonized Living Lab for Big Data–Driven Hybrid Persona Development: Protocol for Cocreating, Testing, and Seeking Consensus. JMIR Research Protocols, 2022, 11, e34567. | 0.5 | 4 |
| 3 | Rehabilitation Supported by Technology: Protocol for an International Cocreation and User Experience Study. JMIR Research Protocols, 2022, 11, e34537. | 0.5 | 4 |
| 4 | Incorporation of Synthetic Data Generation Techniques within a Controlled Data Processing Workflow in the Health and Wellbeing Domain. Electronics (Switzerland), 2022, 11, 812. | 1.8 | 14 |
| 5 | Teaching university students co-creation and living lab methodologies through experiential learning activities and preparing them for RRI. Health Informatics Journal, 2021, 27, 146045822199120. | 1.1 | 13 |
| 6 | Editorial: Coaching Systems for Health and Well-Being. Frontiers in Digital Health, 2021, 3, 658023. | 1.5 | 2 |
| 7 | User Centered Virtual Coaching for Older Adults at Home Using SMART Goal Plans and I-Change Model. International Journal of Environmental Research and Public Health, 2021, 18, 6868. | 1.2 | 5 |
| 8 | Physical Training In-Game Metrics for Cognitive Assessment: Evidence from Extended Trials with the Fitforall Exergaming Platform. Sensors, 2021, 21, 5756. | 2.1 | 6 |
| 9 | COLAEVA: Visual Analytics and Data Mining Web-Based Tool for Virtual Coaching of Older Adult Populations. Sensors, 2021, 21, 7991. | 2.1 | 0 |
| 10 | Innovative Parkinson's Disease Patients' Motor Skills Assessment: The i-PROGNOSIS Paradigm. Frontiers in Computer Science, 2020, 2, . | 1.7 | 11 |
| 11 | Motion Analysis on Depth Camera Data to Quantify Parkinson's Disease Patients' Motor Status Within the Framework of I-Prognosis Personalized Game Suite. , 2020, , . | | 3 |
| 12 | Shaping technologies for older adults with and without dementia: Reflections on ethics and preferences. Health Informatics Journal, 2020, 26, 3215-3230. | 1.1 | 20 |
| 13 | Assistive HCI-Serious Games Co-design Insights: The Case Study of i-PROGNOSIS Personalized Game Suite for Parkinson's Disease. Frontiers in Psychology, 2020, 11, 612835. | 1.1 | 11 |
| 14 | First Workshop on Multimodal e-Coaches. , 2020, , . | | 2 |
| 15 | Virtual Coaching for Older Adults at Home using SMART Goal Supported Behavior Change. , 2020, , . | | 7 |
| 16 | Development of Cognitive and Physical Exercise Systems, Clinical Recordings, Large-Scale Data Analytics, and Virtual Coaching for Heart Failure Patients: Protocol for the BioTechCOACH-ForALL Project. JMIR Research Protocols, 2020, 9, e17714. | 0.5 | 2 |
| 17 | Innovative interventions for Parkinson's disease patients using iPrognosis games. , 2020, , . | | 2 |
| 18 | Early Detection of Dementia. , 2020, , 1963-1988. | | 1 |

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|---|---|---|---|
| 19 | Evaluation of user satisfaction and usability of a mobile app for smoking cessation. Computer Methods and Programs in Biomedicine, 2019, 182, 105042. | 2.6 | 20 |
| 20 | Co-design the future CAPTAIN system with older adults. , 2019, , . | | 8 |
| 21 | User-centered co-design and AGILE methodology for developing ambient assisting technologies: Study plan and methodological framework of the CAPTAIN project. , 2019, , . | | 5 |
| 22 | OGC IndoorGML: A Standard Approach for Indoor Maps. , 2019, , 187-207. | | 10 |
| 23 | A New Approach for Ageing at Home: The CAPTAIN System. Studies in Health Technology and Informatics, 2019, 264, 1704-1705. | 0.2 | 10 |
| 24 | Empathize with the CAPTAIN Stakeholders' Community towards Understanding Older Adults' Daily Needs and How They Cope with Them. , 2019, , . | | 1 |
| 25 | Integrating Technology into Traditional Dance for the Elderly. Advances in Intelligent Systems and Computing, 2019, , 287-296. | 0.5 | 0 |
| 26 | Mobile Assistive Technologies. Wireless Communications and Mobile Computing, 2018, 2018, 1-2. | 0.8 | 0 |
| 27 | Brain Plasticity in Older Adults: Could It Be Better Enhanced by Cognitive Training via an Adaptation of the Virtual Reality Platform FitForAll or via a Commercial Video Game?. Advances in Intelligent Systems and Computing, 2018, , 728-742. | 0.5 | 2 |
| 28 | Exergames for Parkinson's Disease Patients: How Participatory Design Led to Technology Adaptation. Studies in Health Technology and Informatics, 2018, 251, 78-81. | 0.2 | 4 |
| 29 | Moving Real Exergaming Engines on the Web: The webFitForAll Case Study in an Active and Healthy Ageing Living Lab Environment. IEEE Journal of Biomedical and Health Informatics, 2017, 21, 859-866. | 3.9 | 43 |
| 30 | IoT of active and healthy ageing: cases from indoor location analytics in the wild. Health and Technology, 2017, 7, 41-49. | 2.1 | 5 |
| 31 | Emotion Recognition in the Wild: Results and Limitations from Active and Healthy Ageing Cases in a Living Lab. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 425-428. | 0.2 | 6 |
| 32 | Multimodal e-Health Services for Smoking Cessation and Public Health: The SmokeFreeBrain Project Approach. Studies in Health Technology and Informatics, 2017, 245, 5-9. | 0.2 | 8 |
| 33 | Framework of a collaborative audio analysis and visualization tool for data journalists. , 2016, , . | | 1 |
| 34 | Investigating the effectiveness of physical training through exergames: Focus on balance and aerobic protocols. , 2016, , . | | 10 |
| 35 | Thessaloniki Active and Healthy Ageing Living Lab. , 2016, , . | | 8 |
| 36 | Moving from lab testing of Active & Healthy Ageing technologies to real-life implementation. , 2016, , . | | 3 |

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|---|---------|-----|-----------|
| 37 | Towards exergaming commons: composing the exergame ontology for publishing open game data. Journal of Biomedical Semantics, 2016, 7, 4. | 0.9 | 23 |
| 38 | Design, Implementation, and Wide Pilot Deployment of FitForAll: An Easy to use Exergaming Platform Improving Physical Fitness and Life Quality of Senior Citizens. IEEE Journal of Biomedical and Health Informatics, 2016, 20, 189-200. | 3.9 | 109 |
| 39 | Active and Healthy Ageing Big Dataset Streaming on Demand. Lecture Notes in Computer Science, 2016, , 375-384. | 1.0 | 1 |
| 40 | RecApp. , 2015, , . | | 4 |
| 41 | Gains in cognition through combined cognitive and physical training: the role of training dosage and severity of neurocognitive disorder. Frontiers in Aging Neuroscience, 2015, 7, 152. | 1.7 | 138 |
| 42 | Exercise Intensity Forecasting. International Journal of E-Health and Medical Communications, 2015, 6, 1-19. | 1.4 | 1 |
| 43 | Transfering full body exergames from desktop applications to mobile devices: The role of the Internet of Things. , 2015, , . | | 2 |
| 44 | Density based clustering on indoor kinect location tracking: A new way to exploit active and healthy aging living lab datasets. , 2015, , . | | 7 |
| 45 | A lightweight framework for transparent cross platform communication of controller data in ambient assisted living environments. Information Sciences, 2015, 300, 124-139. | 4.0 | 40 |
| 46 | Reviewing Home Based Assistive Technologies. Advances in Psychology, Mental Health, and Behavioral Studies, 2015, , 317-334. | 0.1 | 5 |
| 47 | Instrumenting the eHome and Preparing Elderly Pilots. Advances in Psychology, Mental Health, and Behavioral Studies, 2015, , 335-361. | 0.1 | 8 |
| 48 | Introducing Neuroberry, a platform for pervasive EEG signaling in the IoT domain. , 2015, , . | | 16 |
| 49 | Exergames for Assessment in Active and Healthy Aging - Emerging Trends and Potentialities. , 2015, , . | | 7 |
| 50 | Internet of things for an age-friendly healthcare. Studies in Health Technology and Informatics, 2015, 210, 587-91. | 0.2 | 8 |
| 51 | Employing affection in elderly healthcare serious games interventions. , 2014, , . | | 6 |
| 52 | Leveraging Web Technologies to Expose Multiple Contemporary Controller Input in Smart TV Rich Internet Applications Utilized in Elderly Assisted Living Environments. Lecture Notes in Computer Science, 2014, , 118-128. | 1.0 | 9 |
| 53 | A preliminary fuzzy cognitive map - based desicion support tool for geriatric depression assessment. , 2013, , . | | 5 |
| 54 | An MEG compatible system for measuring skin conductance responses. Journal of Neuroscience Methods, 2013, 212, 114-123. | 1.3 | 2 |

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|---|---------|-----|-----------|
| 55 | Towards a hierarchically-structured decision support tool for improving seniors' independent living. , 2013, , . | | 8 |
| 56 | A short review of computerized monitoring systems for ADHD. , 2013, , . | | 0 |
| 57 | Biomedical Engineering and Elderly Support. International Journal of Reliable and Quality E-Healthcare, 2013, 2, 21-37. | 1.0 | 4 |
| 58 | Real time emotion aware applications: A case study employing emotion evocative pictures and neuro-physiological sensing enhanced by Graphic Processor Units. Computer Methods and Programs in Biomedicine, 2012, 107, 16-27. | 2.6 | 24 |
| 59 | Affective Computing on Elderly Physical and Cognitive Training within Live Social Networks. Lecture Notes in Computer Science, 2012, , 339-344. | 1.0 | 6 |
| 60 | A Mahalanobis Distance Based Approach towards the Reliable Detection of Geriatric Depression Symptoms Co-existing with Cognitive Decline. International Federation for Information Processing, 2012, , 16-25. | 0.4 | 0 |
| 61 | A Web services-based exergaming platform for senior citizens: The long lasting memories project approach to e-health care. , 2011, 2011, 2505-9. | | 22 |
| 62 | Evaluating affective usability experiences of an exergaming platform for seniors. , 2011, , . | | 20 |
| 63 | On the Classification of Emotional Biosignals Evoked While Viewing Affective Pictures: An Integrated Data-Mining-Based Approach for Healthcare Applications. IEEE Transactions on Information Technology in Biomedicine, 2010, 14, 309-318. | 3.6 | 136 |
| 64 | Toward Emotion Aware Computing: An Integrated Approach Using Multichannel Neurophysiological Recordings and Affective Visual Stimuli. IEEE Transactions on Information Technology in Biomedicine, 2010, 14, 589-597. | 3.6 | 197 |
| 65 | Affective Medicine. Methods of Information in Medicine, 2010, 49, 207-218. | 0.7 | 48 |
| 66 | Development of a collaborative vehicle collision avoidance system. , 2010, , . | | 5 |
| 67 | Integration of cognitive and physical training in a smart home environment for the elderly people. Studies in Health Technology and Informatics, 2010, 160, 58-62. | 0.2 | 14 |
| 68 | Using affective avatars and rich multimedia content for education of children with autism. , 2009, , . | | 40 |
| 69 | A proposed framework of an interactive semi-virtual environment for enhanced education of children with autism spectrum disorders. , 2009, , . | | 17 |
| 70 | Accelerating biomedical signal processing algorithms with parallel programming on graphic processor units. , 2009, , . | | 2 |
| 71 | An automated system for processing electrodermal activity. Studies in Health Technology and Informatics, 2009, 150, 787. | 0.2 | 2 |
| 72 | Design and development of a versatile testing system for analog and mixed-signal circuits. , 2007, , . | | 8 |

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|---|---------|----|-----------|
| 73 | Early Detection of Dementia. Advances in Psychology, Mental Health, and Behavioral Studies, 0, , 74-106. | 0.1 | 0 |
| 74 | Developing ambient assisted living technologies exploiting potential of user-centred co-creation and agile methodology: the CAPTAIN project experience. Journal of Ambient Intelligence and Humanized Computing, 0, , 1. | 3.3 | 3 |
| 75 | Synthetic Subject Generation with Coupled Coherent Time Series Data. , 0, , . | | 1 |