Catia Prandi

List of Publications by Year
in descending order

105 papers	1,405 citations	566801 15 h-index	580395 25 g-index
105 all docs	105 docs citations	105 times ranked	852 citing authors

#	Article	IF	Citations
1	mPASS: Integrating people sensing and crowdsourcing to map urban accessibility. , 2014, , .		69
2	On Combining Crowdsourcing, Sensing and Open Data for an Accessible Smart City. , 2014, , .		62
3	On the Need of Trustworthy Sensing and Crowdsourcing for Urban Accessibility in Smart City. ACM Transactions on Internet Technology, 2018, 18, 1-21.	3.0	50
4	Attitudes of Crohn's Disease Patients: Infodemiology Case Study and Sentiment Analysis of Facebook and Twitter Posts. JMIR Public Health and Surveillance, 2017, 3, e51.	1.2	50
5	Fighting exclusion: a multimedia mobile app with zombies and maps as a medium for civic engagement and design. Multimedia Tools and Applications, 2017, 76, 4951-4979.	2.6	46
6	Smart Campus: Fostering the Community Awareness Through an Intelligent Environment. Mobile Networks and Applications, 2020, 25, 945-952.	2.2	44
7	Diegetic user interfaces for virtual environments with HMDs: a user experience study with oculus rift. Journal on Multimodal User Interfaces, 2017, 11, 173-184.	2.0	43
8	Integrating Personalized and Accessible Itineraries in MaaS Ecosystems Through Microservices. Mobile Networks and Applications, 2018, 23, 167-176.	2.2	43
9	Automatic web content personalization through reinforcement learning. Journal of Systems and Software, 2016, 121, 157-169.	3.3	42
10	A Service-Oriented Approach to Crowdsensing for Accessible Smart Mobility Scenarios. Mobile Information Systems, 2016, 2016, 1-14.	0.4	40
11	Personalizing Pedestrian Accessible way-finding with mPASS. , 2016, , .		40
12	From gamification to pervasive game in mapping urban accessibility. , 2015, , .		36
13	Crowdsourcing Urban Accessibility:. , 2015, , .		35
14	Trustworthiness in crowd- sensed and sourced georeferenced data. , 2015, , .		35
15	A Deep Learning and Social IoT Approach for Plants Disease Prediction Toward a Sustainable Agriculture. IEEE Internet of Things Journal, 2022, 9, 7243-7250.	5.5	35
16	Gamifying cultural experiences across the urban environment. Multimedia Tools and Applications, 2019, 78, 3341-3364.	2.6	32
17	CrowdSensing for smart mobility through a service-oriented architecture. , 2016, , .		31
18	Privacy Perception when Using Smartphone Applications. Mobile Networks and Applications, 2020, 25, 1055-1061.	2.2	31

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19	A context-aware system for personalized and accessible pedestrian paths. , 2014, , .		27
20	Beanstalk. , 2017, , .		25
21	Augment browsing and standard profiling for enhancing web accessibility. , 2011, , .		24
22	LOCOMOBIS: a low-cost acoustic-based sensing system to monitor and classify mosquitoes. , 2019, , .		24
23	Human-Drone Interaction. , 2019, , .		23
24	On combining Big Data and machine learning to support eco-driving behaviours. Journal of Big Data, 2019, 6, .	6.9	20
25	On personalizing Web content through reinforcement learning. Universal Access in the Information Society, 2017, 16, 395-410.	2.1	18
26	Social Location Awareness: A Prototype of Altruistic IoT. , 2016, , .		17
27	Walking under a Different Sky: Urban Colored Routes for Creative Engagement and Pleasure. International Journal of Human-Computer Interaction, 2017, 33, 1010-1021.	3.3	17
28	On exploiting Data Visualization and IoT for Increasing Sustainability and Safety in a Smart Campus. Mobile Networks and Applications, 2021, 26, 2066-2075.	2.2	17
29	In-vehicle Human Machine Interface. , 2017, , .		16
30	Accessible wayfinding and navigation: a systematic mapping study. Universal Access in the Information Society, 2023, 22, 185-212.	2.1	16
31	Patients Reactions to Non-Invasive and Invasive Prenatal Tests: A Machine-Based Analysis from Reddit Posts. , 2018, , .		15
32	Tourism for all: a mobile application to assist visually impaired users in enjoying tourist services. , 2019, , .		15
33	Sensing and making sense of tourism flows and urban data to foster sustainability awareness: a real-world experience. Journal of Big Data, 2021, 8, 51.	6.9	15
34	Unleashing the true potential of social networks: confirming infliximab medical trials through Facebook posts. Network Modeling Analysis in Health Informatics and Bioinformatics, 2016, 5, 1.	1.2	14
35	Walking with Geo-Zombie: A pervasive game to engage people in urban crowdsourcing. , 2016, , .		14
36	Assessing the efficacy of a diegetic game interface with Oculus Rift. , 2016, , .		12

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37	On the interpretation of the effects of the Infliximab treatment on Crohn’€™s disease patients from Facebook posts: a human vs. machine comparison. Network Modeling Analysis in Health Informatics and Bioinformatics, 2017, 6, 1.	1.2	12
38	ViTFlow: A platform to visualize tourists flows in a rich interactive map-based interface. , 2017, , .		11
39	Designing human-centric software artifacts with future users: a case study. Human-centric Computing and Information Sciences, 2020, 10, .	6.1	11
40	<i>Handmade Narrations</i>. Journal on Computing and Cultural Heritage, 2017, 10, 1-17.	1.2	10
41	SMARTLAGOON. , 2021, , .		10
42	Conversational Interfaces for a Smart Campus. , 2020, , .		10
43	When Gamification Meets Sustainability. , 2019, , .		9
44	MapRecorder: analysing real-world usage of mobile map applications. Behaviour and Information Technology, 2021, 40, 646-662.	2.5	9
45	Designing interactive infographics to stimulate environmental awareness: an exploration with a University community. Multimedia Tools and Applications, 2021, 80, 12951-12968.	2.6	9
46	On the Usage of Smart Speakers During the Covid-19 Coronavirus Lockdown. , 2020, , .		9
47	Fitting like a GlovePi: A wearable device for deaf-blind people. , 2017, , .		8
48	Enhancing sustainable mobility awareness by exploiting multi-sourced data: The case study of the Madeira islands. , 2017, , .		8
49	IoT and Data Visualization to Enhance Hyperlocal Data in a Smart Campus Context. , 2018, , .		8
50	On Assessing the Accuracy of Air Pollution Models Exploiting a Strategic Sensors Deployment. , 2018, , .		8
51	A data visualization interactive exploration of human mobility data during the COVID-19 outbreak: a case study. , 2020, , .		8
52	On Supporting University Communities in Indoor Wayfinding: An Inclusive Design Approach. Sensors, 2021, 21, 3134.	2.1	8
53	A data visualization exploration to facilitate a sustainable usage of premises in a Smart Campus context. , 2020, , .		8
54	FruGar. , 2020, , .		8

#	Article	IF	Citations
55	Citizen Science and Game with a Purpose to Foster Biodiversity Awareness and Bioacoustic Data Validation. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 245-255.	0.2	7
56	Untangling between fake-news and truth in social media to understand the Covid-19 Coronavirus. , 2020, , .		7
57	Exploiting Reinforcement Learning to Profile Users and Personalize Web Pages. , 2014, , .		6
58	Augmenting Good Behaviour. , 2019, , .		6
59	Augmenting Emerging Hospitality Services: A Playful Immersive Experience to Foster Interactions among Locals and Visitors. International Journal of Human-Computer Interaction, 2023, 39, 363-377.	3.3	6
60	User centered and context dependent personalization through experiential transcoding. , 2014, , .		5
61	Gamification in Crowdsourcing Applications. , 2015, , 1-6.		5
62	Bus Stops as Interactive Touchpoints. , 2017, , .		5
63	See the World Through the Eyes of a Child. , 2019, , .		5
64	Do Conversational Interfaces Kill Web Accessibility?. , 2020, , .		5
65	Privacy perception and user behavior in the mobile ecosystem. , 2019, , .		5
66	Smart Sensing Supporting Energy-Efficient Buildings. , 2019, , .		5
67	Towards Eco-Centric Interaction: Urban Playful Interventions in the Anthropocene. Gaming Media and Social Effects, 2020, , 235-257.	0.7	5
68	MecWilly in your pocket: On evaluating a mobile serious game for kids. , 2016, , .		4
69	Towards Locative Systems for, and by, Children. , 2019, , .		4
70	Industry 4.0 and Video Monitoring: a Multidimensional Approach Based on MPEG-DASH. , 2019, , .		4
71	Storytelling and remote-sensing playful interventions to foster biodiversity awareness. International Journal of Arts and Technology, 2020, 12, 39.	0.1	4
72	Trustworthiness Assessment in Mapping Urban Accessibility via Sensing and Crowdsourcing. , 2014, , .		4

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73	GAPforAPE: an augmented browsing system to improve Web 2.0 accessibility. New Review of Hypermedia and Multimedia, 2012, 18, 205-229.	0.9	3
74	Accessibility and smart data. , 2014, , .		3
75	A Trustworthiness Model for Crowdsourced and Crowdsensed Data. , 2015, , .		3
76	A Microservice-Based Architecture for the Development of Accessible, Crowdsensing-Based Mobility Platforms. , 2016, , .		3
77	Food and gastronomic heritage: Telling a story of eyes and hands. , 2016, , .		3
78	Preservation in Smart Libraries: An Experiment Involving IoT and Indoor Environmental Sensing. , 2019, , .		3
79	A visual immersive participatory platform to foster dialogue between locals and tourists. , 2020, , .		3
80	Promoting a Safe Return to University Campuses during the COVID-19 Pandemic. , 2021, , .		3
81	A Microservice Architecture Use Case for Persons with Disabilities. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 41-50.	0.2	3
82	The new classmate. , 2020, , .		3
83	Can IoT Wearable Devices Feed Frugal Innovation?. , 2020, , .		3
84	Visualizing Internal Sustainability Efforts in Big Companies. IEEE Computer Graphics and Applications, 2022, 42, 87-98.	1.0	3
85	On augmenting the experience of people with mobility impairments while exploring the city: A case study with wearable devices. , 2018, , .		2
86	On exploiting acoustic sensing and citizen science in a game for biodiversity monitoring and awareness. , 2019, , .		2
87	On Exploring a Pervasive Infrastructure to Foster Citizens Participation and Sustainable Development. , 0, , .		2
88	Blue whale street art as a landmark. , 2020, , .		2
89	Evaluating the practical limitations of TinyML: an experimental approach. , 2021, , .		2
90	Designing Interfaces to Display Sensor Data: A Case Study in the Human-Building Interaction Field Targeting a University Community. Sensors, 2022, 22, 3361.	2.1	2

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91	User-driven and open innovation as app design tools for high school students. , 2018, , .		1
92	On designing a way-finding system to assist users with respiratory ailments and track symptoms. , 2018, , .		1
93	What influences sentiment analysis on social networks: a case study. , 2020, , .		1
94	Almawhere 2.0: a pervasive system to facilitate indoor wayfinding. , 2020, , .		1
95	On using Conversational Interfaces to Improve the Accessibility of a University Campus. , 2021, , .		1
96	Editorial: Smart Objects and Technologies for Social Good. Mobile Networks and Applications, 2021, 26, 2046-2047.	2.2	1
97	Fostering user's awareness about indoor air quality through an IoT-enabled home garden system. , 2021, , .		1
98	Can 360° VR and customization foster personal connections between tourists and locals?. , 2021, , .		1
99	A blue Monday? Try walking on a yellow path. , 2017, , .		0
100	SMAS'19. , 2019, , .		0
101	A User-Centred Approach to Design In-Vehicle Human Machine Interfaces. , 2019, , .		0
102	What Do Patients Tell Doctors on the Internet? Ask AI How to Valorize Online Medical Conversations. , 2019, , .		0
103	Editorial: Smart Objects and Technologies. Mobile Networks and Applications, 2020, 25, 1052-1054.	2.2	0
104	Storytelling and remote-sensing playful interventions to foster biodiversity awareness. International Journal of Arts and Technology, 2020, 12, 1.	0.1	0
105	Exploring proximity-based recommendation criteria as a tool for information exchange and interactions between locals and tourists. Multimedia Tools and Applications, 0, , .	2.6	0