

Catia Prandi

List of Publications by Year in descending order

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Version: 2024-02-01

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	Accessible wayfinding and navigation: a systematic mapping study. <i>Universal Access in the Information Society</i> , 2023, 22, 185-212.	2.1	16
2	Augmenting Emerging Hospitality Services: A Playful Immersive Experience to Foster Interactions among Locals and Visitors. <i>International Journal of Human-Computer Interaction</i> , 2023, 39, 363-377.	3.3	6
3	A Deep Learning and Social IoT Approach for Plants Disease Prediction Toward a Sustainable Agriculture. <i>IEEE Internet of Things Journal</i> , 2022, 9, 7243-7250.	5.5	35
4	Visualizing Internal Sustainability Efforts in Big Companies. <i>IEEE Computer Graphics and Applications</i> , 2022, 42, 87-98.	1.0	3
5	Designing Interfaces to Display Sensor Data: A Case Study in the Human-Building Interaction Field Targeting a University Community. <i>Sensors</i> , 2022, 22, 3361.	2.1	2
6	MapRecorder: analysing real-world usage of mobile map applications. <i>Behaviour and Information Technology</i> , 2021, 40, 646-662.	2.5	9
7	Designing interactive infographics to stimulate environmental awareness: an exploration with a University community. <i>Multimedia Tools and Applications</i> , 2021, 80, 12951-12968.	2.6	9
8	On using Conversational Interfaces to Improve the Accessibility of a University Campus. , 2021, , .		1
9	On exploiting Data Visualization and IoT for Increasing Sustainability and Safety in a Smart Campus. <i>Mobile Networks and Applications</i> , 2021, 26, 2066-2075.	2.2	17
10	Sensing and making sense of tourism flows and urban data to foster sustainability awareness: a real-world experience. <i>Journal of Big Data</i> , 2021, 8, 51.	6.9	15
11	On Supporting University Communities in Indoor Wayfinding: An Inclusive Design Approach. <i>Sensors</i> , 2021, 21, 3134.	2.1	8
12	Editorial: Smart Objects and Technologies for Social Good. <i>Mobile Networks and Applications</i> , 2021, 26, 2046-2047.	2.2	1
13	Fostering userâ€™s awareness about indoor air quality through an IoT-enabled home garden system. , 2021, , .		1
14	SMARTLAGOON. , 2021, , .		10
15	Can 360° VR and customization foster personal connections between tourists and locals?. , 2021, , .		1
16	Promoting a Safe Return to University Campuses during the COVID-19 Pandemic. , 2021, , .		3
17	Evaluating the practical limitations of TinyML: an experimental approach. , 2021, , .		2
18	Smart Campus: Fostering the Community Awareness Through an Intelligent Environment. <i>Mobile Networks and Applications</i> , 2020, 25, 945-952.	2.2	44

#	ARTICLE	IF	CITATIONS
19	Storytelling and remote-sensing playful interventions to foster biodiversity awareness. International Journal of Arts and Technology, 2020, 12, 39.	0.1	4
20	What influences sentiment analysis on social networks: a case study. , 2020, , .		1
21	A data visualization interactive exploration of human mobility data during the COVID-19 outbreak: a case study. , 2020, , .		8
22	Untangling between fake-news and truth in social media to understand the Covid-19 Coronavirus. , 2020, , .		7
23	Almawhere 2.0: a pervasive system to facilitate indoor wayfinding. , 2020, , .		1
24	Editorial: Smart Objects and Technologies. Mobile Networks and Applications, 2020, 25, 1052-1054.	2.2	0
25	Privacy Perception when Using Smartphone Applications. Mobile Networks and Applications, 2020, 25, 1055-1061.	2.2	31
26	Do Conversational Interfaces Kill Web Accessibility?. , 2020, , .		5
27	A visual immersive participatory platform to foster dialogue between locals and tourists. , 2020, , .		3
28	The new classmate. , 2020, , .		3
29	A data visualization exploration to facilitate a sustainable usage of premises in a Smart Campus context. , 2020, , .		8
30	On the Usage of Smart Speakers During the Covid-19 Coronavirus Lockdown. , 2020, , .		9
31	Designing human-centric software artifacts with future users: a case study. Human-centric Computing and Information Sciences, 2020, 10, .	6.1	11
32	Towards Eco-Centric Interaction: Urban Playful Interventions in the Anthropocene. Gaming Media and Social Effects, 2020, , 235-257.	0.7	5
33	Blue whale street art as a landmark. , 2020, , .		2
34	Conversational Interfaces for a Smart Campus. , 2020, , .		10
35	Storytelling and remote-sensing playful interventions to foster biodiversity awareness. International Journal of Arts and Technology, 2020, 12, 1.	0.1	0
36	Can IoT Wearable Devices Feed Frugal Innovation?. , 2020, , .		3

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37	FruGar. , 2020, , .		8
38	Gamifying cultural experiences across the urban environment. Multimedia Tools and Applications, 2019, 78, 3341-3364.	2.6	32
39	See the World Through the Eyes of a Child. , 2019, , .		5
40	Human-Drone Interaction. , 2019, , .		23
41	On combining Big Data and machine learning to support eco-driving behaviours. Journal of Big Data, 2019, 6, .	6.9	20
42	SMAS'19. , 2019, , .		0
43	A User-Centred Approach to Design In-Vehicle Human Machine Interfaces. , 2019, , .		0
44	Towards Locative Systems for, and by, Children. , 2019, , .		4
45	LOCOMOBIS: a low-cost acoustic-based sensing system to monitor and classify mosquitoes. , 2019, , .		24
46	Tourism for all: a mobile application to assist visually impaired users in enjoying tourist services. , 2019, , .		15
47	Industry 4.0 and Video Monitoring: a Multidimensional Approach Based on MPEG-DASH. , 2019, , .		4
48	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
49	What Do Patients Tell Doctors on the Internet? Ask AI How to Valorize Online Medical Conversations. , 2019, , .		0
50	Preservation in Smart Libraries: An Experiment Involving IoT and Indoor Environmental Sensing. , 2019, , .		3
51	On exploiting acoustic sensing and citizen science in a game for biodiversity monitoring and awareness. , 2019, , .		2
52	When Gamification Meets Sustainability. , 2019, , .		9
53	Augmenting Good Behaviour. , 2019, , .		6
54	Privacy perception and user behavior in the mobile ecosystem. , 2019, , .		5

#	ARTICLE	IF	CITATIONS
55	Smart Sensing Supporting Energy-Efficient Buildings. , 2019, , .		5
56	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
57	On augmenting the experience of people with mobility impairments while exploring the city: A case study with wearable devices. , 2018, , .		2
58	Integrating Personalized and Accessible Itineraries in MaaS Ecosystems Through Microservices. Mobile Networks and Applications, 2018, 23, 167-176.	2.2	43
59	IoT and Data Visualization to Enhance Hyperlocal Data in a Smart Campus Context. , 2018, , .		8
60	User-driven and open innovation as app design tools for high school students. , 2018, , .		1
61	On Assessing the Accuracy of Air Pollution Models Exploiting a Strategic Sensors Deployment. , 2018, , .		8
62	On designing a way-finding system to assist users with respiratory ailments and track symptoms. , 2018, , .		1
63	Patients Reactions to Non-Invasive and Invasive Prenatal Tests: A Machine-Based Analysis from Reddit Posts. , 2018, , .		15
64	On personalizing Web content through reinforcement learning. Universal Access in the Information Society, 2017, 16, 395-410.	2.1	18
65	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
66	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
67	In-vehicle Human Machine Interface. , 2017, , .		16
68	<i>Handmade Narrations</i>. Journal on Computing and Cultural Heritage, 2017, 10, 1-17.	1.2	10
69	Fitting like a GlovePi: A wearable device for deaf-blind people. , 2017, , .		8
70	Bus Stops as Interactive Touchpoints. , 2017, , .		5
71	Beanstalk. , 2017, , .		25
72	On the interpretation of the effects of the Infliximab treatment on Crohnâ€™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

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73	Fighting exclusion: a multimedia mobile app with zombies and maps as a medium for civic engagement and design. <i>Multimedia Tools and Applications</i> , 2017, 76, 4951-4979.	2.6	46
74	A blue Monday? Try walking on a yellow path. , 2017, , .		0
75	Enhancing sustainable mobility awareness by exploiting multi-sourced data: The case study of the Madeira islands. , 2017, , .		8
76	ViTFlow: A platform to visualize tourists flows in a rich interactive map-based interface. , 2017, , .		11
77	A Microservice Architecture Use Case for Persons with Disabilities. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2017, , 41-50.	0.2	3
78	Attitudes of Crohnâ€™s Disease Patients: Infodemiology Case Study and Sentiment Analysis of Facebook and Twitter Posts. <i>JMIR Public Health and Surveillance</i> , 2017, 3, e51.	1.2	50
79	A Service-Oriented Approach to Crowdsensing for Accessible Smart Mobility Scenarios. <i>Mobile Information Systems</i> , 2016, 2016, 1-14.	0.4	40
80	A Microservice-Based Architecture for the Development of Accessible, Crowdsensing-Based Mobility Platforms. , 2016, , .		3
81	Social Location Awareness: A Prototype of Altruistic IoT. , 2016, , .		17
82	Unleashing the true potential of social networks: confirming infliximab medical trials through Facebook posts. <i>Network Modeling Analysis in Health Informatics and Bioinformatics</i> , 2016, 5, 1.	1.2	14
83	Walking with Geo-Zombie: A pervasive game to engage people in urban crowdsourcing. , 2016, , .		14
84	Assessing the efficacy of a diegetic game interface with Oculus Rift. , 2016, , .		12
85	CrowdSensing for smart mobility through a service-oriented architecture. , 2016, , .		31
86	MecWilly in your pocket: On evaluating a mobile serious game for kids. , 2016, , .		4
87	Food and gastronomic heritage: Telling a story of eyes and hands. , 2016, , .		3
88	Personalizing Pedestrian Accessible way-finding with mPASS. , 2016, , .		40
89	Automatic web content personalization through reinforcement learning. <i>Journal of Systems and Software</i> , 2016, 121, 157-169.	3.3	42
90	Crowdsourcing Urban Accessibility:. , 2015, , .		35

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91	Trustworthiness in crowd- sensed and sourced georeferenced data. , 2015, , .		35
92	A Trustworthiness Model for Crowdsourced and Crowdsensed Data. , 2015, , .		3
93	Gamification in Crowdsourcing Applications. , 2015, , 1-6.		5
94	From gamification to pervasive game in mapping urban accessibility. , 2015, , .		36
95	mPASS: Integrating people sensing and crowdsourcing to map urban accessibility. , 2014, , .		69
96	Accessibility and smart data. , 2014, , .		3
97	On Combining Crowdsourcing, Sensing and Open Data for an Accessible Smart City. , 2014, , .		62
98	Exploiting Reinforcement Learning to Profile Users and Personalize Web Pages. , 2014, , .		6
99	A context-aware system for personalized and accessible pedestrian paths. , 2014, , .		27
100	User centered and context dependent personalization through experiential transcoding. , 2014, , .		5
101	Trustworthiness Assessment in Mapping Urban Accessibility via Sensing and Crowdsourcing. , 2014, , .		4
102	GAPforAPE: an augmented browsing system to improve Web 2.0 accessibility. New Review of Hypermedia and Multimedia, 2012, 18, 205-229.	0.9	3
103	Augment browsing and standard profiling for enhancing web accessibility. , 2011, , .		24
104	On Exploring a Pervasive Infrastructure to Foster Citizens Participation and Sustainable Development. , 0, , .		2
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