

Stavroula Ntoa

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

47
papers

346
citations

9
h-index

17
g-index

51
ext. papers

442
ext. citations

1.4
avg, IF

3.42
L-index

#	Paper	IF	Citations
47	Seven HCI Grand Challenges. <i>International Journal of Human-Computer Interaction</i> , 2019 , 35, 1229-1269	3.6	153
46	Representation and Preservation of Heritage Crafts. <i>Sustainability</i> , 2020 , 12, 1461	3.6	15
45	The Invisible Museum: A User-Centric Platform for Creating Virtual 3D Exhibitions with VR Support. <i>Electronics (Switzerland)</i> , 2021 , 10, 363	2.6	14
44	FastScanner: An Accessibility Tool for Motor Impaired Users. <i>Lecture Notes in Computer Science</i> , 2004 , 796-803	0.9	13
43	A Student-Centric Intelligent Classroom. <i>Lecture Notes in Computer Science</i> , 2011 , 248-252	0.9	12
42	X-Reality Museums: Unifying the Virtual and Real World Towards Realistic Virtual Museums. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 338	2.6	11
41	Towards Accessibility in Ambient Intelligence Environments. <i>Lecture Notes in Computer Science</i> , 2012 , 328-337	0.9	11
40	HUMAN-CENTERED DESIGN OF ARTIFICIAL INTELLIGENCE 2021 , 1085-1106		11
39	Augmenting natural interaction with physical paper in ambient intelligence environments. <i>Multimedia Tools and Applications</i> , 2019 , 78, 13387-13433	2.5	9
38	The book of Ellie: An interactive book for teaching the alphabet to children 2013 ,		7
37	Enhancing education through natural interaction with physical paper. <i>Universal Access in the Information Society</i> , 2015 , 14, 427-447	2.5	6
36	An Accessible and Usable Soft Keyboard. <i>Lecture Notes in Computer Science</i> , 2007 , 961-970	0.9	6
35	User Experience Evaluation in Intelligent Environments: A Comprehensive Framework. <i>Technologies</i> , 2021 , 9, 41	2.4	6
34	Designing an augmented tabletop game for children with cognitive disabilities: The Home game case. <i>British Journal of Educational Technology</i> , 2018 , 49, 701-716	4.3	5
33	Towards building pervasive UIs for the intelligent classroom 2012 ,		5
32	Let's Cook: An Augmented Reality System Towards Developing Cooking Skills for Children with Cognitive Impairments. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 237-247	0.2	5
31	Immersive visual scripting based on VR software design patterns for experiential training. <i>Visual Computer</i> , 2020 , 36, 1965-1977	2.3	5

30	Design and implementation of a social networking platform for cloud deployment specialists. <i>Journal of Internet Services and Applications</i> , 2015 , 6,	2.6	4
29	Scanning-Based Interaction Techniques for Motor Impaired Users. <i>Advances in Medical Technologies and Clinical Practice Book Series</i> , 2014 , 57-89	0.3	4
28	UX Design of a Big Data Visualization Application Supporting Gesture-Based Interaction with a Large Display. <i>Lecture Notes in Computer Science</i> , 2017 , 248-265	0.9	4
27	Interacting with augmented paper maps 2017 ,		3
26	A Museum Guide Application for Deployment on User-Owned Mobile Devices. <i>Communications in Computer and Information Science</i> , 2013 , 253-257	0.3	3
25	UXAml Observer: An Automated User Experience Evaluation Tool for Ambient Intelligence Environments. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 1350-1370	0.4	3
24	Smart Omni-Channel Consumer Engagement in Malls. <i>Communications in Computer and Information Science</i> , 2019 , 89-96	0.3	2
23	Home Game 2017 ,		2
22	Addressing Learning Disabilities in Ambient Intelligence Educational Environments. <i>Lecture Notes in Computer Science</i> , 2013 , 231-240	0.9	2
21	Analysis and Design of Three Multimodal Interactive Systems to Support the Everyday Needs of Children with Cognitive Impairments. <i>Lecture Notes in Computer Science</i> , 2015 , 637-648	0.9	2
20	FireScanner: A Browser Scanning Add-On for Users with Motor Impairments. <i>Lecture Notes in Computer Science</i> , 2009 , 755-763	0.9	2
19	Seven Wonders: An Interactive Game for Learning English as a Foreign Language in Junior High-School. <i>Communications in Computer and Information Science</i> , 2011 , 499-503	0.3	2
18	From a Workshop to a Framework for Human-Centered Artificial Intelligence. <i>Lecture Notes in Computer Science</i> , 2021 , 166-184	0.9	2
17	Enhancing the Educational Value of Tangible and Intangible Dimensions of Traditional Crafts Through Role-Play Gaming. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2021 , 243-254	0.2	2
16	Transferring Traditional Crafts from the Physical to the Virtual World: An Authoring and Visualization Method and Platform. <i>Journal on Computing and Cultural Heritage</i> , 2022 , 15, 1-24	1.8	2
15	Requirements of Users with Disabilities for E-government Services in Greece. <i>Lecture Notes in Computer Science</i> , 2008 , 438-445	0.9	1
14	Interactive Edutainment: A Technologically Enhanced Theme Park. <i>Communications in Computer and Information Science</i> , 2019 , 549-559	0.3	1
13	Interactive City Information Point: Your Guide to Heraklion City. <i>Communications in Computer and Information Science</i> , 2018 , 204-212	0.3	1

12	A-Cross: An Accessible Crossword Puzzle for Visually Impaired Users. <i>Lecture Notes in Computer Science</i> , 2011 , 342-351	0.9	1
11	Study-Buddy: Improving the Learning Process through Technology-Augmented Studying Environments. <i>Communications in Computer and Information Science</i> , 2011 , 504-508	0.3	1
10	Learning by Playing in an Ambient Intelligent Playfield. <i>Lecture Notes in Computer Science</i> , 2012 , 486-498	0.9	1
9	Monitoring Health Parameters of Elders to Support Independent Living and Improve Their Quality of Life. <i>Sensors</i> , 2021 , 21,	3.8	1
8	A Technological Framework for Rapid Prototyping of X-reality Applications for Interactive 3D Spaces. <i>Advances in Intelligent Systems and Computing</i> , 2021 , 99-106	0.4	1
7	DARLENE ¶ Improving situational awareness of European law enforcement agents through a combination of augmented reality and artificial intelligence solutions. <i>Open Research Europe</i> , 1 , 87		1
6	HUMAN FACTORS IN AMBIENT INTELLIGENCE ENVIRONMENTS 2021 , 1058-1084		1
5	Interactive Visual Exploration of Big Relational Datasets. <i>International Journal of Human-Computer Interaction</i> , 1-15	3.6	1
4	Real-Time Adaptation of Context-Aware Intelligent User Interfaces, for Enhanced Situational Awareness. <i>IEEE Access</i> , 2022 , 10, 23367-23393	3.5	0
3	An Accessible Platform for Conference Administration and Management. <i>Lecture Notes in Computer Science</i> , 2007 , 941-950	0.9	
2	Intelligent Working Environments for the Ambient Classroom. <i>Lecture Notes in Computer Science</i> , 2011 , 381-390	0.9	
1	User generated content for enhanced professional productions: a mobile application for content contributors and a study on the factors influencing their satisfaction and loyalty. <i>Multimedia Tools and Applications</i> , 2021 , 1-21	2.5	