Stavroula Ntoa

List of Publications by Year
in descending order

46
papers

630
citations

1051969
10
h-index

759306
22
g-index

51
all docs

51
docs citations

51
times ranked

468
citing authors

#	Article	IF	Citations
1	Interactive Visual Exploration of Big Relational Datasets. International Journal of Human-Computer Interaction, 2023, 39, 2033-2047.	3.3	3
2	Real-Time Adaptation of Context-Aware Intelligent User Interfaces, for Enhanced Situational Awareness. IEEE Access, 2022, 10, 23367-23393.	2.6	6
3	Transferring Traditional Crafts from the Physical to the Virtual World: An Authoring and Visualization Method and Platform. Journal on Computing and Cultural Heritage, 2022, 15, 1-24.	1.2	5
4	Monitoring Health Parameters of Elders to Support Independent Living and Improve Their Quality of Life. Sensors, 2021, 21, 517.	2.1	8
5	A Technological Framework for Rapid Prototyping of X-reality Applications for Interactive 3D Spaces. Advances in Intelligent Systems and Computing, 2021, , 99-106.	0.5	1
6	From a Workshop to a Framework for Human-Centered Artificial Intelligence. Lecture Notes in Computer Science, 2021, , 166-184.	1.0	5
7	Enhancing the Educational Value of Tangible and Intangible Dimensions of Traditional Crafts Through Role-Play Gaming. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2021, , 243-254.	0.2	2
8	The Invisible Museum: A User-Centric Platform for Creating Virtual 3D Exhibitions with VR Support. Electronics (Switzerland), 2021, 10, 363.	1.8	35
9	User Experience Evaluation in Intelligent Environments: A Comprehensive Framework. Technologies, 2021, 9, 41.	3.0	16
10	User generated content for enhanced professional productions: a mobile application for content contributors and a study on the factors influencing their satisfaction and loyalty. Multimedia Tools and Applications, 2021, , 1-21.	2.6	1
11	X-Reality Museums: Unifying the Virtual and Real World Towards Realistic Virtual Museums. Applied Sciences (Switzerland), 2021, 11, 338.	1.3	24
12	Immersive visual scripting based on VR software design patterns for experiential training. Visual Computer, 2020, 36, 1965-1977.	2.5	13
13	Representation and Preservation of Heritage Crafts. Sustainability, 2020, 12, 1461.	1.6	25
14	Smart Omni-Channel Consumer Engagement in Malls. Communications in Computer and Information Science, 2019, , 89-96.	0.4	5
15	Seven HCI Grand Challenges. International Journal of Human-Computer Interaction, 2019, 35, 1229-1269.	3.3	273
16	Augmenting natural interaction with physical paper in ambient intelligence environments. Multimedia Tools and Applications, 2019, 78, 13387-13433.	2.6	15
17	A Framework for Personalised HMI Interaction in ADAS Systems. , 2019, , .		5
18	Interactive Edutainment: A Technologically Enhanced Theme Park. Communications in Computer and Information Science, 2019, , 549-559.	0.4	2

#	Article	IF	Citations
19	Designing an augmented tabletop game for children with cognitive disabilities: The â€œHome gameâ€•case. British Journal of Educational Technology, 2018, 49, 701-716.	3.9	6
20	Interactive City Information Point: Your Guide to Heraklion City. Communications in Computer and Information Science, 2018, , 204-212.	0.4	3
21	Letâ€™s Cook: An Augmented Reality System Towards Developing Cooking Skills for Children with Cognitive Impairments. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 237-247.	0.2	9
22	Interacting with augmented paper maps. , 2017, , .		7
23	Converging User-Generated Material with Professional Video User Experiences. , 2017, , .		0
24	Home Game. , 2017, , .		5
25	UX Design of a Big Data Visualization Application Supporting Gesture-Based Interaction with a Large Display. Lecture Notes in Computer Science, 2017, , 248-265.	1.0	8
26	Design and implementation of a social networking platform for cloud deployment specialists. Journal of Internet Services and Applications, 2015, 6, .	1.6	7
27	Enhancing education through natural interaction with physical paper. Universal Access in the Information Society, 2015, 14, 427-447.	2.1	8
28	Analysis and Design of Three Multimodal Interactive Systems to Support the Everyday Needs of Children with Cognitive Impairments. Lecture Notes in Computer Science, 2015, , 637-648.	1.0	3
29	Scanning-Based Interaction Techniques for Motor Impaired Users. Advances in Medical Technologies and Clinical Practice Book Series, 2014, , 57-89.	0.3	6
30	The book of Ellie: An interactive book for teaching the alphabet to children. , 2013, , .		10
31	Addressing Learning Disabilities in Ambient Intelligence Educational Environments. Lecture Notes in Computer Science, 2013, , 231-240.	1.0	2
32	A Museum Guide Application for Deployment on User-Owned Mobile Devices. Communications in Computer and Information Science, 2013, , 253-257.	0.4	3
33	Towards building pervasive UIs for the intelligent classroom. , 2012, , .		5
34	Towards Accessibility in Ambient Intelligence Environments. Lecture Notes in Computer Science, 2012, , 328-337.	1.0	14
35	Learning by Playing in an Ambient Intelligent Playfield. Lecture Notes in Computer Science, 2012, , 486-498.	1.0	1
36	A-Cross: An Accessible Crossword Puzzle for Visually Impaired Users. Lecture Notes in Computer Science, 2011, , 342-351.	1.0	1

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37	Study-Buddy: Improving the Learning Process through Technology-Augmented Studying Environments. Communications in Computer and Information Science, 2011, , 504-508.	0.4	1
38	A Student-Centric Intelligent Classroom. Lecture Notes in Computer Science, 2011, , 248-252.	1.0	18
39	Intelligent Working Environments for the Ambient Classroom. Lecture Notes in Computer Science, 2011, , 381-390.	1.0	0
40	Seven Wonders: An Interactive Game for Learning English as a Foreign Language in Junior High-School. Communications in Computer and Information Science, 2011, , 499-503.	0.4	2
41	Automatic Hierarchical Scanning for Windows Applications. Human Factors and Ergonomics, 2009, , 1-16.	0.0	1
42	Requirements of Users with Disabilities for E-government Services in Greece. Lecture Notes in Computer Science, 2008, , 438-445.	1.0	1
43	An Accessible and Usable Soft Keyboard. Lecture Notes in Computer Science, 2007, , 961-970.	1.0	6
44	An Accessible Platform for Conference Administration and Management. Lecture Notes in Computer Science, 2007, , 941-950.	1.0	0
45	FastScanner: An Accessibility Tool for Motor Impaired Users. Lecture Notes in Computer Science, 2004, , 796-803.	1.0	16
46	DARLENE â€" Improving situational awareness of European law enforcement agents through a combination of augmented reality and artificial intelligence solutions. Open Research Europe, 0, 1, 87.	2.0	6