Cristian Ciurea

List of Publications by Year
in descending order

26 papers	**173** citations	1306789 **7** h-index	1199166 **12** g-index
28 all docs	**28** docs citations	**28** times ranked	**102** citing authors

#	ARTICLE	IF	CITATIONS
1	Computer-Supported Collaborative Decision-Making. Automation, Collaboration, and E-services, 2017, , .	0.5	38
2	Creating Virtual Exhibitions for Educational and Cultural Development. Informatică Economică, 2014, 18, 102-110.	0.2	17
3	CULTURAL HERITAGE AND MODERN INFORMATION AND COMMUNICATION TECHNOLOGIES. Technological and Economic Development of Economy, 2015, 21, 441-459.	2.3	16
4	Implementing Mobile Virtual Exhibition to Increase Cultural Heritage Visibility. Informatică Economică, 2014, 18, 24-31.	0.2	16
5	Virtual Exhibitions in Cultural Institutions: Useful Applications of Informatics in a Knowledge-based Society. Studies in Informatics and Control, 2019, 28, 55-64.	0.6	14
6	Syncing Mobile Applications with Cloud Storage Services. Informatică Economică, 2013, 17, 96-108.	0.2	10
7	Validation of a Business Model for Cultural Heritage Institutions. Informatică Economică, 2015, 20, 46-56.	0.2	7
8	Secure and Anonymous Voting D-App with IoT Embedded Device Using Blockchain Technology. Electronics (Switzerland), 2022, 11, 1895.	1.8	7
9	THE GLOBALIZATION IMPACT ON CREATIVE INDUSTRIES AND CULTURAL HERITAGE: A CASE STUDY. Creativity Studies, 2019, 12, 211-223.	0.8	6
10	Smart City: Concepts and two Relevant Components. International Journal of Computers, Communications and Control, 2020, 15, .	1.2	5
11	Quality Characteristics of Collaborative Systems. , 2009, , .		4
12	Metrics of Collaborative Business Systems in the Knowledge- based Economy. Procedia Computer Science, 2014, 31, 379-388.	1.2	4
13	Developing an Index Score for the Internal Auditor Profile in Romania Based on Real Data Analysis. Economic Computation and Economic Cybernetics Studies and Research, 2019, 53, 93-111.	0.1	4
14	Collaborative Educational System Analysis and Assessment. , 2010, , .		3
15	COMPUTER-SUPPORTED CROWDSOURCING. , 2019, , .		3
16	New Researches on the Role of Virtual Exhibitions in Digitization, Preservation and Valorization of Cultural Heritage. Informatică Economică, 2016, 20, 26-33.	0.2	3
17	Smart Cities and Awareness of Sustainable Communities Related to Demand Response Programs: Data Processing with First-Order and Hierarchical Confirmatory Factor Analyses. Electronics (Switzerland), 2022, 11, 1157.	1.8	3
18	Digital Humanism: Virtual Exhibitions in the Time of Pandemic and Evolving Collaboration of Relevant Actants. Smart Innovation, Systems and Technologies, 2022, , 123-130.	0.5	3

#	ARTICLE	IF	CITATIONS
19	Security of virtual entities. , 2014, , .		2
20	Consensus versus Crowdsourcing in Collaborative Decision-Making Applied in Cultural Institutions. Procedia Computer Science, 2019, 162, 547-554.	1.2	2
21	An Analysis of Investment Decisions From ICT Industry in the Context of Behavioral Economy. Economic Computation and Economic Cybernetics Studies and Research, 2021, 55, 159-176.	0.1	2
22	Identifying Business Models for Re-use of Cultural Objects by Using Modern ICT Tools. InformaticÄƒ EconomicÄƒ, 2018, 22, 68-75.	0.2	2
23	Essential Enabling Technologies. Automation, Collaboration, and E-services, 2017, , 121-176.	0.5	1
24	Metrics for Evaluating the Use of Smart Solutions in Educational Systems. Procedia, Social and Behavioral Sciences, 2013, 93, 1060-1064.	0.5	0
25	Control of Metrics Design on Mobile Quality Application. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2013, 46, 254-259.	0.4	0
26	Cultural Heritage and Mobile Technologies â€" Towards a Bibliography (1938-2015). InformaticÄƒ EconomicÄƒ, 2015, 19, 98-106.	0.2	0