

Dimitrios Margounakis

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6031462/publications.pdf>

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17
papers

19
citations

2942236

2
h-index

2797723

3
g-index

17
all docs

17
docs citations

17
times ranked

5
citing authors

#	ARTICLE	IF	CITATIONS
1	Review and Evaluation of Systems Supporting Data Journalism. Advances in Logistics, Operations, and Management Science Book Series, 2021, , 679-694.	0.3	1
2	Interactive Serious Games for Cultural Heritage. Advances in Intelligent Systems and Computing, 2021, , 606-617.	0.5	0
3	INSIDE. International Journal of Virtual and Augmented Reality, 2021, 5, 40-56.	0.4	0
4	Affectively Enhanced Subs. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 150-169.	0.2	0
5	Foreign Languages Learning. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 54-73.	0.2	0
6	Iliou Machine Learning Data Preprocessing Method for Suicide Prediction from Family History. IFIP Advances in Information and Communication Technology, 2019, , 512-519.	0.5	1
7	Spatial, Kinaesthetic and Bodily Chromaticism. Advances in Intelligent Systems and Computing, 2018, , 768-777.	0.5	0
8	Mobile Communications Technologies Impact on Radio Frequency Broadcasts. Advances in Intelligent Systems and Computing, 2018, , 778-788.	0.5	0
9	Music in Colors. Advances in Multimedia and Interactive Technologies Book Series, 2016, , 82-115.	0.1	1
10	Music in Video Games. Advances in Multimedia and Interactive Technologies Book Series, 2016, , 160-182.	0.1	2
11	Chromatic Reconstruction and Musical Aberration. , 2015, , .		0
12	Music Libraries. , 2011, , 111-130.		5
13	MEL-IRIS: An Online Tool for Audio Analysis and Music Indexing. International Journal of Digital Multimedia Broadcasting, 2009, 2009, 1-15.	0.4	2
14	Emulation of Ancient Greek Music Using Sound Synthesis and Historical Notation. Computer Music Journal, 2008, 32, 48-63.	0.3	3
15	Virtual Reconstructions in Archaeology. , 2008, , 146-156.		3
16	Geographical Information Systems (GIS) and Learning Applications in Archaeology. , 2008, , 128-145.		0
17	SEAM: A Sound-Embedded Advertisement Model for Online Digital Music Distribution. , 2006, , .		1