

# Louis Nisiotis

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6232458/publications.pdf>

Version: 2024-02-01

12  
papers

75  
citations

1937685

4  
h-index

1720034

7  
g-index

13  
all docs

13  
docs citations

13  
times ranked

25  
citing authors

#	ARTICLE	IF	CITATIONS
1	Utilising mobile game based learning methods effectively to support education. Educational Technology Research and Development, 2021, 69, 177-180.	2.8	1
2	Initial Evaluation of an Intelligent Virtual Museum Prototype Powered by AI, XR and Robots. Lecture Notes in Computer Science, 2021, , 290-305.	1.3	5
3	Work-In-Progress-An Intelligent Immersive Learning System Using AI, XR and Robots. , 2021, , .		3
4	A Prototype that Fuses Virtual Reality, Robots, and Social Networks to Create a New Cyber-Physical-Social Eco-Society System for Cultural Heritage. Sustainability, 2020, 12, 645.	3.2	22
5	Work-in-Progress-Converging Virtual Reality, Robots, and Social Networks to Support Immersive Learning. , 2020, , .		4
6	The Relationship Between Students' Engagement and the Development of Transactive Memory Systems in MUVE. , 2019, , .		5
7	Virtual Museums as a New Type of Cyber-Physical-Social System. Lecture Notes in Computer Science, 2019, , 256-263.	1.3	13
8	Merging Realities in Space and Time. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2019, , 156-183.	0.5	3
9	The Development and Evolution of Transactive Memory System Over Time in MUVES. , 2018, , .		3
10	The Development of Transactive Memory Systems in Collaborative Educational Virtual Worlds. Communications in Computer and Information Science, 2017, , 35-46.	0.5	3
11	The use of cyber campuses to support online learning for students experiencing barriers accessing education. EAI Endorsed Transactions on Future Intelligent Educational Environments, 2016, 2, 151522.	0.3	4
12	The Evaluation of SHU3DED Cyber Campus -- A Pilot Study. , 2014, , .		5