Marco Romano

List of Publications by Year in descending order

36 papers	257 citations	1162367 8 h-index	1125271 13 g-index
39 all docs	39 docs citations	39 times ranked	152 citing authors

#	Article	IF	Citations
1	Designing Mobile Applications for Emergency Response: Citizens Acting as Human Sensors. Sensors, 2016, 16, 406.	2.1	35
2	Information Sharing Among Disaster Responders - An Interactive Spreadsheet-Based Collaboration Approach. Computer Supported Cooperative Work, 2014, 23, 547-583.	1.9	30
3	The Tap and Slide Keyboard: A New Interaction Method for Mobile Device Text Entry. International Journal of Human-Computer Interaction, 2014, 30, 935-945.	3.3	22
4	User centered scenario based approach for developing mobile interfaces for Social Life Networks. , 2012, , .		15
5	Supporting the on-site emergency management through a visualisation technique for mobile devices. Journal of Location Based Services, 2010, 4, 222-239.	1.4	13
6	Empowering teachers to create augmented reality experiences: the effects on the educational experience. Interactive Learning Environments, 2023, 31, 1546-1563.	4.4	11
7	Spatial data and mobile applications. , 2012, , .		8
8	Building Social Life Networks Through Mobile Interfaces: The Case Study of Sri Lanka Farmers. Lecture Notes in Information Systems and Organisation, 2013, , 399-408.	0.4	8
9	Emergency Management and Smart Cities: Civic Engagement Through Gamification. Lecture Notes in Business Information Processing, 2016, , 3-14.	0.8	8
10	The Framy user interface for visually-impaired users. , 2011, , .		7
11	Gamification-less: may gamification really foster civic participation? A controlled field experiment. Journal of Ambient Intelligence and Humanized Computing, 2022, 13, 4451-4465.	3.3	7
12	Improving Human Ground Control Performance in Unmanned Aerial Systems. Future Internet, 2021, 13, 188.	2.4	7
13	Understanding Touch and Motion Gestures for Blind People on Mobile Devices. Lecture Notes in Computer Science, 2015, , 38-46.	1.0	6
14	Interaction Design Patterns for Augmented Reality Fitting Rooms. Sensors, 2022, 22, 982.	2.1	6
15	Software Support for Multitouch Interaction: The End-User Programming Perspective. IEEE Pervasive Computing, 2016, 15, 78-86.	1.1	5
16	ProSign+ A Cloud-Based Platform Supporting Inclusiveness in Public Communication. , 2020, , .		5
17	Augmenting Smart Objects for Cultural Heritage: A Usability Experiment. Lecture Notes in Computer Science, 2016, , 186-204.	1.0	5
18	LINK2U: Connecting Social Network Users through Mobile Interfaces. Lecture Notes in Computer Science, 2010, , 583-594.	1.0	5

#	Article	IF	Citations
19	A gamified platform for civic engagement in early warning. , 2018, , .		4
20	EmergenSYS: Mobile Technologies as Support for Emergency Management. Lecture Notes in Information Systems and Organisation, 2014, , 37-45.	0.4	4
21	Sign Language Interactive Learning - Measuring the User Engagement. Lecture Notes in Computer Science, 2020, , 3-12.	1.0	4
22	EcoGO: Combining eco-feedback and gamification to improve the sustainability of driving style. , 2022, , .		4
23	A Collaborative Environment for Spreadsheet-Based Activities. , 2010, , .		3
24	Interactive Maps of Chorems Explaining Urban Contexts to Align Smart Community's Actors. Lecture Notes in Computer Science, 2021, , 549-564.	1.0	3
25	TactCube: Designing Mobile Interactions with Ambient Intelligence. Lecture Notes in Computer Science, 2021, , 599-609.	1.0	3
26	ICT for Small to Medium Enterprises: Focus on Usability for a Web-Based Spreadsheet Mediated Collaboration Environment. , 2012, , 181-188.		3
27	A Framework for Community-Oriented Mobile Interaction Design in Emerging Regions. Lecture Notes in Computer Science, 2013, , 342-351.	1.0	3
28	Designing usable interfaces for the Industry 4.0. , 2020, , .		3
29	A Change in Perspective About Artificial Intelligence Interactive Systems Design: Human Centric, Yes, But Not Limited to. Lecture Notes in Computer Science, 2021, , 381-390.	1.0	3
30	Spatial data visualization on mobile interface - A usability study. , 2013, , .		2
31	Designing an End-User Augmented Reality Editor for Cultural Practitioners. Lecture Notes in Computer Science, 2016, , 365-371.	1.0	2
32	Dyslexeasy-App to Improve Readability through the Extracted Summary for Dyslexic Users. , 2022, , .		2
33	Designing Affordable Technologies to Integrate Citizens in Early Warning Activities. Proceedings (mdpi), 2018, 2, .	0.2	1
34	C-MOBILITY: leveraging the drivers' Situation Awareness through a mobile application. , 2022, , .		1
35	A Mobile Visual Technique to Support Civil Protection in Risk Analysis. Lecture Notes in Computer Science, 2014, , 760-769.	1.0	0
36	TactCube: An Intelligent Device to 'converse' with Smart Environments. Sensors, 2022, 22, 5235.	2.1	0