

Claudio Enrico Palazzi

List of Publications by Year in descending order

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Version: 2024-02-01

137
papers

1,959
citations

394286

19
h-index

377752

34
g-index

139
all docs

139
docs citations

139
times ranked

1430
citing authors

#	ARTICLE	IF	CITATIONS
1	An Intervehicular Communication Architecture for Safety and Entertainment. IEEE Transactions on Intelligent Transportation Systems, 2010, 11, 90-99.	4.7	133
2	Flying ad-hoc network application scenarios and mobility models. International Journal of Distributed Sensor Networks, 2017, 13, 155014771773819.	1.3	107
3	A Comparison of Stateless Position-based Packet Routing Algorithms for FANETs. IEEE Transactions on Mobile Computing, 2018, 17, 2468-2482.	3.9	90
4	Using gamification to discover cultural heritage locations from geo-tagged photos. Personal and Ubiquitous Computing, 2017, 21, 235-252.	1.9	67
5	Delay-bounded data gathering in urban vehicular sensor networks. Pervasive and Mobile Computing, 2012, 8, 180-193.	2.1	63
6	How Do You Quickly Choreograph Inter-Vehicular Communications? A Fast Vehicle-to-Vehicle Multi-Hop Broadcast Algorithm, Explained. , 2007, , .		62
7	Movement pattern recognition through smartphone's accelerometer. , 2012, , .		56
8	Fast and Secure Multihop Broadcast Solutions for Intervehicular Communication. IEEE Transactions on Intelligent Transportation Systems, 2014, 15, 433-450.	4.7	49
9	FANET Application Scenarios and Mobility Models. , 2017, , .		49
10	WWW recycling for a better world. Communications of the ACM, 2010, 53, 139-143.	3.3	44
11	Path 2.0: A participatory system for the generation of accessible routes. , 2010, , .		43
12	DroidGlove: An android-based application for wrist rehabilitation. , 2009, , .		42
13	Would Current <i>Ad-Hoc</i> Routing Protocols be Adequate for the Internet of Vehicles? A Comparative Study. IEEE Internet of Things Journal, 2018, 5, 3683-3691.	5.5	42
14	Vegas Over Access Point: Making Room for Thin Client Game Systems in a Wireless Home. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 2002-2012.	5.6	40
15	Social-aware delay tolerant networking for mobile-to-mobile fileâ€™s sharing. International Journal of Communication Systems, 2012, 25, 1281-1299.	1.6	39
16	What's in that magic box? The home entertainment center's special protocol potion, revealed. IEEE Transactions on Consumer Electronics, 2006, 52, 1280-1288.	3.0	38
17	Riding the Web Evolution: From Egoism to Altruism. , 2008, , .		37
18	A survey on interactive games over mobile networks. Wireless Communications and Mobile Computing, 2013, 13, 212-229.	0.8	37

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19	Interactivity-loss avoidance in event delivery synchronization for mirrored game architectures. IEEE Transactions on Multimedia, 2006, 8, 874-879.	5.2	36
20	Serious Games for Early Identification of Developmental Dyslexia. Computers in Entertainment, 2017, 15, 1-24.	1.2	32
21	First Responders' Crystal Ball: How to Scry the Emergency from a Remote Vehicle. Performance, Computing and Communications Conference (IPCCC), IEEE International, 2007, , .	0.0	28
22	Entertainment beyond divertissement. Computers in Entertainment, 2011, 9, 1-9.	1.2	28
23	A Location-Aware Waypoint-Based Routing Protocol for Airborne DTNs in Search and Rescue Scenarios. Sensors, 2018, 18, 3758.	2.1	28
24	Analysis of ECN/RED and SAP-LAW with simultaneous TCP and UDP traffic. Computer Networks, 2016, 108, 160-170.	3.2	27
25	Automatic IP address configuration in VANETs. , 2006, , .		23
26	Deployment and Evaluation of a Wireless Mesh Network. , 2009, , .		23
27	A delay/disruption tolerant solution for mobile-to-mobile file sharing. , 2010, , .		22
28	A naming scheme to represent geographic areas in NDN. , 2013, , .		22
29	TCP Libra: Derivation, analysis, and comparison with other RTT-fair TCPs. Computer Networks, 2010, 54, 2327-2344.	3.2	21
30	The Brave New World of Multiplayer Online Games: Synchronization Issues with Smart Solutions. , 2008, , .		20
31	Smartphone's psychiatric serious game. , 2011, , .		20
32	A RIO-like technique for interactivity loss-avoidance in fast-paced multiplayer online games. Computers in Entertainment, 2005, 3, 3-3.	1.2	19
33	An OpenWRT solution for future wireless homes. , 2010, , .		19
34	Fast multi-hop broadcast of alert messages in VANETs: An analytical model. Ad Hoc Networks, 2019, 82, 126-133.	3.4	19
35	Design issues and solutions in a modern home automation system. , 2015, , .		18
36	The impact of malicious nodes positioning on vehicular alert messaging system. Ad Hoc Networks, 2016, 52, 3-16.	3.4	18

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37	A secure alert messaging system for safe driving. Computer Communications, 2014, 46, 29-42.	3.1	17
38	Facilitating Real-Time Applications in VANETs Through Fast Address Auto-Configuration. , 2007, , .		16
39	PathS. , 2015, , .		16
40	An overview of opportunistic ad hoc communication in urban scenarios. , 2014, , .		15
41	A mobile sensing and visualization platform for environmental data. Pervasive and Mobile Computing, 2020, 66, 101204.	2.1	15
42	Learning how to recycle waste using a game. , 2020, , .		14
43	A refactoring approach for optimizing mobile networks. , 2017, , .		13
44	Optimal configuration of active and backup servers for augmented reality cooperative games. Concurrency Computation Practice and Experience, 2018, 30, e4454.	1.4	13
45	StepByWatch: A smartwatch-based enhanced navigation system for visually impaired users. , 2018, , .		13
46	A Virtual PEP for Web Optimization over a Satellite-Terrestrial Backhaul. IEEE Communications Magazine, 2020, 58, 42-48.	4.9	13
47	Communities on the road: fast triggering of interactive multimedia services. Multimedia Tools and Applications, 2009, 44, 229-247.	2.6	12
48	From playgrounds to smartphones: Mobile evolution of a kids game. , 2011, , .		12
49	Enhancing Artificial Intelligence in Games by Learning the Opponent's Playing Style. International Federation for Information Processing, 2008, , 1-10.	0.4	12
50	Enhancing Artificial Intelligence on a Real Mobile Game. International Journal of Computer Games Technology, 2009, 2009, 1-9.	1.6	11
51	Road crossing recognition through smartphone's accelerometer. , 2011, , .		11
52	FILA in gameland, a holistic approach to a problem of many dimensions. Computers in Entertainment, 2006, 4, 8.	1.2	10
53	An Optimistic Obsolescence-Based Approach to Event Synchronization for Massively Multiplayer Online Games. International Journal of Computers and Applications, 2007, 29, 33-43.	0.8	10
54	P2P file sharing on mobile phones: Design and implementation of a prototype. , 2009, , .		10

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55	Combining Web Squared and serious games for crossroad accessibility. , 2011, , .		10
56	Optimal Client-Server Configuration of Mobile Ad-Hoc Networks. Electronic Notes in Discrete Mathematics, 2013, 41, 495-502.	0.4	10
57	Enhancing Transport Layer Capability in HAPSâ€“Satellite Integrated Architecture. Wireless Personal Communications, 2005, 32, 339-356.	1.8	9
58	Interactive mobile gaming over heterogeneous networks. , 2007, , .		9
59	Exploiting TCP Vegas' algorithm to improve real-time multimedia applications. , 2015, , .		9
60	Addressing the Bandwidth Demand of Immersive Applications Through NFV in a 5G Network. Mobile Networks and Applications, 2020, 25, 1114-1121.	2.2	9
61	Smart Access Points on the road for online gaming in vehicular networks. Entertainment Computing, 2009, 1, 17-26.	1.8	8
62	The Interference-aware Drone Ad-hoc Relay Network Configuration problem. Electronic Notes in Discrete Mathematics, 2018, 69, 317-324.	0.4	8
63	High Mobility in a Realistic Wireless Environment: a Mobile IP Handoff Model for NS-2. , 2007, , .		7
64	Opportunistic communication for the Internet of everything. , 2014, , .		7
65	SMASH: A distributed game engine architecture. , 2016, , .		7
66	Technology and Aging. , 2018, , .		7
67	Web Content Search and Adaptation for IDTV: One Step Forward in the Mediamorphosis Process toward Personal-TV. Advances in Multimedia, 2007, 2007, 1-13.	0.2	6
68	Secure Verification of Location Claims on a Vehicular Safety Application. , 2013, , .		6
69	Fast Message Broadcasting in Vehicular Networks: Model Analysis and Performance Evaluation. IEEE Communications Letters, 2020, 24, 1669-1672.	2.5	6
70	A smart access point solution for heterogeneous flows. , 2009, , .		5
71	A Simulative Evaluation of V2V Algorithms for Road Safety and In-Car Entertainment. , 2011, , .		5
72	Efficient vehicle-to-pedestrian exchange of medical data. , 2011, , .		5

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73	A mobile serious game for computer science learning. , 2015, , .		5
74	Delay Tolerant Networking over the Metropolitan Public Transportation. Mobile Information Systems, 2016, 2016, 1-14.	0.4	5
75	"di Piazza in Piazza": Reimagining cultural specific interactions for people-centered exhibitions. , 2016, , .		5
76	Fostering accessible urban mobility through smart mobile applications. , 2016, , .		5
77	Smart-RED: A Novel Congestion Control Mechanism for High Throughput and Low Queuing Delay. Wireless Communications and Mobile Computing, 2019, 2019, 1-10.	0.8	5
78	Applying Frugal Innovation to Humidity and Temperature Monitoring. , 2020, , .		5
79	A Geo-distributed Architectural Approach Favouring Smart Tourism Development in the 5G Era. , 2020, , .		5
80	Wireless home entertainment center. , 2006, , .		4
81	Impact of security threats in vehicular alert messaging systems. , 2015, , .		4
82	Drone Indoor Self-Localization. , 2015, , .		4
83	Reducing queuing delays through VoAP. , 2016, , .		4
84	Network Traffic Analysis of a Small Quadcopter. , 2017, , .		4
85	New Interactive VR/AR Media. , 2019, , .		4
86	Service Function Chaining: a lightweight container-based management and orchestration plane. , 2019, , .		4
87	Evaluating design constraints for proximity-based games in a real urban topology. , 2013, , .		3
88	BlueFall: Testing swarming protocols through mobile phones. , 2015, , .		3
89	AirCache: A Crowd-Based Solution for Geoanchored Floating Data. Mobile Information Systems, 2016, 2016, 1-12.	0.4	3
90	A simulation model for event goodput estimation in real-time sensor networks. , 2017, , .		3

#	ARTICLE	IF	CITATIONS
91	Smart Wearable Sensors: Analysis of a Real Case Study. , 2018, , .		3
92	Air Quality Control through Bike Sharing Fleets. , 2020, , .		3
93	A Chrome extension to help people with dyslexia. , 2020, , .		3
94	Bringing MQTT Brokers to the Edge: A Preliminary Evaluation. , 2022, , .		3
95	Fast Multi-Hop Broadcast over Vehicular Networks: A Real Testbed Evaluation. , 2009, , .		2
96	Performance evaluation of a file sharing DTN protocol with realistic mobility. , 2011, , .		2
97	FTP4Android: A local/remote file manager for Google Android platform. , 2011, , .		2
98	Automatic audio routing for home entertainment. , 2012, , .		2
99	Smartphone and Laptop Frameworks for vehicular networking experimentation. , 2013, , .		2
100	Geo-anchored floating data for mobile users. , 2013, , .		2
101	Multimedia transmissions over vehicular networks. , 2016, , .		2
102	The position cheating attack on inter-vehicular online gaming. , 2018, , .		2
103	Broadcasting Messages in the Internet of Vehicles. , 2018, , .		2
104	Comparing Routing Protocols over a 3D IoT. , 2018, , .		2
105	A hybrid reactive and position-based approach to packet routing in 3D topology networks. , 2018, , .		2
106	Message Dissemination in Urban IoV. , 2019, , .		2
107	Safety First? Usersâ€™ Perception of Wearable Sensor Networks for Aging. Mobile Networks and Applications, 2020, 25, 986-994.	2.2	2
108	How to let gamers play in infrastructure-based vehicular networks. , 2008, , .		2

#	ARTICLE	IF	CITATIONS
109	Ensuring fair coexistence of multimedia applications in a wireless home. , 2009, , .		1
110	Non-invasive node detection in IEEE 802.11 wireless networks. , 2010, , .		1
111	Video Games at the Library: A Historical Perspective. , 2011, , .		1
112	Mobile Data Offloading. , 2015, , .		1
113	A Web Application for Reading and Attentional Assessments. , 2018, , .		1
114	High Bandwidth and Low Delay over Wireless Multihop Networks. , 2018, , .		1
115	Addressing bandwidth demand in full-immersive virtual reality. , 2019, , .		1
116	A Simulation Analysis of an Autonomous Production Site. , 2019, , .		1
117	Modeling the energy consumption of mobile apps. , 2019, , .		1
118	Feasibility of Commodity WiFi for Operations Control in an Autonomous Production Site. , 2020, , .		1
119	Wearable sensor networks: A measurement study. Concurrency Computation Practice and Experience, 2021, 33, e5939.	1.4	1
120	Procedural generation of materials for real-time rendering. Multimedia Tools and Applications, 2021, 80, 12969-12990.	2.6	1
121	Location Dynamic Tabu Routing Protocol for MANETs. Mobile Networks and Applications, 0, , 1.	2.2	1
122	Are Remote Play Streaming Systems Doomed to Fail? A Network Perspective. IEEE MultiMedia, 2021, 28, 45-54.	1.5	1
123	Intersection Collision: Causes and Avoidance Techniques. , 2013, , 189-227.		1
124	An ETSI NFV Implementation for Automatic Deployment and Configuration of a Virtualized Mobile Core Network. , 2021, , .		1
125	A Mobile App to Pin Media to the Real World. , 2022, , .		1
126	Shareable Bandwidth Estimation on Satellite Links. , 2008, , .		0

#	ARTICLE	IF	CITATIONS
127	Special issue for selected papers from wireless days 2010 conference â€”Mobile communications and computing in challenged environments: models, protocols, applicationsâ€™. Wireless Communications and Mobile Computing, 2013, 13, 211-211.	0.8	0
128	Ensuring coexistence among games and downloads in multihop wireless networks. , 2015, , .		0
129	Editorial for SM 160 â€” Design and Implementation of Mobile Smart Objects Special Issue. Mobile Networks and Applications, 2016, 21, 644-645.	2.2	0
130	Opportunistic communication for delay tolerant data delivery in Milan. Journal of Ambient Intelligence and Smart Environments, 2017, 9, 521-533.	0.8	0
131	Network Support for Mobile Gaming. , 2017, , 459-479.		0
132	Multipong: A multiplayer ad-hoc version of Pong. , 2017, , .		0
133	Editorial: Smart Objects and Technologies for Social Good (GOODTECHS 2016). Mobile Networks and Applications, 2018, 23, 126-127.	2.2	0
134	Benchmarking of Routing Algorithms in 3D MANETs. , 2018, , .		0
135	Network Support for Mobile Gaming. , 2015, , 1-21.		0
136	Can a Game Improve Peopleâ€™s Lives? The Case of Serious Games. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2016, , 270-275.	0.2	0
137	A FANET Simulator Designed and Implemented to Study Routing Algorithms. , 2021, , .		0