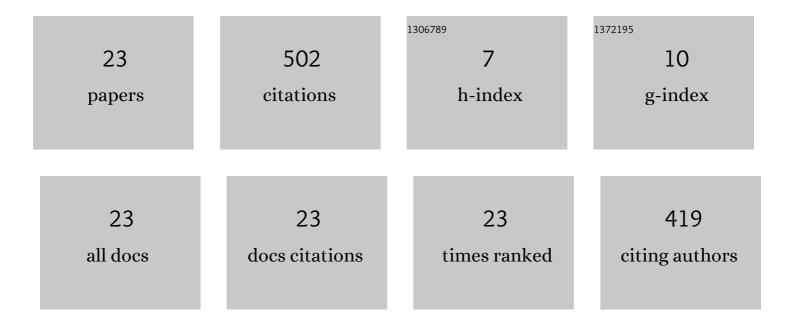
## Alberto Monge Roffarello

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/7059293/publications.pdf

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| #  | Article                                                                                                                                                                      | IF  | CITATIONS |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----------|
| 1  | Understanding and Streamlining App Switching Experiences in Mobile Interaction. International<br>Journal of Human Computer Studies, 2022, 158, 102735.                       | 3.7 | 9         |
| 2  | Understanding, Discovering, and Mitigating Habitual Smartphone Use in Young Adults. ACM<br>Transactions on Interactive Intelligent Systems, 2021, 11, 1-34.                  | 2.6 | 13        |
| 3  | From Users' Intentions to IF-THEN Rules in the Internet of Things. ACM Transactions on Information Systems, 2021, 39, 1-33.                                                  | 3.8 | 16        |
| 4  | Devices, Information, and People: Abstracting the Internet of Things for End-User Personalization.<br>Lecture Notes in Computer Science, 2021, , 71-86.                      | 1.0 | 6         |
| 5  | TAPrec. , 2020, , .                                                                                                                                                          |     | 12        |
| 6  | НеуТАР. , 2020, , .                                                                                                                                                          |     | 18        |
| 7  | My IoT Puzzle: Debugging IF-THEN Rules Through the Jigsaw Metaphor. Lecture Notes in Computer Science, 2019, , 18-33.                                                        | 1.0 | 17        |
| 8  | Towards detecting and mitigating smartphone habits. , 2019, , .                                                                                                              |     | 4         |
| 9  | RecRules. ACM Transactions on Intelligent Systems and Technology, 2019, 10, 1-27.                                                                                            | 2.9 | 22        |
| 10 | The Race Towards Digital Wellbeing. , 2019, , .                                                                                                                              |     | 66        |
| 11 | EUDoptimizer: Assisting End Users in Composing IF-THEN Rules Through Optimization. IEEE Access, 2019, 7, 37950-37960.                                                        | 2.6 | 4         |
| 12 | Empowering End Users in Debugging Trigger-Action Rules. , 2019, , .                                                                                                          |     | 34        |
| 13 | A high-level semantic approach to End-User Development in the Internet of Things. International<br>Journal of Human Computer Studies, 2019, 125, 41-54.                      | 3.7 | 28        |
| 14 | End User Development in the IoT: A Semantic Approach. , 2018, , .                                                                                                            |     | 2         |
| 15 | AwareNotifications: Multi-device semantic notification handling with user-defined preferences.<br>Journal of Ambient Intelligence and Smart Environments, 2018, 10, 327-343. | 0.8 | 6         |
| 16 | A Debugging Approach for Trigger-Action Programming. , 2018, , .                                                                                                             |     | 10        |
| 17 | IoT for Ambient Assisted Living. , 2018, , 161-187.                                                                                                                          |     | 1         |
| 18 | A Semantic Web Approach to Simplifying Trigger-Action Programming in the IoT. Computer, 2017, 50, 18-24.                                                                     | 1.2 | 191       |

| #  | Article                                                                                                             | IF  | CITATIONS |
|----|---------------------------------------------------------------------------------------------------------------------|-----|-----------|
| 19 | A High-Level Approach Towards End User Development in the IoT. , 2017, , .                                          |     | 15        |
| 20 | On the Benefit of Adding User Preferences to Notification Delivery. , 2017, , .                                     |     | 5         |
| 21 | IoT for Ambient Assisted Living. Advances in Medical Technologies and Clinical Practice Book Series, 2017, , 66-97. | 0.3 | Ο         |
| 22 | A Healthcare Support System for Assisted Living Facilities: An IoT Solution. , 2016, , .                            |     | 20        |
| 23 | How do end-users program the Internet of Things?. Behaviour and Information Technology, 0, , 1-23.                  | 2.5 | 3         |