

Evangelos Markopoulos

List of Publications by Year in descending order

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Version: 2024-02-01

48
papers

216
citations

1306789

7
h-index

1372195

10
g-index

51
all docs

51
docs citations

51
times ranked

75
citing authors

#	ARTICLE	IF	CITATIONS
1	Phronetic leadership style evaluation with a fuzzy logic application. Theoretical Issues in Ergonomics Science, 2021, 22, 317-337.	1.0	2
2	The 4Es of Management: Managing Cultural Exchange in Multinational Corporations. Lecture Notes in Networks and Systems, 2021, , 189-198.	0.5	0
3	Sustainable Leadership Wisdom Cube: Sustainable Leadership Style Evaluation Application to the Wisdom Cube Scientific Knowledge Space. Lecture Notes in Networks and Systems, 2021, , 403-413.	0.5	0
4	Managing Interdisciplinary Human Intellectual Capital for Project and Organizational Development. Lecture Notes in Networks and Systems, 2021, , 394-402.	0.5	0
5	Beyond Corporate Social Responsibility (CSR): Democratizing CSR Towards Environmental, Social and Governance Compliance. Lecture Notes in Networks and Systems, 2021, , 94-103.	0.5	0
6	A Fintech Approach Towards Resolving the Young Adult Home Ownership Challenge. Lecture Notes in Networks and Systems, 2021, , 268-274.	0.5	0
7	Democratic Governmental Corporate Entrepreneurship for the Transformation of the Public Sector in the Balkan Region. Lecture Notes in Networks and Systems, 2021, , 153-161.	0.5	0
8	Bilateral Knowledge-Sharing for New Product Development Under the UN Sustainable Development Goals. Lecture Notes in Networks and Systems, 2021, , 85-93.	0.5	0
9	A Business Transformation Model for Legacy Carriers as a Response to the Rise of Low-Cost Carriers. Lecture Notes in Networks and Systems, 2021, , 376-385.	0.5	0
10	Human Computer Interaction Opportunities in Hand Tracking and Finger Recognition in Ship Engine Room VR Training. Lecture Notes in Networks and Systems, 2021, , 343-351.	0.5	2
11	Democratic Organizational Culture for SMEs Innovation Transformation and Corporate Entrepreneurship. Lecture Notes in Networks and Systems, 2021, , 73-82.	0.5	0
12	Digital Museum Transformation Strategy Against the Covid-19 Pandemic Crisis. Lecture Notes in Networks and Systems, 2021, , 225-234.	0.5	7
13	Strategic Utilization of the VR and AR Technologies for the African Cultural Heritage Promotion and Management. Lecture Notes in Networks and Systems, 2021, , 162-172.	0.5	0
14	Organizing Global Democratic Collaboration in Crisis Contexts: The International Triangulation System. Lecture Notes in Networks and Systems, 2021, , 206-213.	0.5	0
15	Modeling Decision-Making with Intelligent Agents to Aid Rural Commuters in Developing Nations. Advances in Intelligent Systems and Computing, 2020, , 523-532.	0.5	3
16	Virtual and Augmented Reality Gamification Technology on Reinventing the F1 Sponsorship Model not Purely Focused on the Team's and Car's Performance. Advances in Intelligent Systems and Computing, 2020, , 364-376.	0.5	3
17	Understanding the Nature of Entrepreneurial Leadership in the Startups Across the Stages of the Startup Lifecycle. Advances in Intelligent Systems and Computing, 2020, , 281-292.	0.5	7
18	Artificial Intelligence and Blockchain Technology Adaptation for Human Resources Democratic Ergonomization on Team Management. Advances in Intelligent Systems and Computing, 2020, , 445-455.	0.5	5

#	ARTICLE	IF	CITATIONS
19	An IT Project Management Methodology Generator Based on an Agile Project Management Process Framework. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 421-431.	0.5	3
20	Measuring Student Engagement and Commitment on Private Academic Institutions Using Fuzzy Logic Expert System Metrics Applications. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 163-173.	0.5	1
21	Eye Tracking in Maritime Immersive Safe Oceans Technology. , 2020, , .		2
22	Immersive Safe Oceans Technology: Developing Virtual Onboard Training Episodes for Maritime Safety. <i>Future Internet</i> , 2020, 12, 80.	2.4	22
23	Visualization of the Wisdom Cube Scientific Knowledge Space for Management and Leadership. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 14-25.	0.5	4
24	A Gamified Approach Towards Identifying Key Opportunities and Potential Sponsors for the Future of F1 Racing in a Declining Car Ownership Environment. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 179-191.	0.5	3
25	Gamifying the Rice Industry: The "Riceville"™ Paradigm. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 202-214.	0.5	1
26	Digital Cultural Strategies Within the Context of Digital Humanities Economics. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 283-295.	0.5	5
27	Mapping the Monetization Challenge of Gaming in Various Domains. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 389-400.	0.5	3
28	Democratizing New Product Development Through an Industry-Society Entrepreneurial Partnership. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 829-839.	0.5	6
29	Public Sector Transformation via Democratic Governmental Entrepreneurship and Intrapreneurship. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 867-877.	0.5	2
30	Democratization of Intrapreneurship and Corporate Entrepreneurship Within the McKinsey's™ Three Horizons Innovation Space. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 1007-1017.	0.5	6
31	Green Ocean Strategy: Democratizing Business Knowledge for Sustainable Growth. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 115-125.	0.5	15
32	A Democratic, Green Ocean Management Framework for Environmental, Social and Governance (ESG) Compliance. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 21-33.	0.5	9
33	Green Capitalism: Democratizing Sustainable Innovation by Recycling Intellectual Capital Energy. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 507-519.	0.5	4
34	Democratizing Innovation. A Geo-Entrepreneurial Analysis and Approach Through the Company Democracy Model. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 3-16.	0.5	6
35	Pink Ocean Strategy: Democratizing Business Knowledge for Social Growth and Innovation. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 39-51.	0.5	5
36	Virtual Reality (VR) Safety Education for Ship Engine Training on Maintenance and Safety (ShipSEVR). <i>Advances in Intelligent Systems and Computing</i> , 2020, , 60-72.	0.5	3

#	ARTICLE	IF	CITATIONS
37	FiAAR: An Augmented Reality Firetruck Equipment Assembly and Configuration Assistant Technology. , 2020, , .		2
38	Finger tracking and hand recognition technologies in virtual reality maritime safety training applications. , 2020, , .		10
39	Using Effect Size in Evaluating Academic Engagement and Motivation in a Private Business School. Advances in Intelligent Systems and Computing, 2020, , 393-399.	0.5	0
40	The applied philosophy concept for management and leadership objects through the Company Democracy Model. Theoretical Issues in Ergonomics Science, 2019, 20, 178-195.	1.0	5
41	Maritime Safety Education with VR Technology (MarSEVR). , 2019, , .		20
42	A virtual reality game for cognitive impairment screening in the elderly: a user perspective. , 2019, , .		15
43	Project teaming in a democratic company context. Theoretical Issues in Ergonomics Science, 2018, 19, 673-691.	1.0	7
44	Safety Culture and Collective Commitment in Organizational Context. Advances in Intelligent Systems and Computing, 2018, , 148-159.	0.5	1
45	Degree of Agility with an Ontology Based Application. Advances in Intelligent Systems and Computing, 2017, , 1007-1018.	0.5	0
46	Space for Company Democracy. Advances in Intelligent Systems and Computing, 2017, , 275-287.	0.5	7
47	The World Innovation Stock Exchange - Shared Value for Individuals, Business and Society. Procedia Manufacturing, 2015, 3, 595-602.	1.9	1
48	The Company Democracy Model for the Development of Intellectual Human Capitalism for Shared Value. Procedia Manufacturing, 2015, 3, 603-610.	1.9	14