

Tsvi Kuflik

List of Publications by Year in descending order

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Version: 2024-02-01

155
papers

2,811
citations

257429

24
h-index

254170

43
g-index

160
all docs

160
docs citations

160
times ranked

2159
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Second workshop on information heterogeneity and fusion in recommender systems (HetRec2011). , 2011, , . | | 217 |
| 2 | Personalization in cultural heritage: the road travelled and the one ahead. User Modeling and User-Adapted Interaction, 2012, 22, 73-99. | 3.8 | 174 |
| 3 | Mediation of user models for enhanced personalization in recommender systems. User Modeling and User-Adapted Interaction, 2008, 18, 245-286. | 3.8 | 160 |
| 4 | Adaptive, intelligent presentation of information for the museum visitor in PEACH. User Modeling and User-Adapted Interaction, 2007, 17, 257-304. | 3.8 | 142 |
| 5 | A visitor's guide in an active museum. Journal on Computing and Cultural Heritage, 2011, 3, 1-25. | 2.1 | 114 |
| 6 | The potential of social media in delivering transport policy goals. Transport Policy, 2014, 32, 115-123. | 6.6 | 114 |
| 7 | Cross-Domain Mediation in Collaborative Filtering. Lecture Notes in Computer Science, 2007, , 355-359. | 1.3 | 93 |
| 8 | Enhancing privacy and preserving accuracy of a distributed collaborative filtering. , 2007, , . | | 90 |
| 9 | An integrative framework for extending the boundaries of the museum visit experience: linking the pre, during and post visit phases. Information Technology and Tourism, 2015, 15, 17-47. | 5.8 | 69 |
| 10 | Analyzing Museum Visitorsâ€™ Behavior Patterns. Lecture Notes in Computer Science, 2007, , 238-246. | 1.3 | 61 |
| 11 | Automating a framework to extract and analyse transport related social media content: The potential and the challenges. Transportation Research Part C: Emerging Technologies, 2017, 77, 275-291. | 7.6 | 60 |
| 12 | The Influence of a Location-Aware Mobile Guide on Museum Visitors' Behavior. Interacting With Computers, 2013, 25, 443-460. | 1.5 | 54 |
| 13 | Enhancing transport data collection through social media sources: methods, challenges and opportunities for textual data. IET Intelligent Transport Systems, 2015, 9, 407-417. | 3.0 | 50 |
| 14 | Visualizing museum visitorsâ€™ behavior: Where do they go and what do they do there?. Personal and Ubiquitous Computing, 2017, 21, 313-326. | 2.8 | 47 |
| 15 | Distributed collaborative filtering with domain specialization. , 2007, , . | | 46 |
| 16 | PRAW?A PRivAcy model for the Web. Journal of the Association for Information Science and Technology, 2005, 56, 159-172. | 2.6 | 43 |
| 17 | Evaluating software reuse alternatives: a model and its application to an industrial case study. IEEE Transactions on Software Engineering, 2004, 30, 601-612. | 5.6 | 42 |
| 18 | Identificator: A web-based tool for visual plant disease identification, a proof of concept with a case study on strawberry. Computers and Electronics in Agriculture, 2012, 84, 144-154. | 7.7 | 41 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Enhancing cultural heritage outdoor experience with augmented-reality smart glasses. <i>Personal and Ubiquitous Computing</i> , 2020, 24, 873-886. | 2.8 | 41 |
| 20 | The impact of data obfuscation on the accuracy of collaborative filtering. <i>Expert Systems With Applications</i> , 2012, 39, 5033-5042. | 7.6 | 37 |
| 21 | Optimization of copper treatments in organic viticulture by using a web-based decision support system. <i>Computers and Electronics in Agriculture</i> , 2009, 68, 36-43. | 7.7 | 36 |
| 22 | Workshop on information heterogeneity and fusion in recommender systems (HetRec 2010). , 2010, , . | | 36 |
| 23 | Comparing the comprehensibility of requirements models expressed in Use Case and Tropos: Results from a family of experiments. <i>Information and Software Technology</i> , 2013, 55, 1823-1843. | 4.4 | 35 |
| 24 | Cross-representation mediation of user models. <i>User Modeling and User-Adapted Interaction</i> , 2009, 19, 35-63. | 3.8 | 31 |
| 25 | Automatic Detection of Social Behavior of Museum Visitor Pairs. <i>ACM Transactions on Interactive Intelligent Systems</i> , 2015, 4, 1-30. | 3.7 | 29 |
| 26 | Will this session end with a purchase? Inferring current purchase intent of anonymous visitors. <i>Electronic Commerce Research and Applications</i> , 2019, 34, 100836. | 5.0 | 29 |
| 27 | Exploring the potential of a mobile eye tracker as an intuitive indoor pointing device: A case study in cultural heritage. <i>Future Generation Computer Systems</i> , 2018, 81, 528-541. | 7.5 | 28 |
| 28 | Building an ontology for assistive technology using the Delphi method. <i>Disability and Rehabilitation: Assistive Technology</i> , 2013, 8, 275-286. | 2.2 | 25 |
| 29 | Supporting small groups in the museum by context-aware communication services. , 2007, , . | | 24 |
| 30 | Challenges and Solutions of Ubiquitous User Modeling. <i>Cognitive Technologies</i> , 2012, , 7-30. | 0.8 | 24 |
| 31 | Cross social networks interests predictions based on graph features. , 2013, , . | | 23 |
| 32 | Towards Using Mobile, Head-Worn Displays in Cultural Heritage. , 2016, , . | | 23 |
| 33 | Educating Software and AI Stakeholders About Algorithmic Fairness, Accountability, Transparency and Ethics. <i>International Journal of Artificial Intelligence in Education</i> , 2022, 32, 808-833. | 5.5 | 23 |
| 34 | Examining proactiveness and choice in a location-aware mobile museum guide. <i>Interacting With Computers</i> , 2011, 23, 513-524. | 1.5 | 22 |
| 35 | Analysis and Prediction of Museum Visitors's Behavioral Pattern Types. <i>Cognitive Technologies</i> , 2012, , 161-176. | 0.8 | 22 |
| 36 | Automatic keyword identification by artificial neural networks compared to manual identification by users of filtering systems. <i>Information Processing and Management</i> , 2001, 37, 187-198. | 8.6 | 21 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 37 | How scales influence user rating behaviour in recommender systems. Behaviour and Information Technology, 2017, 36, 985-1004. | 4.0 | 21 |
| 38 | Indoor positioning. , 2011, , . | | 18 |
| 39 | Graph-based recommendation integrating rating history and domain knowledge: Application to on-site guidance of museum visitors. Journal of the Association for Information Science and Technology, 2017, 68, 1911-1924. | 2.9 | 18 |
| 40 | Harnessing Technology for Promoting Undergraduate Art Education: A Novel Model that Streamlines Learning between Classroom, Museum, and Home. IEEE Transactions on Learning Technologies, 2015, 8, 5-17. | 3.2 | 17 |
| 41 | Filtering search results using an optimal set of terms identified by an artificial neural network. Information Processing and Management, 2006, 42, 469-483. | 8.6 | 16 |
| 42 | Learning Item Temporal Dynamics for Predicting Buying Sessions. , 2016, , . | | 15 |
| 43 | Integrating Citizen Experiences in Cultural Heritage Archives: Requirements, State of the Art, and Challenges. Journal on Computing and Cultural Heritage, 2022, 15, 1-35. | 2.1 | 15 |
| 44 | Functionality-based clustering using short textual description. , 2013, , . | | 14 |
| 45 | Improving business rating predictions using graph based features. , 2014, , . | | 14 |
| 46 | RecTour 2016. , 2016, , . | | 14 |
| 47 | Fairness, explainability and in-between: understanding the impact of different explanation methods on non-expert users'™ perceptions of fairness toward an algorithmic system. Ethics and Information Technology, 2022, 24, 1. | 3.8 | 14 |
| 48 | Service delivery in smart environments by implicit organizations. , 0, , . | | 13 |
| 49 | Addressing Challenges of Ubiquitous User Modeling: Between Mediation and Semantic Integration. Lecture Notes in Computer Science, 2009, , 1-19. | 1.3 | 13 |
| 50 | Using handheld devices and situated displays for collaborative planning of a museum visit. , 2012, , . | | 13 |
| 51 | Visualizing Proximity-Based Spatiotemporal Behavior of Museum Visitors using Tangram Diagrams. Computer Graphics Forum, 2014, 33, 261-270. | 3.0 | 13 |
| 52 | When user modeling intersects software engineering: the info-bead user modeling approach. User Modeling and User-Adapted Interaction, 2015, 25, 189-229. | 3.8 | 13 |
| 53 | Relational social recommendation: Application to the academic domain. Expert Systems With Applications, 2019, 124, 182-195. | 7.6 | 13 |
| 54 | Domain Ranking for Cross Domain Collaborative Filtering. Lecture Notes in Computer Science, 2012, , 328-333. | 1.3 | 13 |

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|----|---|-----|-----------|
| 55 | Stereotype-based versus personal-based filtering rules in information filtering systems. Journal of the Association for Information Science and Technology, 2003, 54, 243-250. | 2.6 | 12 |
| 56 | An empirical study of requirements model understanding. , 2010, , . | | 11 |
| 57 | E-COMMERCE WEBSITES SERVICES VERSUS BUYERS EXPECTATIONS: AN EMPIRICAL ANALYSIS OF THE ONLINE MARKETPLACE. International Journal of Information Technology and Decision Making, 2013, 12, 651-677. | 3.9 | 11 |
| 58 | Recommender Systems and the Social Web. Lecture Notes in Computer Science, 2012, , 60-70. | 1.3 | 11 |
| 59 | Conventional and Open Source Software Reuse at Orbotech - An Industrial Experience. , 0, , . | | 10 |
| 60 | Onto-clustâ€”A methodology for combining clustering analysis and ontological methods for identifying groups of comorbidities for developmental disorders. Journal of Biomedical Informatics, 2009, 42, 165-175. | 4.3 | 10 |
| 61 | Pathlight. , 2011, , . | | 10 |
| 62 | Usability of clinical decision support system as a facilitator for learning the assistive technology adaptation process. Disability and Rehabilitation: Assistive Technology, 2016, 11, 188-194. | 2.2 | 10 |
| 63 | Privacy Preservation Improvement by Learning Optimal Profile Generation Rate. Lecture Notes in Computer Science, 2003, , 168-177. | 1.3 | 10 |
| 64 | Using Eye-Tracking for Enhancing the Museum Visit Experience. , 2016, , . | | 9 |
| 65 | Cross-Technique Mediation of User Models. Lecture Notes in Computer Science, 2006, , 21-30. | 1.3 | 9 |
| 66 | Agent-based organizational structures for ambient intelligence scenarios. Journal of Ambient Intelligence and Smart Environments, 2010, 2, 409-433. | 1.4 | 8 |
| 67 | Shared mobile displays: an exploratory study of their use in a museum setting. Personal and Ubiquitous Computing, 2016, 20, 635-651. | 2.8 | 8 |
| 68 | RecTour 2017. , 2017, , . | | 8 |
| 69 | RecTour 2019. , 2019, , . | | 8 |
| 70 | The Dagstuhl Perspectives Workshop on Performance Modeling and Prediction. ACM SIGIR Forum, 2018, 52, 91-101. | 0.5 | 8 |
| 71 | The effect of user characteristics in time series visualizations. , 2020, , . | | 8 |
| 72 | Maximizing the Utility of Situated Public Displays. Lecture Notes in Computer Science, 2007, , 395-399. | 1.3 | 8 |

| # | ARTICLE | IF | CITATIONS |
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| 73 | Supporting user-subjective categorization with self-organizing maps and learning vector quantization. <i>Journal of the Association for Information Science and Technology</i> , 2005, 56, 345-355. | 2.6 | 7 |
| 74 | Personal reporting of a museum visit as an entrypoint to future cultural experience. , 2005, , . | | 7 |
| 75 | Semantize. , 2014, , . | | 7 |
| 76 | A Museum Visitors Classification Based On Behavioral and Demographic Features. , 2019, , . | | 7 |
| 77 | Automating Personal Categorization Using Artificial Neural Networks. <i>Lecture Notes in Computer Science</i> , 2001, , 188-198. | 1.3 | 7 |
| 78 | Agent Patterns for Ambient Intelligence. <i>Lecture Notes in Computer Science</i> , 2004, , 682-695. | 1.3 | 6 |
| 79 | Entertainment Personalization Mechanism Through Cross-Domain User Modeling. <i>Lecture Notes in Computer Science</i> , 2005, , 215-219. | 1.3 | 6 |
| 80 | Optimization of Fire blight scouting with a decision support system based on infection risk. <i>Computers and Electronics in Agriculture</i> , 2008, 62, 118-127. | 7.7 | 6 |
| 81 | Advanced Visual Interfaces for Cultural Heritage. , 2016, , . | | 6 |
| 82 | â€œEnd to Endâ€•Towards a Framework for Reducing Biases and Promoting Transparency of Algorithmic Systems. , 2019, , . | | 6 |
| 83 | On resource allocation by an expert system. <i>Engineering Applications of Artificial Intelligence</i> , 1990, 3, 101-109. | 8.1 | 5 |
| 84 | Limited-resource scheduling by generalized rule-based system. <i>Knowledge-Based Systems</i> , 1991, 4, 215-224. | 7.1 | 5 |
| 85 | UbiqUM 2008. , 2008, , . | | 5 |
| 86 | Building and using domain ontologies for learning in various domains: a semantic web-based learning perspective. <i>International Journal of Knowledge and Learning</i> , 2008, 4, 329. | 0.2 | 5 |
| 87 | Indoor positioning in cultural heritage: Challenges and a solution. , 2012, , . | | 5 |
| 88 | Where To Go And How To Get There. , 2015, , . | | 5 |
| 89 | Wise Mobile Icons Organization: Apps Taxonomy Classification Using Functionality Mining to Ease Apps Finding. <i>Mobile Information Systems</i> , 2016, 2016, 1-22. | 0.6 | 5 |
| 90 | Assessing the Contribution of Twitter's Textual Information to Graph-based Recommendation. , 2017, , . | | 5 |

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| 91 | AMuse. , 2017, , . | | 5 |
| 92 | Harvesting Entity-relation Social Networks from the Web. , 2017, , . | | 5 |
| 93 | Tikkoun Sofrim. , 2019, , . | | 5 |
| 94 | Using Tropos to Model Agent Based Architectures for Adaptive Systems: A Case Study in Ambient Intelligence. , 0, , . | | 4 |
| 95 | Dynamic personalization based on mobile behavior. , 2016, , . | | 4 |
| 96 | Visualizing Spatial-Temporal Evaluation of News Stories. , 2017, , . | | 4 |
| 97 | When will Cultural Heritage Content Creation Get to the Digital Age?. , 2017, , . | | 4 |
| 98 | Visualizing Reviews Summaries as a Tool for Restaurants Recommendation. , 2018, , . | | 4 |
| 99 | Personalized rehabilitation for children with cerebral palsy. User Modeling and User-Adapted Interaction, 2021, 31, 829-865. | 3.8 | 4 |
| 100 | Effectiveness of a Clinical Decision Support System for Pointing Device Prescription. American Journal of Occupational Therapy, 2015, 69, 6902280010p1-6902280010p7. | 0.3 | 4 |
| 101 | Considering temporal aspects in recommender systems: a survey. User Modeling and User-Adapted Interaction, 2023, 33, 81-119. | 3.8 | 4 |
| 102 | Enabling Mobile User Modeling: Infrastructure for Personalization in Ubiquitous Computing. , 2015, , . | | 3 |
| 103 | AVI-CH 2018. , 2018, , . | | 3 |
| 104 | ACM recsys workshop on recommenders in tourism (rectour 2018). , 2018, , . | | 3 |
| 105 | Preface to the UMUIAI special issue on personalized delivery of cultural heritage content: perspectives on 7 years of progress in the field. User Modeling and User-Adapted Interaction, 2019, 29, 1-7. | 3.8 | 3 |
| 106 | Changes in the discourse of online hate blogs: The effect of Barack Obama's election in 2008. First Monday, 0, , . | 0.6 | 3 |
| 107 | Evaluating Rating Scales Personality. Lecture Notes in Computer Science, 2012, , 310-315. | 1.3 | 3 |
| 108 | ISWRIC - Israeli software reuse industrial consortium project presentation and initial lessons learned. , 0, , . | | 2 |

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| 109 | User model on a key. , 2009, , . | | 2 |
| 110 | Social signal processing. , 2010, , . | | 2 |
| 111 | Evaluating mobile projectors as a shared display option for small groups. , 2012, , . | | 2 |
| 112 | RoughMaps A generic platform to support symbolic map use in indoor environments. , 2012, , . | | 2 |
| 113 | Examining Factors Influencing the Disruptiveness of Notifications in a Mobile Museum Context. Human-Computer Interaction, 2015, 30, 433-472. | 4.4 | 2 |
| 114 | A novel image based positioning technique using mobile eye tracker for a museum visit. , 2016, , . | | 2 |
| 115 | Automatically Adjusting Computer Screen. , 2019, , . | | 2 |
| 116 | A comparative evaluation of techniques for time series visualizations of emotions. , 2019, , . | | 2 |
| 117 | Validation of a novel personalized therapeutic virtual gaming system. , 2019, , . | | 2 |
| 118 | Integrating signals for reasoning about visitors' behavior in cultural heritage. , 2019, , 159-169. | | 2 |
| 119 | Ubiquitous Display Environments: An Overview. Cognitive Technologies, 2012, , 1-6. | 0.8 | 2 |
| 120 | Design and Evaluation of a Visitor Guide in an Active Museum. Lecture Notes in Computer Science, 2014, , 47-71. | 1.3 | 2 |
| 121 | Tikkoun Sofrim: Making Ancient Manuscripts Digitally Accessible: The Case of Midrash Tanhuma. Journal on Computing and Cultural Heritage, 2022, 15, 1-20. | 2.1 | 2 |
| 122 | Enhancing Fairness Perception â€œ Towards Human-Centred AI and Personalized Explanations Understanding the Factors Influencing Laypeopleâ€™s Fairness Perceptions of Algorithmic Decisions. International Journal of Human-Computer Interaction, 2023, 39, 1455-1482. | 4.8 | 2 |
| 123 | Automatic Generation of Content-Based User Profiles Compared to Rule-Based Profiles for Information Filtering. , 2003, , . | | 1 |
| 124 | A Two-Iteration Clustering Method to Reveal Unique and Hidden Characteristics of Items Based on Text Reviews. , 2015, , . | | 1 |
| 125 | Preface to the special issue on ubiquitous user modeling and user-adapted interaction. User Modeling and User-Adapted Interaction, 2015, 25, 185-187. | 3.8 | 1 |
| 126 | SCWT. , 2016, , . | | 1 |

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| 127 | Special section on recommender systems in tourism. Information Technology and Tourism, 2018, 19, 83-85. | 5.8 | 1 |
| 128 | Enhancing explainability of social recommendation using 2D graphs and word cloud visualizations. , 2019, , . | | 1 |
| 129 | WebTour 2021 Workshop on Web Tourism. , 2021, , . | | 1 |
| 130 | Personalisation of a virtual gaming system for children with motor impairments: performance and usability. Disability and Rehabilitation: Assistive Technology, 2021, , 1-7. | 2.2 | 1 |
| 131 | Intelligent user interfaces for algorithmic transparency in emerging technologies. , 2019, , . | | 1 |
| 132 | Graph-based recommendations: from data representation to feature extraction and application. , 2019, , 407-454. | | 1 |
| 133 | EyeLinks: Methods to compute reliable stereo mappings used for eye gaze tracking. , 2020, , . | | 1 |
| 134 | Personalized Multifaceted Visualization of Scholars Profiles. , 2020, , . | | 1 |
| 135 | Incorporating time-interval sequences in linear TV for next-item prediction. Expert Systems With Applications, 2022, 192, 116284. | 7.6 | 1 |
| 136 | Exploring Potential Gestures for Controlling an Eye-Tracker Based System. , 2021, , . | | 1 |
| 137 | AVI-CH 2022: Workshop on Advanced Visual Interfaces and Interactions in Cultural Heritage. , 2022, , . | | 1 |
| 138 | Improving Office Workersâ€™ Workspace Using a Self-adjusting Computer Screen. ACM Transactions on Interactive Intelligent Systems, 2022, 12, 1-32. | 3.7 | 1 |
| 139 | P2P case storage and retrieval with an unspecified ontology. Artificial Intelligence Review, 2007, 28, 227-255. | 15.7 | 0 |
| 140 | Personalized access to cultural heritage (PATCH 2011). , 2011, , . | | 0 |
| 141 | 8.1.1 The Factors that Lead to Unidentified Risks in Softwareâ€™intensive Projects. In cose International Symposium, 2012, 22, 1055-1068. | 0.6 | 0 |
| 142 | Visualizing sentiment. , 2014, , . | | 0 |
| 143 | Info-Bead group modeling in a mobile scenario. , 2016, , . | | 0 |
| 144 | Mobile access to cultural heritage. , 2016, , . | | 0 |

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|-----|---|-----|-----------|
| 145 | The 1st International Workshop on Temporal Reasoning in Recommender Systems. , 2017, , . | | 0 |
| 146 | Resolving sets and integer programs for recommender systems. Journal of Global Optimization, 2021, 81, 153-178. | 1.8 | 0 |
| 147 | Towards Personalized Social Recommendations for Cultural Heritage Activities. , 2021, , . | | 0 |
| 148 | Workshop on Recommenders in Tourism (RecTour). , 2021, , . | | 0 |
| 149 | Online Advertising Using Linguistic Knowledge. , 2011, , 143-150. | | 0 |
| 150 | Inform or Flood: Estimating When Retweets Duplicate. Lecture Notes in Computer Science, 2013, , 267-273. | 1.3 | 0 |
| 151 | Visualizing Personalized Multifaceted ad-hoc Social Network. , 2020, , . | | 0 |
| 152 | Adaptive Retrieval of Semi-structured Data. Lecture Notes in Computer Science, 2008, , 32-41. | 1.3 | 0 |
| 153 | Using Wearables Data for Differentiating Between Injured and Non-Injured Athletes. , 2022, , . | | 0 |
| 154 | Context Aware Communication Services in "Active Museums". , 2007, , . | | 0 |
| 155 | ARIDF: Automatic Representative Image Dataset Finder for Image Based Localization. , 2022, , . | | 0 |