

Josephina Antoniou

List of Publications by Year in descending order

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Version: 2024-02-01

26
papers

265
citations

1478280

6
h-index

1125617

13
g-index

32
all docs

32
docs citations

32
times ranked

209
citing authors

#	ARTICLE	IF	CITATIONS
1	Cooperative userâ€™ network interactions in next generation communication networks. Computer Networks, 2010, 54, 2239-2255.	3.2	66
2	4G Converged Environment: Modeling Network Selection as a Game. , 2007, , .		40
3	Organisational responses to the ethical issues of artificial intelligence. AI and Society, 2022, 37, 23-37.	3.1	39
4	Access network synthesis game in next generation networks. Computer Networks, 2009, 53, 2716-2726.	3.2	24
5	Research and Practice of AI Ethics: A Case Study Approach Juxtaposing Academic Discourse with Organisational Reality. Science and Engineering Ethics, 2021, 27, 16.	1.7	16
6	The Ethical Balance of Using Smart Information Systems for Promoting the United Nationsâ€™ Sustainable Development Goals. Sustainability, 2020, 12, 4826.	1.6	11
7	Quality of User Experience in 5G-VANET. , 2019, , .		9
8	Technofixing the Future: Ethical Side Effects of Using AI and Big Data to Meet the SDGs. , 2019, , .		9
9	Game Theory, the Internet of Things and 5G Networks. EAI/Springer Innovations in Communication and Computing, 2020, , .	0.9	8
10	Context-aware Control for Personalized Multiparty Sessions in Mobile Multihomed Systems. , 2009, , .		8
11	Session and Network Support for Autonomous Context-Aware Multiparty Communications in Heterogeneous Mobile Systems. International Journal of Handheld Computing Research, 2010, 1, 1-24.	0.4	5
12	An AI ethics â€™David and Goliathâ€™: value conflicts between large tech companies and their employees. AI and Society, 0, , 1.	3.1	5
13	A game theory-based approach to reducing interference in dense deployments of home wireless networks. , 2011, , .		4
14	Minimizing interference in unmanaged environments of densely deployed wireless access points using a graphical game model. , 2012, , .		2
15	Technical considerations towards mobile user QoE enhancement via Cloud interaction. , 2014, , .		2
16	Dealing with Emerging AI Technologies: Teaching and Learning Ethics for AI. EAI/Springer Innovations in Communication and Computing, 2021, , 79-93.	0.9	2
17	Quality of Experience and Emerging Technologies: Considering Features of 5G, IoT, Cloud and AI. EAI/Springer Innovations in Communication and Computing, 2021, , 1-8.	0.9	2
18	New Technological Learning Environments: Tensions Between Teaching and Learning in Groups and Consideration of Learning Styles to Improve Quality of Student Experience. EAI/Springer Innovations in Communication and Computing, 2021, , 19-36.	0.9	2

#	ARTICLE	IF	CITATIONS
19	Adaptive network-aided session support in context-aware converged mobile networks. International Journal of Autonomous and Adaptive Communications Systems, 2012, 5, 201.	0.2	1
20	Cooperation among access points for enhanced quality of service in dense wireless environments. , 2014, , .		1
21	An experience report on the effectiveness of five themed workshops at inspiring high school students to learn coding. , 2018, , .		1
22	Network Selection and Handoff in Wireless Networks. Wireless Networks and Mobile Communications, 2011, , 529-558.	1.0	1
23	Session and Network Support for Autonomous Context-Aware Multiparty Communications in Heterogeneous Mobile Systems. , 0, , 264-285.		1
24	Adopting New Educational Technologies and the Need for Digital Pedagogies. EAI/Springer Innovations in Communication and Computing, 2021, , 9-18.	0.9	1
25	MWQoE: A user-centered context-aware model for evaluating the Mobile Web Quality of Experience. , 2017, , .		0
26	Network-Aided Session Management for Adaptive Context-Aware Multiparty Communications. , 0, , 344-376.		0