

Josephina Antoniou

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7261645/publications.pdf>

Version: 2024-02-01

26
papers

265
citations

1477746

6
h-index

1125271

13
g-index

32
all docs

32
docs citations

32
times ranked

209
citing authors

#	ARTICLE	IF	CITATIONS
1	Organisational responses to the ethical issues of artificial intelligence. <i>AI and Society</i> , 2022, 37, 23-37.	3.1	39
2	Research and Practice of AI Ethics: A Case Study Approach Juxtaposing Academic Discourse with Organisational Reality. <i>Science and Engineering Ethics</i> , 2021, 27, 16.	1.7	16
3	Dealing with Emerging AI Technologies: Teaching and Learning Ethics for AI. <i>EAI/Springer Innovations in Communication and Computing</i> , 2021, , 79-93.	0.9	2
4	Quality of Experience and Emerging Technologies: Considering Features of 5G, IoT, Cloud and AI. <i>EAI/Springer Innovations in Communication and Computing</i> , 2021, , 1-8.	0.9	2
5	Adopting New Educational Technologies and the Need for Digital Pedagogies. <i>EAI/Springer Innovations in Communication and Computing</i> , 2021, , 9-18.	0.9	1
6	New Technological Learning Environments: Tensions Between Teaching and Learning in Groups and Consideration of Learning Styles to Improve Quality of Student Experience. <i>EAI/Springer Innovations in Communication and Computing</i> , 2021, , 19-36.	0.9	2
7	Game Theory, the Internet of Things and 5G Networks. <i>EAI/Springer Innovations in Communication and Computing</i> , 2020, , .	0.9	8
8	The Ethical Balance of Using Smart Information Systems for Promoting the United Nationsâ€™ Sustainable Development Goals. <i>Sustainability</i> , 2020, 12, 4826.	1.6	11
9	Quality of User Experience in 5G-VANET. , 2019, , .		9
10	Technofixing the Future: Ethical Side Effects of Using AI and Big Data to Meet the SDGs. , 2019, , .		9
11	An experience report on the effectiveness of five themed workshops at inspiring high school students to learn coding. , 2018, , .		1
12	MWQoE: A user-centered context-aware model for evaluating the Mobile Web Quality of Experience. , 2017, , .		0
13	Technical considerations towards mobile user QoE enhancement via Cloud interaction. , 2014, , .		2
14	Cooperation among access points for enhanced quality of service in dense wireless environments. , 2014, , .		1
15	Adaptive network-aided session support in context-aware converged mobile networks. <i>International Journal of Autonomous and Adaptive Communications Systems</i> , 2012, 5, 201.	0.2	1
16	Minimizing interference in unmanaged environments of densely deployed wireless access points using a graphical game model. , 2012, , .		2
17	A game theory-based approach to reducing interference in dense deployments of home wireless networks. , 2011, , .		4
18	Network Selection and Handoff in Wireless Networks. <i>Wireless Networks and Mobile Communications</i> , 2011, , 529-558.	1.0	1

#	ARTICLE	IF	CITATIONS
19	Cooperative userâ€™ network interactions in next generation communication networks. Computer Networks, 2010, 54, 2239-2255.	3.2	66
20	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
21	Access network synthesis game in next generation networks. Computer Networks, 2009, 53, 2716-2726.	3.2	24
22	Context-aware Control for Personalized Multiparty Sessions in Mobile Multihomed Systems. , 2009, , .		8
23	4G Converged Environment: Modeling Network Selection as a Game. , 2007, , .		40
24	Session and Network Support for Autonomous Context-Aware Multiparty Communications in Heterogeneous Mobile Systems. , 0, , 264-285.		1
25	Network-Aided Session Management for Adaptive Context-Aware Multiparty Communications. , 0, , 344-376.		0
26	An AI ethics â€™David and Goliathâ€™™: value conflicts between large tech companies and their employees. AI and Society, 0, , 1.	3.1	5