Mara Dionisio

List of Publications by Year
in descending order

21 papers	108 citations	1684188 5 h-index	1474206 9 g-index
22 all docs	22 docs citations	22 times ranked	64 citing authors

#	Article	IF	Citations
1	A Mixed Reality neighborhood tour: Understanding visitor experience and perceptions. Entertainment Computing, 2018, 27, 89-100.	2.9	21
2	Leveraging Transmedia storytelling to engage tourists in the understanding of the destination's local heritage. Multimedia Tools and Applications, 2021, 80, 34813-34841.	3.9	12
3	Transmedia Storytelling for Exposing Natural Capital and Promoting Ecotourism. Lecture Notes in Computer Science, 2016, , 351-362.	1.3	12
4	IVRUX: A Tool for Analyzing Immersive Narratives in Virtual Reality. Lecture Notes in Computer Science, 2016, , 3-11.	1.3	10
5	Placing Location-Based Narratives in Context Through a Narrator and Visual Markers. Interacting With Computers, 0, , .	1.5	8
6	The iLand of Madeira Location Aware Multimedia Stories. Lecture Notes in Computer Science, 2010, , 147-152.	1.3	8
7	Fragments of laura. , 2017, , .		7
8	Yasmine's Adventures: An Interactive Urban Experience Exploring the Sociocultural Potential of Digital Entertainment. Lecture Notes in Computer Science, 2015, , 343-356.	1.3	5
9	Evaluation of Yasmine's Adventures: Exploring the Socio-Cultural Potential of Location Aware Multimedia Stories. Lecture Notes in Computer Science, 2015, , 251-258.	1.3	4
10	DreamScope. , 2017, , .		3
11	"In search of light". , 2017, , .		3
12	HÃ¡-Vita: A transmedia platform about Madeira's nature and culture. , 2017, , .		3
13	Fostering Interaction Between Locals and Visitors by Designing a Community-Based Tourism Platform on a Touristic Island. Lecture Notes in Computer Science, 2019, , 768-787.	1.3	3
14	Tell a Tail: Leveraging XR for a Transmedia on Animal Welfare. Lecture Notes in Computer Science, 2020, , 223-239.	1.3	3
15	Fall of Humans. , 2015, , .		2
16	iLand. , 2010, , .		1
17	Eat&Travel: A New Immersive Dining Experience for Restaurants. Lecture Notes in Computer Science, 2013, , 532-535.	1.3	1
18	Leveraging on Transmedia Entertainment-Education to Offer Tourists a Meaningful Experience. Lecture Notes in Computer Science, 2017, , 359-362.	1.3	1

#	Article	IF	Citations
19	DreamScope Catcher. , 2015, , .		0
20	Step by Step: Evaluating Navigation Styles in Mixed Reality Entertainment Experience. Lecture Notes in Computer Science, 2018, , 32-45.	1.3	0
21	Amnesia in the Atlantic: An AI Driven Serious Game on Marine Biodiversity. Lecture Notes in Computer Science, 2021, , 427-432.	1.3	0