

# Nikolas Vidakis

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7528752/publications.pdf>

Version: 2024-02-01

33  
papers

310  
citations

1163117

8  
h-index

1058476

14  
g-index

35  
all docs

35  
docs citations

35  
times ranked

173  
citing authors

#	ARTICLE	IF	CITATIONS
1	Adaptive e-learning systems through learning styles: A review of the literature. <i>Advanced Journal of Nursing</i> , 2021, 1, 124-145.	2.4	54
2	Evaluating the Learning Process: The "ThimelEdu" Educational Game Case Study. , 2020, , .		32
3	Content manager for serious games: Theoretical framework and digital platform. <i>Advanced Journal of Nursing</i> , 2022, 2, 251-262.	2.4	27
4	in-Game Raw Data Collection and Visualization in the Context of the "ThimelEdu" Educational Game. <i>Communications in Computer and Information Science</i> , 2020, , 629-646.	0.5	21
5	A novel educational game for teaching emotion identification skills to preschoolers with autism diagnosis. <i>Computer Science and Information Systems</i> , 2014, 11, 723-743.	1.0	21
6	Access Moodle Using Smart Mobile Phones. A Case Study in a Greek University. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018, , 376-385.	0.3	20
7	Generating Education in-Game Data: The Case of an Ancient Theatre Serious Game. , 2019, , .		20
8	Ludic Educational Game Creation Tool: Teaching Schoolers Road Safety. <i>Lecture Notes in Computer Science</i> , 2015, , 565-576.	1.3	11
9	Facial expression recognition teaching to preschoolers with autism. , 2013, , .		10
10	Transformable boundary artifacts for knowledge-based work in cross-organization virtual communities spaces. <i>Intelligent Decision Technologies</i> , 2011, 5, 65-82.	0.9	9
11	Environmental monitoring through embedded system and sensors. , 2017, , .		8
12	Designing the Learning Process. , 2018, , .		8
13	Pollen Grain Classification Based on Ensemble Transfer Learning on the Cretan Pollen Dataset. <i>Plants</i> , 2022, 11, 919.	3.5	8
14	Detection and Classification of Multiple Objects using an RGB-D Sensor and Linear Spatial Pyramid Matching. <i>Electronic Letters on Computer Vision and Image Analysis</i> , 2013, 12, 78.	0.6	7
15	Multimodal natural user interaction for multiple applications: The gesture &#x2014; Voice example. , 2012, , .		4
16	Non-functional User Interface Requirements Notation (NfRn) for Modeling the Global Execution Context of Tasks. , 2006, , 259-274.		4
17	Segmenting 20 Types of Pollen Grains for the Cretan Pollen Dataset v1 (CPD-1). <i>Applied Sciences (Switzerland)</i> , 2021, 11, 6657.	2.5	3
18	Transforming Classic Learning Games with the Use of AR: The Case of the Word Hangman Game. <i>Lecture Notes in Computer Science</i> , 2021, , 47-64.	1.3	3

#	ARTICLE	IF	CITATIONS
19	Articulating a 3D metaphor for displaying and exploring vacation packages. 3D Research, 2012, 3, 1.	1.8	2
20	Multimodal desktop interaction: The face - object - gesture - voice example. , 2013, , .		2
21	Conceiving Human Interaction by Visualising Depth Data of Head Pose Changes and Emotion Recognition via Facial Expressions. Computers, 2017, 6, 25.	3.3	2
22	Pollen Grain Classification using Geometrical and Textural Features. , 2019, , .		2
23	Fast 3D Scene Object Detection and Real Size Estimation using Microsoft Kinect Sensor. , 2012, , .		2
24	A Multimodal Interaction Framework for Blended Learning. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 205-211.	0.3	2
25	Learning History Through Location-Based Games: The Fortification Gates of the Venetian Walls of the City of Heraklion. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 510-519.	0.3	2
26	Web-based visualisation of head pose and facial expressions changes: Monitoring human activity using depth data. , 2016, , .		1
27	Recodify. , 2018, , .		1
28	Training the Mind: The GARDINER Platform. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 347-356.	0.3	1
29	Gamification Techniques Capitalizing on State-of-the-Art Technologies. Advances in Human and Social Aspects of Technology Book Series, 2022, , 206-229.	0.3	1
30	Designing digital artifacts as transient assemblies with different digital materialities. , 2015, , .		0
31	Emotion Index of Cover Song Music Video Clips Based on Facial Expression Recognition. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 248-255.	0.3	0
32	Facilitating Learning in Isolated Places Through an Autonomous LMS. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 357-365.	0.3	0
33	Teaching Ancient Greek Theatre Through In-Game Exploration. Advances in Human and Social Aspects of Technology Book Series, 2022, , 186-205.	0.3	0