Nikolas Vidakis

List of Publications by Year
in descending order

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	Content manager for serious games: Theoretical framework and digital platform. Advanced Journal of Nursing, 2022, 2, 251-262.	2.4	27
2	Pollen Grain Classification Based on Ensemble Transfer Learning on the Cretan Pollen Dataset. Plants, 2022, 11, 919.	3.5	8
3	Teaching Ancient Greek Theatre Through In-Game Exploration. Advances in Human and Social Aspects of Technology Book Series, 2022, , 186-205.	0.3	0
4	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
5	Segmenting 20 Types of Pollen Grains for the Cretan Pollen Dataset v1 (CPD-1). Applied Sciences (Switzerland), 2021, 11, 6657.	2.5	3
6	Transforming Classic Learning Games with the Use of AR: The Case of the Word Hangman Game. Lecture Notes in Computer Science, 2021, , 47-64.	1.3	3
7	Adaptive e-learning systems through learning styles: A review of the literature. Advanced Journal of Nursing, 2021, 1, 124-145.	2.4	54
8	in-Game Raw Data Collection and Visualization in the Context of the â€œThimelEduâ€•Educational Game. Communications in Computer and Information Science, 2020, , 629-646.	0.5	21
9	Evaluating the Learning Process: The â€œThimelEduâ€•Educational Game Case Study. , 2020, , .		32
10	Pollen Grain Classification using Geometrical and Textural Features. , 2019, , .		2
11	Generating Education in-Game Data: The Case of an Ancient Theatre Serious Game. , 2019, , .		20
12	Access Moodle Using Smart Mobile Phones. A Case Study in a Greek University. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 376-385.	0.3	20
13	Designing the Learning Process. , 2018, , .		8
14	Recodify. , 2018, , .		1
15	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
16	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
17	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
18	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

#	Article	IF	Citations
19	Environmental monitoring through embedded system and sensors. , 2017, , .		8
20	Conceiving Human Interaction by Visualising Depth Data of Head Pose Changes and Emotion Recognition via Facial Expressions. Computers, 2017, 6, 25.	3.3	2
21	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
22	Web-based visualisation of head pose and facial expressions changes: Monitoring human activity using depth data. , 2016, , .		1
23	Designing digital artifacts as transient assemblies with different digital materialities. , 2015, , .		0
24	Ludic Educational Game Creation Tool: Teaching Schoolers Road Safety. Lecture Notes in Computer Science, 2015, , 565-576.	1.3	11
25	A novel educational game for teaching emotion identification skills to preschoolers with autism diagnosis. Computer Science and Information Systems, 2014, 11, 723-743.	1.0	21
26	Multimodal desktop interaction: The face - object - gesture - voice example. , 2013, , .		2
27	Facial expression recognition teaching to preschoolers with autism. , 2013, , .		10
28	Detection and Classification of Multiple Objects using an RGB-D Sensor and Linear Spatial Pyramid Matching. Electronic Letters on Computer Vision and Image Analysis, 2013, 12, 78.	0.6	7
29	Multimodal natural user interaction for multiple applications: The gesture — Voice example. , 2012, , .		4
30	Articulating a 3D metaphor for displaying and exploring vacation packages. 3D Research, 2012, 3, 1.	1.8	2
31	Fast 3D Scene Object Detection and Real Size Estimation using Microsoft Kinect Sensor. , 2012, , .		2
32	Transformable boundary artifacts for knowledge-based work in cross-organization virtual communities spaces. Intelligent Decision Technologies, 2011, 5, 65-82.	0.9	9
33	Non-functional User Interface Requirements Notation (NfRn) for Modeling the Global Execution Context of Tasks. , 2006, , 259-274.		4