

Daphne Economou

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7605103/publications.pdf>

Version: 2024-02-01

42
papers

711
citations

933447

10
h-index

1058476

14
g-index

42
all docs

42
docs citations

42
times ranked

554
citing authors

#	ARTICLE	IF	CITATIONS
1	An innovative mobile electronic tourist guide application. Personal and Ubiquitous Computing, 2009, 13, 103-118.	2.8	147
2	Electronic mobile guides: a survey. Personal and Ubiquitous Computing, 2011, 15, 97-111.	2.8	99
3	Development Platforms for Mobile Applications: Status and Trends. IEEE Software, 2011, 28, 77-86.	1.8	94
4	Design methodology for 360° immersive video applications: the case study of a cultural heritage virtual tour. Personal and Ubiquitous Computing, 2020, 24, 843-859.	2.8	66
5	The impact of multimodal collaborative virtual environments on learning: A gamified online debate. Computers and Education, 2019, 130, 121-138.	8.3	60
6	Mobile Augmented Reality for Cultural Heritage. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 15-22.	0.3	48
7	Engaging Immersive Video Consumers: Challenges Regarding 360-Degree Gamified Video Applications. , 2016, , .		25
8	Requirements elicitation for virtual actors in collaborative learning environments. Computers and Education, 2000, 34, 225-239.	8.3	22
9	Cultural applications for mobile devices: Issues and requirements for authoring tools and development platforms. Mobile Computing and Communications Review, 2008, 12, 18-33.	1.7	21
10	Mytilene E-guide: a multiplatform mobile application tourist guide exemplar. Multimedia Tools and Applications, 2011, 54, 241-262.	3.9	18
11	User experience evaluation of human representation in collaborative virtual environments. Personal and Ubiquitous Computing, 2017, 21, 989-1001.	2.8	15
12	Interdisciplinary and International Game Projects for Creative Learning. , 2016, , .		14
13	The technology landscape of wireless web. International Journal of Mobile Communications, 2007, 5, 508.	0.3	10
14	A dynamic role-playing platform for simulations in legal and political education. , 2014, , .		8
15	PhytoCloud: A Gamified Mobile Web Application to Modulate Diet and Physical Activity of Women with Breast Cancer. , 2017, , .		7
16	Using Personal Digital Assistants (PDAs) to Enhance the Museum Visit Experience. Lecture Notes in Computer Science, 2005, , 188-198.	1.3	7
17	User centred virtual actor technology. , 2001, , .		6
18	Treasure hunt pervasive games in cultural organisations. , 2015, , .		6

#	ARTICLE	IF	CITATIONS
19	Cognitive theory of multimedia learning and learning videos design. , 2011, , .		5
20	Small and flexible web based framework for teaching QR and AR mobile learning application development. , 2015, , .		5
21	Evaluation of Mobile Tourist Guides. Communications in Computer and Information Science, 2008, , 603-610.	0.5	5
22	3D environments with games characteristics for teaching history. , 2011, , .		4
23	“Gamification” and legal education: A game based application for teaching university law students. , 2014, , .		4
24	Explosive ordinance disposal. , 2011, , .		2
25	The REVERIE Human Representation Addresses Issues Related to Virtual Presence, Communication, and Interaction in Collaborative Virtual Environments. , 2015, , .		2
26	Using mobile learning games for delivery purposes in humanities. , 2015, , .		2
27	Edu-simulation: A serious games platform designed to engage and motivate students. , 2015, , .		2
28	Work-in-Progress-360-Degree Immersive Storytelling Video to Create Empathetic Response. , 2021, , .		2
29	Increasing interactivity in IPTV using MPEG-21 descriptors. , 2007, , 65-72.		2
30	Problem driven CVE technology development. Journal of Network and Computer Applications, 2002, 25, 243-262.	9.1	1
31	Toward a User-Centered Method for Studying CVEs for Learning. , 2005, , 269-301.		1
32	Evaluating the Impact of Multimodal Collaborative Virtual Environments on User’s Spatial Knowledge and Experience of Gamified Educational Tasks. , 2020, , .		1
33	Virtual Environments and Advanced Interfaces. Personal and Ubiquitous Computing, 2017, 21, 963-964.	2.8	0
34	Affective Communication between ECAs and Users in Collaborative Virtual Environments: The REVERIE European Parliament Use Case. Multimodal Technologies and Interaction, 2019, 3, 7.	2.5	0
35	Doctoral Colloquium “A Methodology to Evaluate the Use of Serious Games in Achieving Deep Learning: An Application for Andragogy in Human Resource Development. , 2020, , .		0
36	Measuring and Comparing QoE of Hybrid VR Applications under Increased Network Load. , 2021, , .		0

#	ARTICLE	IF	CITATIONS
37	Editorial: Immersive Media in Connected Health. <i>Frontiers in Digital Health</i> , 2021, 3, 697336.	2.8	0
38	WMIN-MOBILE: A Mobile Learning Platform for Information and Service Provision. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2012, , 23-33.	0.3	0
39	Mobile Tourist Applications. , 0, , 17-43.		0
40	Mobile Applications Programming Platforms and Development Tools. , 0, , 250-264.		0
41	Deploying Thick Mobile Clients Using Thin Client Architecture: A Case in Mobile Tourist Guides. <i>Communications in Computer and Information Science</i> , 2008, , 635-640.	0.5	0
42	REVERIE Virtual Hangout. <i>International Journal of Virtual and Augmented Reality</i> , 2021, 5, 18-39.	0.8	0