

# Stan Kurkovsky

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7706389/publications.pdf>

Version: 2024-02-01

56  
papers

576  
citations

1683934

5  
h-index

1372474

10  
g-index

57  
all docs

57  
docs citations

57  
times ranked

395  
citing authors

#	ARTICLE	IF	CITATIONS
1	Using ubiquitous computing in interactive mobile marketing. Personal and Ubiquitous Computing, 2006, 10, 227-240.	1.9	94
2	Engaging students through mobile game development. , 2009, , .		56
3	Mobile game development: improving student engagement and motivation in introductory computing courses. Computer Science Education, 2013, 23, 138-157.	2.7	33
4	Teaching Software Engineering with LEGO Serious Play. , 2015, , .		33
5	Current issues in handheld augmented reality. , 2012, , .		25
6	Raspberry Pi as a Platform for the Internet of Things Projects. , 2017, , .		25
7	Digital natives and mobile phones: A survey of practices and attitudes about privacy and security. , 2010, , .		24
8	Engaging students through mobile game development. SIGCSE Bulletin, 2009, 41, 44-48.	0.1	23
9	Educating for mobile computing. , 2012, , .		23
10	A collaborative problem-solving framework for mobile devices. , 2004, , .		19
11	Experiments with Simple Iris Recognition for Mobile Phones. , 2010, , .		17
12	Active Learning with LEGO for Software Requirements. , 2019, , .		16
13	Scrum and Agile Methods in Software Engineering Courses. , 2016, , .		14
14	Pervasive computing: Past, present and future. , 2007, , .		12
15	Continuous RFID-Enabled Authentication: Privacy Implications. IEEE Technology and Society Magazine, 2011, 30, 34-41.	0.6	12
16	Mobile computing and robotics in one course. , 2013, , .		12
17	RFID-Based Authentication Middleware for Mobile Devices. , 2010, , .		11
18	Cloud computing: developing contemporary computer science curriculum for a cloud-first future. , 2018, , .		10

#	ARTICLE	IF	CITATIONS
19	Using asynchronous discussions to enhance student participation in CS courses. SIGCSE Bulletin, 2005, 37, 111-115.	0.1	9
20	Integrating mobile culture into computing education. , 2012, , .		9
21	A LEGO-based Approach to Introducing Test-Driven Development. , 2016, , .		9
22	Mobile Voice Access in Social Networking Systems. , 2008, , .		7
23	Can mobile game development foster student interest in computer science?. , 2009, , .		7
24	Using Jini to enable pervasive computing environments. , 2005, , .		6
25	Interdisciplinary connections in a mobile computing and robotics course. , 2014, , .		6
26	Convergence of Web 2.0 and SOA: Taking Advantage of Web Services to Implement a Multimodal Social Networking System. , 2008, , .		5
27	Continuous RFID-enabled authentication and its privacy implications. , 2010, , .		5
28	Monitoring of Electronic Communications at Universities: Policies and Perceptions of Privacy. , 2011, , .		5
29	Making the case for mobile game development. , 2009, , .		4
30	Approaches and Issues in Location-Aware Continuous Authentication. , 2010, , .		4
31	Raspberry Pi creativity: A student-driven approach to teaching software design patterns. , 2017, , .		4
32	Using LEGO to teach software interfaces and integration. , 2018, , .		4
33	Cloud computing: developing contemporary computer science curriculum for a cloud-first future. , 2018, , .		4
34	A Simple Game to Introduce Scrum Concepts. , 2020, , .		4
35	Extension of Petri Nets for Representing and Reasoning with Tasks with Imprecise Durations. Applied Intelligence, 2005, 23, 97-108.	3.3	3
36	Experimenting with IDA* search algorithm in heterogeneous pervasive environments. Artificial Intelligence Review, 2008, 29, 277-286.	9.7	3

#	ARTICLE	IF	CITATIONS
37	Methodology for successful undergraduate recruiting in computer science at comprehensive public universities. , 2009, , .		3
38	Building and Evaluating a Mobile Application for an Academic Library. , 2012, , .		3
39	VOICE: A Framework for Speech-Based Mobile Systems. , 2007, , .		2
40	Making the case for mobile game development. SIGCSE Bulletin, 2009, 41, 401-401.	0.1	2
41	Academic-Industry Collaborations. , 2017, , .		2
42	Four roles of instructor in software engineering projects. SIGCSE Bulletin, 2008, 40, 354-354.	0.1	2
43	Four roles of instructor in software engineering projects. , 2008, , .		1
44	Methodology for successful undergraduate recruiting in computer science at comprehensive public universities. SIGCSE Bulletin, 2009, 41, 91-95.	0.1	1
45	Automatic Fall Detection Using Mobile Devices. , 2015, , .		1
46	SMMART, a Context-Aware Mobile Marketing Application: Experiences and Lessons. Lecture Notes in Computer Science, 2005, , 141-150.	1.0	1
47	First year experiences of NSF REU grant. , 2005, , .		0
48	VoiceXML-Enabled Intelligent Mobile Services. , 0, , 469-487.		0
49	Work in progress: Evaluating the use of mobile game development in introductory CS courses. , 2012, , .		0
50	Integration of mobile game development into introductory CS courses: Lessons learned. , 2012, , .		0
51	Student Projects with Real-time Sensor Data. , 2015, , .		0
52	Mobile authentication for software engineering: A case study of research and development student projects. , 2016, , .		0
53	Designing a prototype system for user behavior analysis in the internet of things environments. , 2017, , .		0
54	Can M-Commerce Benefit from Pervasive Computing?. Advances in E-Business Research Series, 2009, , 474-486.	0.2	0

#	ARTICLE	IF	CITATIONS
55	Peer-to-Peer Network Applications. , 0, , 152-167.		0
56	Location-dependent and Context-Aware Computing. , 0, , 156-164.		0