

# Doron Goldfarb

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7747458/publications.pdf>

Version: 2024-02-01

19  
papers

156  
citations

1937685

4  
h-index

1872680

6  
g-index

23  
all docs

23  
docs citations

23  
times ranked

163  
citing authors

#	ARTICLE	IF	CITATIONS
1	Integrating data and analysis technologies within leading environmental research infrastructures: Challenges and approaches. <i>Ecological Informatics</i> , 2021, 61, 101245.	5.2	16
2	Data Provenance. <i>Lecture Notes in Computer Science</i> , 2020, , 208-225.	1.3	8
3	Knowledge-as-a-Service: A Community Knowledge Base for Research Infrastructures in Environmental and Earth Sciences. , 2019, , .		9
4	Data-Driven Maps of Art History. <i>International Journal of Art Culture and Design Technologies</i> , 2019, 8, 1-15.	0.1	0
5	Visualizing Art Historical Developments Using the Getty ULAN, Wikipedia and Wikidata. , 2018, , .		2
6	DM2E: A Linked Data source of Digitised Manuscripts for the Digital Humanities. <i>Semantic Web</i> , 2017, 8, 733-745.	1.9	11
7	Collectivizing the Barr Model. <i>Leonardo</i> , 2014, 47, 270-270.	0.3	2
8	Art history concepts at play with THIATRO. <i>Journal on Computing and Cultural Heritage</i> , 2013, 6, 1-15.	2.1	31
9	Comparing Art Historical Networks. <i>Leonardo</i> , 2013, 46, 279-279.	0.3	2
10	Learning about Art History by Exploratory Search, Contextual View and Social Tags. , 2012, , .		11
11	Analysing user motivation in an art folksonomy. , 2012, , .		3
12	A serious heritage game for art history: Design and evaluation of THIATRO. , 2012, , .		22
13	ARTournament: A Mobile Casual Game to Explore Art History. , 2012, , .		8
14	Designing socio-cultural Learning Games: Challenges and lessons learned. , 2011, , .		1
15	Towards an Online Multiplayer Serious Game Providing a Joyful Experience in Learning Art History. , 2011, , .		23
16	Revisiting 3D information landscapes for the display of art historical web content. , 2011, , .		6
17	Knowledge sharing and discovery across heterogeneous research infrastructures. <i>Open Research Europe</i> , 0, 1, 68.	2.0	0
18	Combining Cultural Heritage Related Web Resources in 3D Information Landscapes. , 0, , .		0

#	ARTICLE	IF	CITATIONS
19	Knowledge sharing and discovery across heterogeneous research infrastructures. Open Research Europe, 0, 1, 68.	2.0	1