Emmanouil Tsekleves

List of Publications by Year
in descending order

40 papers	673 citations	687220 13 h-index	610775 24 g-index
40 all docs	40 docs citations	40 times ranked	707 citing authors

#	Article	IF	Citations
1	Benefits, barriers and guideline recommendations for the implementation of serious games in education for stakeholders and policymakers. British Journal of Educational Technology, 2016, 47, 164-183.	3.9	80
2	Making Interactive tv Easier to Use: Interface Design for a Second Screen Approach. Design Journal, 2007, 10, 41-53.	0.5	60
3	Immersive 3D Holoscopic Video System. IEEE MultiMedia, 2013, 20, 28-37.	1.5	60
4	Development and preliminary evaluation of a novel low cost VR-based upper limb stroke rehabilitation platform using Wii technology. Disability and Rehabilitation: Assistive Technology, 2016, 11, 413-422.	1.3	54
5	Investigating media use and the television user experience in the home. Entertainment Computing, 2011, 2, 151-161.	1.8	46
6	Design guidelines for developing customised serious games for Parkinson's Disease rehabilitation using bespoke game sensors. Entertainment Computing, 2014, 5, 413-424.	1.8	46
7	Emerging Trends and the Way Forward in Design in Healthcare: An Expert's Perspective. Design Journal, 2017, 20, S2258-S2272.	0.5	37
8	The feasibility, acceptability and preliminary efficacy of a low-cost, virtual-reality based, upper-limb stroke rehabilitation device: a mixed methods study. Disability and Rehabilitation, 2019, 41, 2119-2134.	0.9	37
9	Engaging people with dementia in designing playful and creative practices: Co-design or co-creation?. Dementia, 2020, 19, 915-931.	1.0	30
10	Bringing the television experience to other media in the home. , 2009, , .		25
11	Community engagement: The key to tackling Antimicrobial Resistance (AMR) across a One Health context?. Global Public Health, 2022, 17, 2647-2664.	1.0	24
12	Exposing WPA2 security protocol vulnerabilities. International Journal of Information and Computer Security, 2014, 6, 93.	0.2	23
13	Service Platform for Converged Interactive Broadband Broadcast and Cellular Wireless. IEEE Transactions on Broadcasting, 2007, 53, 200-211.	2.5	22
14	Converged Digital TV Services: The Role of Middleware and Future Directions of Interactive Television. International Journal of Digital Multimedia Broadcasting, 2009, 2009, 1-19.	0.4	16
15	Community engagement in water, sanitation and hygiene in sub-Saharan Africa: does it WASH?. Journal of Water Sanitation and Hygiene for Development, 2022, 12, 143-156.	0.7	13
16	The <i>values</i> and <i>principles</i> underpinning community engagement approaches to tackling antimicrobial resistance (AMR). Global Health Action, 2019, 12, 1837484.	0.7	12
17	Virtual Reality-Based Holistic Framework: A Tool for Participatory Development of Customised Playful Therapy Sessions for Motor Rehabilitation. , 2016, , .		11
18	The Use of the Nintendo Wii in Motor Rehabilitation for Virtual Reality Interventions: A Literature Review. Intelligent Systems Reference Library, 2014, , 321-344.	1.0	10

#	Article	IF	Citations
19	Use of gaming sensors and customised exergames for parkinson's disease rehabilitation: A proposed virtual reality framework. , 2013, , .		8
20	'Ageing Playfully': a story of forgetting and remembering. Design for Health, 2017, 1, 134-145.	0.4	7
21	Open-standards rich media mobile platform & rapid service creation tool. , 2009, , .		6
22	Matlab traffic and network flow model for planning impact of 3D applications on networks. , 2010, , .		6
23	Combining design research with microbiology to tackle drug-resistant infections in different home environments in Ghana: Challenging the boundaries of design thinking. Design Journal, 2019, 22, 347-358.	0.5	6
24	Wii Your Health: A Low-Cost Wireless System for Home Rehabilitation after Stroke using Wii Remotes with its Expansions and Blender. , 2011, , .		6
25	Exploring the use of speculative design as a participatory approach to more inclusive policy-identification and development in Malaysia. Design Studies, 2022, 81, 101118.	1.9	6
26	Rethinking how healthcare is conceptualised and delivered through speculative design in the UK and Malaysia: A Comparative study. Design Journal, 2019, 22, 429-444.	0.5	5
27	Investigating pay-as-you-go to address issues of trust, privacy and security around media use at home. Universal Access in the Information Society, 2013, 12, 217-231.	2.1	4
28	ImaginationLancaster: Open-Ended, Anti-Disciplinary, Diverse. She Ji, 2018, 4, 307-341.	0.6	3
29	Semi-automatic creation of graphically-rich mobile Television services and applications using an XHTML browser and J2ME. , 2010, , .		2
30	Investigating the use and effectiveness of diverse types of materials in the delivery and support of lab sessions for multimedia subjects and students. British Journal of Educational Technology, 2013, 44, 857-868.	3.9	2
31	Simulating the integration of photovoltaic technology on the modern infantry soldier using modelling and simulation: scenarios and guidelines. Journal of Defense Modeling and Simulation, 2014, 11, 155-173.	1.2	2
32	Active Parks: 'Phygital' urban games for sedentary and older people. , 2014, , 140-143.		2
33	Exercising playfully. , 2014, , .		1
34	Interacting with Digital Media at Home via a Second Screen. , 2007, , .		1
35	Semi-automated human body 3D animator. International Journal of Computer Applications in Technology, 2010, 38, 144.	0.3	0
36	Live immerse video-audio interactive multimedia. , 2010, , .		0

#	Article	IF	Citations
37	Semi-Automated Mobile TV Service Generation. IEEE Transactions on Broadcasting, 2013, 59, 317-327.	2.5	0
38	Creative tools for producing realistic 3D facial expressions and animation. Creative Computing, 2016, 1, 199.	0.4	0
39	â€œAll You Can Eatâ€? Prototyping Speculative Food Futures. Design Journal, 2019, 22, 2209-2213.	0.5	0
40	Solar Soldier: Virtual Reality Simulations and Guidelines for the Integration of Photovoltaic Technology on the Modern Infantry Soldier. Advances in Intelligent Systems and Computing, 2014, , 141-154.	0.5	0