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	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
2	Community engagement: The key to tackling Antimicrobial Resistance (AMR) across a One Health context?. Global Public Health, 2022, 17, 2647-2664.	1.0	24
3	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
4	Engaging people with dementia in designing playful and creative practices: Co-design or co-creation?. Dementia, 2020, 19, 915-931.	1.0	30
5	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
6	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
7	â€œAll You Can Eatâ€¹ Prototyping Speculative Food Futures. Design Journal, 2019, 22, 2209-2213.	0.5	0
8	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
9	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
10	ImaginationLancaster: Open-Ended, Anti-Disciplinary, Diverse. She Ji, 2018, 4, 307-341.	0.6	3
11	â€˜Ageing Playfullyâ€™: a story of forgetting and remembering. Design for Health, 2017, 1, 134-145.	0.4	7
12	Emerging Trends and the Way Forward in Design in Healthcare: An Expertâ€™s Perspective. Design Journal, 2017, 20, S2258-S2272.	0.5	37
13	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
14	Creative tools for producing realistic 3D facial expressions and animation. Creative Computing, 2016, 1, 199.	0.4	0
15	Virtual Reality-Based Holistic Framework: A Tool for Participatory Development of Customised Playful Therapy Sessions for Motor Rehabilitation. , 2016, , .		11
16	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
17	Exposing WPA2 security protocol vulnerabilities. International Journal of Information and Computer Security, 2014, 6, 93.	0.2	23
18	Exercising playfully. , 2014, , .		1

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19	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
20	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
21	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
22	Active Parks: 'Phygital' urban games for sedentary and older people. , 2014, , 140-143.		2
23	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
24	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
25	Semi-Automated Mobile TV Service Generation. IEEE Transactions on Broadcasting, 2013, 59, 317-327.	2.5	0
26	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
27	Immersive 3D Holoscopic Video System. IEEE MultiMedia, 2013, 20, 28-37.	1.5	60
28	Use of gaming sensors and customised exergames for parkinson's disease rehabilitation: A proposed virtual reality framework. , 2013, , .		8
29	Investigating media use and the television user experience in the home. Entertainment Computing, 2011, 2, 151-161.	1.8	46
30	Wii Your Health: A Low-Cost Wireless System for Home Rehabilitation after Stroke using Wii Remotes with its Expansions and Blender. , 2011, , .		6
31	Semi-automated human body 3D animator. International Journal of Computer Applications in Technology, 2010, 38, 144.	0.3	0
32	Semi-automatic creation of graphically-rich mobile Television services and applications using an XHTML browser and J2ME. , 2010, , .		2
33	Live immerse video-audio interactive multimedia. , 2010, , .		0
34	Matlab traffic and network flow model for planning impact of 3D applications on networks. , 2010, , .		6
35	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
36	Open-standards rich media mobile platform & rapid service creation tool. , 2009, , .		6

#	Article	IF	Citations
37	Bringing the television experience to other media in the home. , 2009, , .		25
38	Making Interactive tv Easier to Use: Interface Design for a Second Screen Approach. Design Journal, 2007, 10, 41-53.	0.5	60
39	Service Platform for Converged Interactive Broadband Broadcast and Cellular Wireless. IEEE Transactions on Broadcasting, 2007, 53, 200-211.	2.5	22
40	Interacting with Digital Media at Home via a Second Screen. , 2007, , .		1