Charalampos Patrikakis

List of Publications by Year
in descending order

113 papers	699 citations	840119 11 h-index	676716 22 g-index
119 all docs	119 docs citations	119 times ranked	774 citing authors

#	ARTICLE	IF	CITATIONS
1	Deep Learning Empowered Wearable-Based Behavior Recognition for Search and Rescue Dogs. Sensors, 2022, 22, 993.	2.1	16
2	Identity Management in Internet of Things with Blockchain. Lecture Notes on Data Engineering and Communications Technologies, 2022, , 209-236.	0.5	0
3	Introducing the Architecture of FASTER: A Digital Ecosystem for First Responder Teams. Information (Switzerland), 2022, 13, 115.	1.7	0
4	Automated Graffiti Detection: A Novel Approach to Maintaining Historical Architecture in Communities. Applied Sciences (Switzerland), 2022, 12, 2983.	1.3	2
5	Society 5.0: Human Centric, Decentralized, and Hyperautomated. IT Professional, 2022, 24, 16-17.	1.4	0
6	A method for measuring urban space density of people and deliver notification, with respect to privacy. , 2021, , .		1
7	Introduction to SI. IT Professional, 2021, 23, 10-11.	1.4	0
8	Modality-wise relational reasoning for one-shot sensor-based activity recognition. Pattern Recognition Letters, 2021, 146, 90-99.	2.6	8
9	Transformer-based identification of stochastic information cascades in social networks using text and image similarity. Applied Soft Computing Journal, 2021, 108, 107413.	4.1	6
10	Smart Interconnected Infrastructures for Security and Protection: The DESMOS Project. Computers, 2021, 10, 116.	2.1	1
11	ActiveCrowds: A Human-in-the-Loop Machine Learning Framework. Frontiers in Artificial Intelligence and Applications, 2021, , .	0.3	0
12	Localization module for missing child scenario in IoT safety domains. , 2021, , .		0
13	Combating Fake News with Transformers: A Comparative Analysis of Stance Detection and Subjectivity Analysis. Information (Switzerland), 2021, 12, 409.	1.7	7
14	Intelligent Performance Prediction: The Use Case of a Hadoop Cluster. Electronics (Switzerland), 2021, 10, 2690.	1.8	12
15	A Prototype Deep Learning Paraphrase Identification Service for Discovering Information Cascades in Social Networks. , 2020, , .		3
16	Increasing safety and security in public places using IoT devices. , 2020, , .		2
17	On the Benefits of Deep Convolutional Neural Networks on Animal Activity Recognition. , 2020, , .		8
18	Application of Blockchain Technology in Dynamic Resource Management of Next Generation Networks. Information (Switzerland), 2020, 11, 570.	1.7	16

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19	Envisioning Our Future Digital World. IT Professional, 2020, 22, 17-19.	1.4	0
20	The New Needs of Professions. IT Professional, 2020, 22, 43-46.	1.4	0
21	Digital Deception: Cyber Fraud and Online Misinformation. IT Professional, 2020, 22, 19-20.	1.4	5
22	A Prototype Framework for Assessing Information Provenance in Decentralised Social Media: The EUNOMIA Concept. Communications in Computer and Information Science, 2020, , 196-208.	0.4	5
23	Gesture-based incident reporting through smart watches. , 2019, , .		3
24	Privacy issues in post dissemination on Facebook. Turkish Journal of Electrical Engineering and Computer Sciences, 2019, 27, 3417-3432.	0.9	0
25	Living on the Edge. IT Professional, 2019, 21, 16-18.	1.4	2
26	Smart Interconnected Infrastructure for Security and Safety in Public Places. , 2019, , .		4
27	Toward a Blockchain-Enabled Crowdsourcing Platform. IT Professional, 2019, 21, 18-25.	1.4	12
28	Acoustic Sensor Data Flow for Cultural Heritage Monitoring and Safeguarding. Sensors, 2019, 19, 1629.	2.1	8
29	Internet of Things Infrastructure for Security and Safety in Public Places. Information (Switzerland), 2019, 10, 333.	1.7	7
30	PerceptionNet: A Deep Convolutional Neural Network for Late Sensor Fusion. Advances in Intelligent Systems and Computing, 2019, , 101-119.	0.5	10
31	An IoE Architecture for the Preservation of the Cultural Heritage. Advances in Computer and Electrical Engineering Book Series, 2019, , 193-214.	0.2	2
32	Building Pedagogical Conversational Agents, Affectively Correct. , 2019, , .		4
33	Supporting Cultural Heritage Preservation Through Game-Based Crowdsourcing. Springer Proceedings in Business and Economics, 2019, , 989-997.	0.3	3
34	On the successful deployment of community policing services the TRILLION project case. , 2018, , .		2
35	Serious Games: An Attractive Approach to Improve Awareness. SpringerBriefs in Criminology, 2018, , 1-9.	0.2	2
36	A Cooperative Fog Approach for Effective Workload Balancing. IEEE Cloud Computing, 2017, 4, 36-45.	5.3	65

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37	Changing the Game of Mobile Data Analysis with Deep Learning. IT Professional, 2017, , 1-1.	1.4	4
38	Changing Mobile Data Analysis through Deep Learning. IT Professional, 2017, 19, 17-23.	1.4	7
39	Teaching network security through a scavenger hunt game. , 2017, , .		4
40	A communication gateway architecture for ensuring privacy and confidentiality in incident reporting. , 2017, , .		4
41	Enhancing the student's logical thinking with Gherkin language. , 2017, , .		2
42	Cognitive friendship and goal management for the social IoT. Computers and Electrical Engineering, 2017, 58, 412-428.	3.0	18
43	TRILLION project approach on scenarios definition for citizen security services. International Journal of Electronic Governance, 2017, 9, 267.	0.1	3
44	Improving Quality of Life with the Internet of Everything. Internet of Things, 2017, , 377-408.	1.3	3
45	ASSIST: An agent-based SIoT simulator. , 2016, , .		12
46	The Virtual Lab (VLAB) Cloud Solution. , 2016, , .		3
47	Cloud Federation and the Evolution of Cloud Computing. Computer, 2016, 49, 96-99.	1.2	13
48	Ontology-based, multi-agent support of production management. AIP Conference Proceedings, 2016, , .	0.3	1
49	On the Use of a Secure and Privacy-Aware eGovernment Infrastructure: The SPAGOS Framework. Communications in Computer and Information Science, 2015, , 223-227.	0.4	0
50	The Health Avatar: Privacy-Aware Monitoring and Management. IT Professional, 2015, 17, 20-27.	1.4	7
51	Collective domotic intelligence through dynamic injection of semantic rules. , 2015, , .		9
52	An Ontology-Based Smart Production Management System. IT Professional, 2015, 17, 36-46.	1.4	10
53	An Event-driven Health Service Bus. , 2015, , .		3
54	TRILLION: Trusted, Citizen - LEA Collaboration Over Social Networks. Communications in Computer and Information Science, 2015, , 228-232.	0.4	1

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55	Informationâ€‐centric networking for multimedia, social and peerâ€‐toâ€‐peer communications. Transactions on Emerging Telecommunications Technologies, 2014, 25, 383-391.	2.6	6
56	The Content Level (CoMid). Signals and Communication Technology, 2014, , 73-102.	0.4	0
57	Supporting Lab Courses Using OpenStack. Communications in Computer and Information Science, 2014, , 93-102.	0.4	0
58	Quality aware, adaptive, 3D media distribution over P2P architectures. , 2013, , .		1
59	On the performance improvement of gossip protocols for content-based publish-subscribe through caching. Computer Networks, 2013, 57, 3759-3772.	3.2	2
60	Peer-to-Peer Video Streaming. , 2013, , 254-313.		1
61	Routing in Content-Centric Networks: From Names to Concepts. , 2012, , .		4
62	Online Collaboration. , 2012, , 403-411.		1
63	Handling multiple channel video data for personalized multimedia services: A case study on soccer games viewing. , 2011, , .		3
64	Personalized Coverage of Large Athletic Events. IEEE MultiMedia, 2011, 18, 18-29.	1.5	11
65	Employing clustering algorithms to create user groups for personalized context aware services provision. , 2011, , .		6
66	Editorial: Special Issue on â€œTrustworthy and Intelligent Services for Ubiquitous Computingâ€. Wireless Personal Communications, 2011, 56, 1-4.	1.8	0
67	ACM international workshop on social and behavioral networked media access (SBNMA'11). , 2011, , .		1
68	Load balancing through terminal based dynamic AP reselection for QoS in IEEE 802.11 networks. , 2011, , .		5
69	Emergency operations support through social networking and P2P multimedia services. , 2011, , .		2
70	Designing and Experimenting a Hybrid Social Network Made up of People, Agents and Sensors. , 2011, , .		1
71	Using media related user profiles to personalize multimedia access over social networks. , 2011, , .		0
72	Analysing multimedia content in social networking environments. , 2010, , .		4

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73	A complete farm management system based on animal identification using RFID technology. Computers and Electronics in Agriculture, 2010, 70, 380-388.	3.7	188
74	Mobile user profiles for Personal Networks: The MAGNET Beyond case. International Journal of Communication Systems, 2010, 23, 1289-1309.	1.6	3
75	SARACEN: A platform for adaptive, socially aware multimedia distribution over P2P networks. , 2010, , .		2
76	ACM international workshop on social, adaptive and personalized multimedia interaction and access (SAPMIA 2010). , 2010, , .		1
77	Streaming Content Wars: Download and Play Strikes Back. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2010, , 218-226.	0.2	4
78	Combining Immersive Virtual Worlds and Virtual Learning Environments into an Integrated System for Hosting and Supporting Virtual Conferences. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2010, , 397-407.	0.2	1
79	Privacy Implications and Protection in the New Ubiquitous Web Environment. , 2010, , 863-877.		0
80	Evaluating Behavioral Change in Multigroup Collaboration for Content Publishing Over the Web. Social Science Computer Review, 2009, 27, 59-75.	2.6	2
81	Personalized location based services with respect to privacy. , 2009, , .		3
82	Privacy and resource protection in personal network federations. , 2009, , .		1
83	Establishing Trust Through Anonymous and Private Information Exchange Over Personal Networks. Wireless Personal Communications, 2009, 51, 121-135.	1.8	5
84	Quantifying privacy in terms of entropy for context aware services. Identity in the Information Society, 2009, 2, 155-169.	0.8	8
85	An evaluation study of clustering algorithms in the scope of user communities assessment. Computers and Mathematics With Applications, 2009, 58, 1498-1519.	1.4	16
86	Personalised Live Sports Event Viewing on Mobile Devices. , 2009, , .		0
87	Directing your own live and interactive sports channel. , 2009, , .		5
88	Combining internet collected data to build personalised location based services. International Journal of Autonomous and Adaptive Communications Systems, 2009, 2, 164.	0.2	0
89	Trust and security in Personal Network environments. International Journal of Electronic Security and Digital Forensics, 2009, 2, 365.	0.1	1
90	Real-time context-aware and personalized media streaming environments for large scale broadcasting applications My-e-Director 2012. , 2008, , .		1

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91	Using Personalized Mashups for Mobile Location Based Services. , 2008, , .		10
92	A Network Oriented Perspective on the Personalization of Media Streaming. , 2008, , .		2
93	Real-time video analysis and personalized media streaming environments for large scale athletic events. , 2008, , .		6
94	PLASMA: personalized, location aware services over mobile architectures. , 2008, , .		1
95	A Proactive, Terminal Based Best Access Point Selection Mechanism for Wireless LANs. , 2008, , .		8
96	Autonomic Networking. , 2008, , 72-78.		0
97	Rate Adaptation Mechanisms for Multimedia Streaming. , 2008, , 456-462.		0
98	RFID Application in Animal Monitoring. , 2008, , 165-184.		3
99	Adaptive User Communities Assessment in Personal Networking Applications. , 2007, , .		1
100	User - Profile based Communities Assessment using Clustering Methods. , 2007, , .		6
101	Security and Privacy in Pervasive Computing. IEEE Pervasive Computing, 2007, 6, 73-75.	1.1	21
102	An MPEG-4 Compliant Interactive Multimedia Streaming Platform Using Overlay Networks. ETRI Journal, 2006, 28, 411-424.	1.2	3
103	ISMuS: interactive scalable multimedia streaming platform. , 2005, , .		1
104	Network support mechanisms for scalable media streaming. , 2005, 5909, 150.		0
105	Forecasting systems for e-government. Electronic Government, 2004, 1, 374.	0.1	9
106	Using overlay network architectures for scalable video distribution. , 2004, , .		1
107	Performing integrated system tests using malicious component insertion. Electronic Notes in Theoretical Computer Science, 2003, 82, 11-21.	0.9	3
108	An implementation of an overlay network architecture scheme for streaming media distribution. , 2003, , .		3

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109	HIDRA: HIstory Directed Routing Algorithm for IP Networks. Lecture Notes in Computer Science, 2003, , 333-342.	1.0	1
110	An E-tutoring Service Architecture Based on Overlay Networks. Lecture Notes in Computer Science, 2003, , 59-66.	1.0	0
111	Object-based Interactive Multimedia Streaming Platform Using Overlay Networks. , 0, , .		2
112	Peer-to-Peer Video Streaming. , 0, , 169-228.		0
113	Content Requirements Identification towards the Design of an Educational Portal. Communications in Computer and Information Science, 0, , 253-260.	0.4	2