

# Riccardo Berta

## List of Publications by Year in descending order

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Version: 2024-02-01

108  
papers

2,946  
citations

279487

23  
h-index

189595

50  
g-index

119  
all docs

119  
docs citations

119  
times ranked

2350  
citing authors

#	ARTICLE	IF	CITATIONS
1	Mapping learning and game mechanics for serious games analysis. British Journal of Educational Technology, 2015, 46, 391-411.	3.9	509
2	Assessment in and of Serious Games: An Overview. Advances in Human-Computer Interaction, 2013, 2013, 1-11.	1.8	311
3	An activity theory-based model for serious games analysis and conceptual design. Computers and Education, 2015, 87, 166-181.	5.1	221
4	Serious Games for education and training. International Journal of Serious Games, 2014, 1, .	0.8	147
5	Designing Effective Serious Games: Opportunities and Challenges for Research. International Journal of Emerging Technologies in Learning, 2010, 5, 22.	0.8	144
6	A serious game model for cultural heritage. Journal on Computing and Cultural Heritage, 2012, 5, 1-27.	1.2	97
7	Electroencephalogram and Physiological Signal Analysis for Assessing Flow in Games. IEEE Transactions on Games, 2013, 5, 164-175.	1.7	94
8	User testing a hypermedia tour guide. IEEE Pervasive Computing, 2002, 1, 33-41.	1.1	74
9	Adaptive Experience Engine for Serious Games. IEEE Transactions on Games, 2009, 1, 264-280.	1.7	74
10	Designing a Course for Stimulating Entrepreneurship in Higher Education through Serious Games. Procedia Computer Science, 2012, 15, 174-186.	1.2	70
11	Time-Aware Multivariate Nearest Neighbor Regression Methods for Traffic Flow Prediction. IEEE Transactions on Intelligent Transportation Systems, 2015, 16, 3393-3402.	4.7	68
12	Serious games and the development of an entrepreneurial mindset in higher education engineering students. Entertainment Computing, 2014, 5, 357-366.	1.8	65
13	Machine Learning on Mainstream Microcontrollers. Sensors, 2020, 20, 2638.	2.1	54
14	Enhancing the educational value of video games. Computers in Entertainment, 2009, 7, 1-18.	1.2	53
15	A Smart Sensing Architecture for Domestic Monitoring: Methodological Approach and Experimental Validation. Sensors, 2018, 18, 2310.	2.1	45
16	A gamified collaborative course in entrepreneurship: Focus on objectives and tools. Computers in Human Behavior, 2015, 51, 1276-1283.	5.1	42
17	Supporting authors in the development of task-based learning in serious virtual worlds. British Journal of Educational Technology, 2010, 41, 86-107.	3.9	39
18	A Gamified Short Course for Promoting Entrepreneurship among ICT Engineering Students. , 2013, , .		38

#	ARTICLE	IF	CITATIONS
19	Automatic and tunable algorithm for EEG artifact removal using wavelet decomposition with applications in predictive modeling during auditory tasks. <i>Biomedical Signal Processing and Control</i> , 2020, 55, 101624.	3.5	37
20	Exploring gaming mechanisms to enhance knowledge acquisition in virtual worlds. , 2008, , .		36
21	Neurophysiological methods for monitoring brain activity in serious games and virtual environments: a review. <i>International Journal of Technology Enhanced Learning</i> , 2014, 6, 78.	0.4	35
22	The Fabric ICT Platform for Managing Wireless Dynamic Charging Road Lanes. <i>IEEE Transactions on Vehicular Technology</i> , 2020, 69, 2501-2512.	3.9	35
23	Implications of Learning Analytics for Serious Game Design. , 2014, , .		32
24	Vegame: exploring art and history in venice. <i>Computer</i> , 2003, 36, 48-55.	1.2	29
25	An IoT-inspired cloud-based web service architecture for e-Health applications. , 2016, , .		29
26	A Gamified Flexible Transportation Service for On-Demand Public Transport. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2018, 19, 921-933.	4.7	26
27	Using 3D Sound to Improve the Effectiveness of the Advanced Driver Assistance Systems. <i>Personal and Ubiquitous Computing</i> , 2002, 6, 155-163.	1.9	24
28	A case study on Service-Oriented Architecture for Serious Games. <i>Entertainment Computing</i> , 2015, 6, 1-10.	1.8	24
29	An architectural approach to efficient 3D urban modeling. <i>Computers and Graphics</i> , 2011, 35, 1001-1012.	1.4	22
30	A Fuzzy Logic Module to Estimate a Driver's Fuel Consumption for Reality-Enhanced Serious Games. <i>International Journal of Serious Games</i> , 2018, 5, 45-62.	0.8	20
31	Investigating the added value of interactivity and serious gaming for educational TV. <i>Computers and Education</i> , 2011, 57, 1137-1148.	5.1	19
32	Player experience and technical performance prospects for distributed 3D gaming in private and public settings. <i>Computers in Entertainment</i> , 2011, 9, 1-19.	1.2	17
33	Exploiting Real-Time EEG Analysis for Assessing Flow in Games. , 2012, , .		17
34	Atmosphere, an Open Source Measurement-Oriented Data Framework for IoT. <i>IEEE Transactions on Industrial Informatics</i> , 2021, 17, 1927-1936.	7.2	16
35	Eco-driving Profiling and Behavioral Shifts Using IoT Vehicular Sensors Combined with Serious Games. , 2019, , .		15
36	Deploying Serious Games for Management in Higher Education: lessons learned and good practices. <i>EAI Endorsed Transactions on Serious Games</i> , 2014, 1, e4.	0.3	15

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37	MADE: developing edutainment applications on mobile computers. Computers and Graphics, 2003, 27, 617-634.	1.4	14
38	An easy to author dialogue management system for serious games. Journal on Computing and Cultural Heritage, 2013, 6, 1-15.	1.2	13
39	Information and Communication Technology Research Opportunities in Dynamic Charging for Electric Vehicle. , 2015, , .		12
40	Building a Comprehensive R&D Community on Serious Games. Procedia Computer Science, 2012, 15, 1-3.	1.2	11
41	Towards a Service-Oriented Architecture Framework for Educational Serious Games. , 2015, , .		11
42	Managing Big Data for Addressing Research Questions in a Collaborative Project on Automated Driving Impact Assessment. Sensors, 2020, 20, 6773.	2.1	11
43	A Format of Serious Games for Higher Technology Education Topics: A Case Study in a Digital Electronic System Course. , 2012, , .		10
44	TEAM Applications for Collaborative Road Mobility. IEEE Transactions on Industrial Informatics, 2019, 15, 1105-1119.	7.2	10
45	Maximizing Power Transfer for Dynamic Wireless Charging Electric Vehicles. Lecture Notes in Electrical Engineering, 2018, , 59-65.	0.3	10
46	IoT Grid Alignment Assistant System for Dynamic Wireless Charging of Electric Vehicles. , 2018, , .		9
47	Designing an IoT-focused, Multiplayer Serious Game for Industry 4.0 Innovation. , 2019, , .		9
48	IoT Sensing for Reality-Enhanced Serious Games, a Fuel-Efficient Drive Use Case. Sensors, 2021, 21, 3559.	2.1	9
49	Games and Learning Alliance (GaLA) Supporting Education and Training through Hi-Tech Gaming. , 2012, , .		8
50	REAL: Reality-Enhanced Applied Games. IEEE Transactions on Games, 2020, 12, 281-290.	1.2	8
51	The L3Pilot Data Management Toolchain for a Level 3 Vehicle Automation Pilot. Electronics (Switzerland), 2020, 9, 809.	1.8	8
52	A task annotation model for Sandbox Serious Games. , 2009, , .		7
53	A game engine plug-in for efficient development of investigation mechanics in serious games. Entertainment Computing, 2017, 19, 1-11.	1.8	7
54	Deployment of serious gaming approach for safe and sustainable mobility. , 2017, , .		7

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55	Player Experience Evaluation: An Approach Based on the Personal Construct Theory. Lecture Notes in Computer Science, 2009, , 120-131.	1.0	7
56	Assessing Versatility of a Generic End-to-End Platform for IoT Ecosystem Applications. Sensors, 2022, 22, 713.	2.1	7
57	Supporting Efficient Design of Mobile HCI. Lecture Notes in Computer Science, 2003, , 241-255.	1.0	6
58	Implementing tour guides for travelers. Human Factors and Ergonomics in Manufacturing, 2005, 15, 461-476.	1.4	6
59	Exploring Fuzzy Logic and Random Forest for Car Driversâ€™ Fuel Consumption Estimation in IoT-Enabled Serious Games. , 2019, , .		6
60	Employing an IoT Framework as a Generic Serious Games Analytics Engine. Lecture Notes in Computer Science, 2020, , 79-88.	1.0	6
61	Designing Cultural Heritage Contents for Serious Virtual Worlds. , 2009, , .		5
62	Designing an IoT Framework for Automated Driving Impact Analysis. , 2019, , .		5
63	Towards a conversational agent architecture to favor knowledge discovery in serious games. , 2011, , .		4
64	Building a Tangible Serious Game Framework for Elementary Spatial and Geometry Concepts. , 2017, , .		4
65	A Tangible Serious Game Approach to Science, Technology, Engineering, and Mathematics (STEM) Education. , 2017, , 571-592.		4
66	A Smart Mobility Serious Game Concept and Business Development Study. Lecture Notes in Computer Science, 2016, , 385-392.	1.0	4
67	Adapting Autonomous Agents for Automotive Driving Games. Lecture Notes in Computer Science, 2021, , 101-110.	1.0	4
68	Memory-Efficient CMSIS-NN with Replacement Strategy. , 2021, , .		4
69	JSBricks: a suite of microbenchmarks for the evaluation of Java as a scientific execution environment. Future Generation Computer Systems, 2001, 18, 293-306.	4.9	3
70	The Move Beyond Edutainment: Have We Learnt Our Lessons from Entertainment Games?. Lecture Notes in Computer Science, 2014, , 77-89.	1.0	3
71	Requirements on learning analytics for facilitated and non facilitated games. , 2014, , .		3
72	Teaching STEM through a Role-Playing Serious Game and Intelligent Pedagogical Agents. , 2016, , .		3

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73	Design and implementation of an IoT system for enhancing proprioception training. , 2017, , .		3
74	Raspberry Pi 3 Performance Characterization in an Artificial Vision Automotive Application. Lecture Notes in Electrical Engineering, 2019, , 1-8.	0.3	3
75	A Serious Game to Inform about HIV Prevention: HlnVaders, a Case Study. , 2013, , 3-13.		3
76	Development of a Hardware/Software System for Proprioception Exergaming. International Journal of Serious Games, 2018, 5, 87-100.	0.8	3
77	Developing a Synthetic Dataset for Driving Scenarios. Lecture Notes in Electrical Engineering, 2022, , 310-316.	0.3	3
78	DirectJ: Java APIs for optimized 2D graphics. Software - Practice and Experience, 2001, 31, 259-275.	2.5	2
79	Enabling dynamic generation of levels for RTS serious games. Entertainment Computing, 2011, 2, 123-131.	1.8	2
80	Safe Drive Map Concept for Road Curve Monitoring. , 2015, , .		2
81	Exploring Unsupervised Learning on STM32 F4 Microcontroller. Lecture Notes in Electrical Engineering, 2021, , 39-46.	0.3	2
82	Introduction: Intelligent Learning Assessment in Serious Games. International Journal of Serious Games, 2018, 5, .	0.8	2
83	Developing Web3D Tools for Promoting the European Heritage. , 2010, , 194-208.		2
84	Designing a Serious Game as a Diagnostic Tool. Lecture Notes in Computer Science, 2015, , 63-72.	1.0	2
85	Assessment of Driver Behavior Based on Machine Learning Approaches in a Social Gaming Scenario. Lecture Notes in Electrical Engineering, 2017, , 205-218.	0.3	2
86	oDect: an RFID-based object detection API to support applications development on mobile devices. Software - Practice and Experience, 2008, 38, 1241-1259.	2.5	1
87	Game Design and Development for Learning Physics Using the Flow Framework. Lecture Notes in Computer Science, 2015, , 142-151.	1.0	1
88	Towards an IoT-enabled Dynamic Wireless Charging Metering Service for Electrical Vehicles. , 2019, , .		1
89	User Preferences for a Serious Game to Improve Driving. Lecture Notes in Computer Science, 2019, , 440-444.	1.0	1
90	Edgine, A Runtime System for IoT Edge Applications. Lecture Notes in Electrical Engineering, 2021, , 261-266.	0.3	1

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91	Performance Comparison of Imputation Methods in Building Energy Data Sets. Lecture Notes in Electrical Engineering, 2021, , 144-151.	0.3	1
92	The Journey: A Service-Based Adaptive Serious Game on Probability. Lecture Notes in Computer Science, 2015, , 97-106.	1.0	1
93	Supporting Collaborative Serious Game Studies Online. Lecture Notes in Computer Science, 2016, , 228-237.	1.0	1
94	Self-Learning Pipeline for Low-Energy Resource-Constrained Devices. Energies, 2021, 14, 6636.	1.6	1
95	Designing Online Virtual Worlds for Cultural Heritage. , 2009, , 199-209.		1
96	Building Arduino-Based Tangible Serious Games for Elementary Mathematics and Physics. Lecture Notes in Computer Science, 2016, , 60-69.	1.0	1
97	The Absolute and Social Comparative Analysis of Driver Performance on a Simulated Road Network. Lecture Notes in Computer Science, 2016, , 375-384.	1.0	1
98	Classifying Simulated Driving Scenarios from Automated Cars. Lecture Notes in Electrical Engineering, 2022, , 229-235.	0.3	1
99	Invocation profile characterization of Java applications. , 0, , .		0
100	Evaluation and optimization of method calls in Java. Software - Practice and Experience, 2004, 34, 395-431.	2.5	0
101	Univercity: Towards a holistic approach to educational virtual city design. , 2010, , .		0
102	Embodied Conversational Human-Machine Interface with Wearable Body Sensors for Improving Geography Teaching. , 2012, , .		0
103	A Neuroscience Based Approach to Game Based Learning Design. Lecture Notes in Computer Science, 2016, , 444-454.	1.0	0
104	Auditory Attention, Implications for Serious Game Design. Lecture Notes in Computer Science, 2019, , 201-209.	1.0	0
105	Widely Usable User Interfaces on Mobile Devices with RFID. , 2008, , 657-672.		0
106	Widely Usable User Interfaces on Mobile Devices with RFID. , 2009, , 3387-3403.		0
107	Towards a Virtual Reality Interactive Application for Truck Traffic Access Management. Lecture Notes in Electrical Engineering, 2018, , 169-176.	0.3	0
108	Developing ICT Solutions for Dynamic Charging of Electric Vehicles. Lecture Notes in Electrical Engineering, 2018, , 51-58.	0.3	0