Riccardo Berta

List of Publications by Year
in descending order

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	Assessing Versatility of a Generic End-to-End Platform for IoT Ecosystem Applications. Sensors, 2022, 22, 713.	2.1	7
2	Developing a Synthetic Dataset for Driving Scenarios. Lecture Notes in Electrical Engineering, 2022, , 310-316.	0.3	3
3	Classifying Simulated Driving Scenarios from Automated Cars. Lecture Notes in Electrical Engineering, 2022, , 229-235.	0.3	1
4	Atmosphere, an Open Source Measurement-Oriented Data Framework for IoT. IEEE Transactions on Industrial Informatics, 2021, 17, 1927-1936.	7.2	16
5	Edgine, A Runtime System for IoT Edge Applications. Lecture Notes in Electrical Engineering, 2021, , 261-266.	0.3	1
6	Exploring Unsupervised Learning on STM32 F4 Microcontroller. Lecture Notes in Electrical Engineering, 2021, , 39-46.	0.3	2
7	IoT Sensing for Reality-Enhanced Serious Games, a Fuel-Efficient Drive Use Case. Sensors, 2021, 21, 3559.	2.1	9
8	Performance Comparison of Imputation Methods in Building Energy Data Sets. Lecture Notes in Electrical Engineering, 2021, , 144-151.	0.3	1
9	Self-Learning Pipeline for Low-Energy Resource-Constrained Devices. Energies, 2021, 14, 6636.	1.6	1
10	Adapting Autonomous Agents for Automotive Driving Games. Lecture Notes in Computer Science, 2021, , 101-110.	1.0	4
11	Memory-Efficient CMSIS-NN with Replacement Strategy. , 2021, , .		4
12	REAL: Reality-Enhanced Applied Games. IEEE Transactions on Games, 2020, 12, 281-290.	1.2	8
13	Automatic and tunable algorithm for EEG artifact removal using wavelet decomposition with applications in predictive modeling during auditory tasks. Biomedical Signal Processing and Control, 2020, 55, 101624.	3.5	37
14	The L3Pilot Data Management Toolchain for a Level 3 Vehicle Automation Pilot. Electronics (Switzerland), 2020, 9, 809.	1.8	8
15	Managing Big Data for Addressing Research Questions in a Collaborative Project on Automated Driving Impact Assessment. Sensors, 2020, 20, 6773.	2.1	11
16	Machine Learning on Mainstream Microcontrollers. Sensors, 2020, 20, 2638.	2.1	54
17	The Fabric ICT Platform for Managing Wireless Dynamic Charging Road Lanes. IEEE Transactions on Vehicular Technology, 2020, 69, 2501-2512.	3.9	35
18	Employing an IoT Framework as a Generic Serious Games Analytics Engine. Lecture Notes in Computer Science, 2020, , 79-88.	1.0	6

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19	TEAM Applications for Collaborative Road Mobility. IEEE Transactions on Industrial Informatics, 2019, 15, 1105-1119.	7.2	10
20	Designing an IoT-focused, Multiplayer Serious Game for Industry 4.0 Innovation. , 2019, , .		9
21	Eco-driving Profiling and Behavioral Shifts Using IoT Vehicular Sensors Combined with Serious Games. , 2019, , .		15
22	Designing an IoT Framework for Automated Driving Impact Analysis. , 2019, , .		5
23	Towards an IoT-enabled Dynamic Wireless Charging Metering Service for Electrical Vehicles. , 2019, , .		1
24	Auditory Attention, Implications for Serious Game Design. Lecture Notes in Computer Science, 2019, , 201-209.	1.0	0
25	Raspberry Pi 3 Performance Characterization in an Artificial Vision Automotive Application. Lecture Notes in Electrical Engineering, 2019, , 1-8.	0.3	3
26	User Preferences for a Serious Game to Improve Driving. Lecture Notes in Computer Science, 2019, , 440-444.	1.0	1
27	Exploring Fuzzy Logic and Random Forest for Car Drivers' Fuel Consumption Estimation in IoT-Enabled Serious Games. , 2019, , .		6
28	A Gamified Flexible Transportation Service for On-Demand Public Transport. IEEE Transactions on Intelligent Transportation Systems, 2018, 19, 921-933.	4.7	26
29	IoT Grid Alignment Assistant System for Dynamic Wireless Charging of Electric Vehicles. , 2018, , .		9
30	A Smart Sensing Architecture for Domestic Monitoring: Methodological Approach and Experimental Validation. Sensors, 2018, 18, 2310.	2.1	45
31	Maximizing Power Transfer for Dynamic Wireless Charging Electric Vehicles. Lecture Notes in Electrical Engineering, 2018, , 59-65.	0.3	10
32	Introduction: Intelligent Learning Assessment in Serious Games. International Journal of Serious Games, 2018, 5, .	0.8	2
33	A Fuzzy Logic Module to Estimate a Driver's Fuel Consumption for Reality-Enhanced Serious Games. International Journal of Serious Games, 2018, 5, 45-62.	0.8	20
34	Towards a Virtual Reality Interactive Application for Truck Traffic Access Management. Lecture Notes in Electrical Engineering, 2018, , 169-176.	0.3	0
35	Developing ICT Solutions for Dynamic Charging of Electric Vehicles. Lecture Notes in Electrical Engineering, 2018, , 51-58.	0.3	0
36	Development of a Hardware/Software System for Proprioception Exergaming. International Journal of Serious Games, 2018, 5, 87-100.	0.8	3

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37	A game engine plug-in for efficient development of investigation mechanics in serious games. Entertainment Computing, 2017, 19, 1-11.	1.8	7
38	Building a Tangible Serious Game Framework for Elementary Spatial and Geometry Concepts. , 2017, , .		4
39	A Tangible Serious Game Approach to Science, Technology, Engineering, and Mathematics (STEM) Education. , 2017, , 571-592.		4
40	Design and implementation of an IoT system for enhancing proprioception training. , 2017, , .		3
41	Deployment of serious gaming approach for safe and sustainable mobility. , 2017, , .		7
42	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
43	A Neuroscience Based Approach to Game Based Learning Design. Lecture Notes in Computer Science, 2016, , 444-454.	1.0	0
44	Teaching STEM through a Role-Playing Serious Game and Intelligent Pedagogical Agents. , 2016, , .		3
45	An IoT-inspired cloud-based web service architecture for e-Health applications. , 2016, , .		29
46	Supporting Collaborative Serious Game Studies Online. Lecture Notes in Computer Science, 2016, , 228-237.	1.0	1
47	A Smart Mobility Serious Game Concept and Business Development Study. Lecture Notes in Computer Science, 2016, , 385-392.	1.0	4
48	Building Arduino-Based Tangible Serious Games for Elementary Mathematics and Physics. Lecture Notes in Computer Science, 2016, , 60-69.	1.0	1
49	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
50	Time-Aware Multivariate Nearest Neighbor Regression Methods for Traffic Flow Prediction. IEEE Transactions on Intelligent Transportation Systems, 2015, 16, 3393-3402.	4.7	68
51	Safe Drive Map Concept for Road Curve Monitoring. , 2015, , .		2
52	A gamified collaborative course in entrepreneurship: Focus on objectives and tools. Computers in Human Behavior, 2015, 51, 1276-1283.	5.1	42
53	An activity theory-based model for serious games analysis andÂconceptual design. Computers and Education, 2015, 87, 166-181.	5.1	221
54	Towards a Service-Oriented Architecture Framework for Educational Serious Games. , 2015, , .		11

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55	Information and Communication Technology Research Opportunities in Dynamic Charging for Electric Vehicle. , 2015, , .		12
56	Game Design and Development for Learning Physics Using the Flow Framework. Lecture Notes in Computer Science, 2015, , 142-151.	1.0	1
57	A case study on Service-Oriented Architecture for Serious Games. Entertainment Computing, 2015, 6, 1-10.	1.8	24
58	Mapping learning and game mechanics for serious games analysis. British Journal of Educational Technology, 2015, 46, 391-411.	3.9	509
59	The Journey: A Service-Based Adaptive Serious Game on Probability. Lecture Notes in Computer Science, 2015, , 97-106.	1.0	1
60	Designing a Serious Game as a Diagnostic Tool. Lecture Notes in Computer Science, 2015, , 63-72.	1.0	2
61	The Move Beyond Edutainment: Have We Learnt Our Lessons from Entertainment Games?. Lecture Notes in Computer Science, 2014, , 77-89.	1.0	3
62	Neurophysiological methods for monitoring brain activity in serious games and virtual environments: a review. International Journal of Technology Enhanced Learning, 2014, 6, 78.	0.4	35
63	Requirements on learning analytics for facilitated and non facilitated games. , 2014, , .		3
64	Implications of Learning Analytics for Serious Game Design. , 2014, , .		32
65	Serious games and the development of an entrepreneurial mindset in higher education engineering students. Entertainment Computing, 2014, 5, 357-366.	1.8	65
66	Serious Games for education and training. International Journal of Serious Games, 2014, 1, .	0.8	147
67	Deploying Serious Games for Management in Higher Education: lessons learned and good practices. EAI Endorsed Transactions on Serious Games, 2014, 1, e4.	0.3	15
68	A Gamified Short Course for Promoting Entrepreneurship among ICT Engineering Students. , 2013, , .		38
69	Assessment in and of Serious Games: An Overview. Advances in Human-Computer Interaction, 2013, 2013, 1-11.	1.8	311
70	Electroencephalogram and Physiological Signal Analysis for Assessing Flow in Games. IEEE Transactions on Games, 2013, 5, 164-175.	1.7	94
71	An easy to author dialogue management system for serious games. Journal on Computing and Cultural Heritage, 2013, 6, 1-15.	1.2	13
72	A Serious Game to Inform about HIV Prevention: HInVaders, a Case Study. , 2013, , 3-13.		3

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73	A serious game model for cultural heritage. Journal on Computing and Cultural Heritage, 2012, 5, 1-27.	1.2	97
74	Embodied Conversational Human-Machine Interface with Wearable Body Sensors for Improving Geography Teaching. , 2012, , .		0
75	Exploiting Real-Time EEG Analysis for Assessing Flow in Games. , 2012, , .		17
76	Games and Learning Alliance (GaLA) Supporting Education and Training through Hi-Tech Gaming. , 2012, , .		8
77	Building a Comprehensive R&D Community on Serious Games. Procedia Computer Science, 2012, 15, 1-3.	1.2	11
78	Designing a Course for Stimulating Entrepreneurship in Higher Education through Serious Games. Procedia Computer Science, 2012, 15, 174-186.	1.2	70
79	A Format of Serious Games for Higher Technology Education Topics: A Case Study in a Digital Electronic System Course. , 2012, , .		10
80	Enabling dynamic generation of levels for RTS serious games. Entertainment Computing, 2011, 2, 123-131.	1.8	2
81	Investigating the added value of interactivity and serious gaming for educational TV. Computers and Education, 2011, 57, 1137-1148.	5.1	19
82	An architectural approach to efficient 3D urban modeling. Computers and Graphics, 2011, 35, 1001-1012.	1.4	22
83	Towards a conversational agent architecture to favor knowledge discovery in serious games. , 2011, , .		4
84	Player experience and technical performance prospects for distributed 3D gaming in private and public settings. Computers in Entertainment, 2011, 9, 1-19.	1.2	17
85	Supporting authors in the development of taskâ€based learning in serious virtual worlds. British Journal of Educational Technology, 2010, 41, 86-107.	3.9	39
86	Universcity: Towards a holistic approach to educational virtual city design. , 2010, , .		0
87	Designing Effective Serious Games: Opportunities and Challenges for Research. International Journal of Emerging Technologies in Learning, 2010, 5, 22.	0.8	144
88	Developing Web3D Tools for Promoting the European Heritage. , 2010, , 194-208.		2
89	A task annotation model for Sandbox Serious Games. , 2009, , .		7
90	Adaptive Experience Engine for Serious Games. IEEE Transactions on Games, 2009, 1, 264-280.	1.7	74

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91	Enhancing the educational value of video games. Computers in Entertainment, 2009, 7, 1-18.	1.2	53
92	Designing Cultural Heritage Contents for Serious Virtual Worlds. , 2009, , .		5
93	Player Experience Evaluation: An Approach Based on the Personal Construct Theory. Lecture Notes in Computer Science, 2009, , 120-131.	1.0	7
94	Widely Usable User Interfaces on Mobile Devices with RFID. , 2009, , 3387-3403.		0
95	Designing Online Virtual Worlds for Cultural Heritage. , 2009, , 199-209.		1
96	oDect: an RFIDâ€•based object detection API to support applications development on mobile devices. Software - Practice and Experience, 2008, 38, 1241-1259.	2.5	1
97	Exploring gaming mechanisms to enhance knowledge acquisition in virtual worlds. , 2008, , .		36
98	Widely Usable User Interfaces on Mobile Devices with RFID. , 2008, , 657-672.		0
99	Implementing tour guides for travelers. Human Factors and Ergonomics in Manufacturing, 2005, 15, 461-476.	1.4	6
100	Evaluation and optimization of method calls in Java. Software - Practice and Experience, 2004, 34, 395-431.	2.5	0
101	Vegame: exploring art and history in venice. Computer, 2003, 36, 48-55.	1.2	29
102	MADE: developing edutainment applications on mobile computers. Computers and Graphics, 2003, 27, 617-634.	1.4	14
103	Supporting Efficient Design of Mobile HCI. Lecture Notes in Computer Science, 2003, , 241-255.	1.0	6
104	User testing a hypermedia tour guide. IEEE Pervasive Computing, 2002, 1, 33-41.	1.1	74
105	Using 3D Sound to Improve the Effectiveness of the Advanced Driver Assistance Systems. Personal and Ubiquitous Computing, 2002, 6, 155-163.	1.9	24
106	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
107	DirectJ: Java APIs for optimized 2D graphics. Software - Practice and Experience, 2001, 31, 259-275.	2.5	2
108	Invocation profile characterization of Java applications. , 0, , .		0