

# Andrea Resmini

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8305775/publications.pdf>

Version: 2024-02-01

17  
papers

144  
citations

1684188

5  
h-index

1474206

9  
g-index

23  
all docs

23  
docs citations

23  
times ranked

35  
citing authors

#	ARTICLE	IF	CITATIONS
1	Pervasive Information Architecture: Designing Cross-Channel User Experiences Book Review. IEEE Transactions on Professional Communication, 2011, 54, 408-409.	0.8	26
2	Information architecture for ubiquitous ecologies. , 2009, , .		19
3	User Experience in Cross-channel Ecosystems. , 2017, , .		16
4	Cross-channel information architecture for a world exposition. International Journal of Information Management, 2017, 37, 547-552.	17.5	13
5	Research and practice in IA. Bulletin of the American Society for Information Science, 2010, 36, 19-24.	0.2	11
6	The architecture of cross-channel ecosystems. , 2016, , .		11
7	An Information Architecture Framework for the Internet of Things. Philosophy and Technology, 2019, 32, 727-744.	4.3	10
8	Mapping Experience Ecosystems as Emergent Actor-Created Spaces. Lecture Notes in Computer Science, 2021, , 1-28.	1.3	9
9	Mapping an Ambient Assisted Living Service as a Seamless Cross-Channel Ecosystem. , 2019, , 289-314.		5
10	Semantic Retail: Towards a Cross-Context Information Architecture. Knowledge Organization, 2008, 35, 5-15.	0.2	5
11	Information architecture in the age of complexity. Bulletin of the American Society for Information Science, 2012, 39, 9-13.	0.2	4
12	The Semantic Environment: Heuristics for a Cross-Context Human-Information Interaction Model. Human-computer Interaction Series, 2010, , 79-99.	0.6	3
13	Using PLR Syntax to Map Experience-Based Digital/Physical Ecosystems for Strategic Systemic Change. Communications in Computer and Information Science, 2021, , 513-520.	0.5	2
14	Classical to Contemporary: An M3-Based Model for Framing Change in Information Architecture. Human-computer Interaction Series, 2021, , 9-17.	0.6	1
15	The Organization and Exploration of Space as Narrative: Information Architecture in Video Games. Human-computer Interaction Series, 2021, , 195-210.	0.6	0
16	Workplace Innovation in Swedish Local Organizations - Technology Aspect. Lecture Notes in Business Information Processing, 2015, , 139-147.	1.0	0
17	Smaller is smarter: A case for small to medium-sized smart cities. , 2022, , 1-23.		0