Akrivi Katifori

List of Publications by Year
in descending order

27 papers	720 citations	933447 10 h-index	940533 16 g-index
28 all docs	28 docs citations	28 times ranked	548 citing authors

#	Article	IF	Citations
1	Ontology visualization methods—a survey. ACM Computing Surveys, 2007, 39, 10.	23.0	300
2	Dance Interactive Learning Systems. ACM Computing Surveys, 2020, 52, 1-37.	23.0	61
3	Flow, Staging, Wayfinding, Personalization: Evaluating User Experience with Mobile Museum Narratives. Multimodal Technologies and Interaction, 2018, 2, 32.	2.5	51
4	Ontologies and the brain: Using spreading activation through ontologies to support personal interaction. Cognitive Systems Research, 2010, 11, 25-41.	2.7	34
5	Narralive – Creating and experiencing mobile digital storytelling in cultural heritage. Digital Applications in Archaeology and Cultural Heritage, 2019, 15, e00114.	1.3	34
6	A life of their own. , 2013, , .		28
7	"Let Them Talk!" Journal on Computing and Cultural Heritage, 2020, 13, 1-30.	2.1	25
8	Authoring Personalized Interactive Museum Stories. Lecture Notes in Computer Science, 2014, , 37-48.	1.3	23
9	Transformation through Provocation?. , 2019, , .		22
10	Historical research in archives: user methodology and supporting tools. International Journal on Digital Libraries, 2010, 11, 25-36.	1.5	20
11	Effects of Virtual Hand Representation on Interaction and Embodiment in HMD-based Virtual Environments Using Controllers. , 2020, , .		19
12	Applying Interactive Storytelling in Cultural Heritage: Opportunities, Challenges and Lessons Learned. Lecture Notes in Computer Science, 2018, , 603-612.	1.3	16
13	From the web of data to a world of action. Web Semantics, 2010, 8, 394-408.	2.9	14
14	Big Five and Cultural Experiences. , 2019, , .		14
15	Intelligent context-sensitive interactions on desktop and the web. , 2006, , .		13
16	Exploring the Potential of Visually-Rich Animated Digital Storytelling for Cultural Heritage. Springer Series on Cultural Computing, 2020, , 325-345.	0.6	8
17	Shared digital experiences supporting collaborative meaning-making at heritage sites. , 2019, , 143-156.		6
18	Supporting Research in Historical Archives: Historical Information Visualization and Modeling Requirements. , 2008, , .		5

#	Article	IF	Citations
19	Selected results of a comparative study of four ontology visualization methods for information retrieval tasks. , 2008, , .		5
20	Visualization Method Effectiveness in Ontology-Based Information Retrieval Tasks Involving Entity Evolution. , 2014, , .		3
21	Social bots of conviction as dialogue facilitators for history education: Promoting historical empathy in teens through dialogue. , 2021, , .		3
22	Moving in the Cube. Journal on Computing and Cultural Heritage, 2021, 14, 1-26.	2.1	3
23	Place-Based Digital Storytelling. The Interplay Between Narrative Forms and the Cultural Heritage Space. Communications in Computer and Information Science, 2021, , 127-138.	0.5	3
24	Perspective Sharing in Culture Group Games. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-24.	3.3	3
25	Developing Digital Archaeology for Young People: A Model for Fostering Empathy and Dialogue in Formal and Informal Learning Environments. , 2020, , 179-195.		3
26	Exploring the Effect of Personality Traits in VR Interaction: The Emergent Role of Perspective-Taking in Task Performance. Frontiers in Virtual Reality, 2022, 3, .	3.7	3
27	Effectiveness of Visualization for Information Retrieval through Ontologies with Entity Evolution. , 2016, , 841-867.		0