

# Akrivi Katifori

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/839879/publications.pdf>

Version: 2024-02-01

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	Exploring the Effect of Personality Traits in VR Interaction: The Emergent Role of Perspective-Taking in Task Performance. <i>Frontiers in Virtual Reality</i> , 2022, 3, .	3.7	3
2	Social bots of conviction as dialogue facilitators for history education: Promoting historical empathy in teens through dialogue. , 2021, , .		3
3	Moving in the Cube. <i>Journal on Computing and Cultural Heritage</i> , 2021, 14, 1-26.	2.1	3
4	Place-Based Digital Storytelling. The Interplay Between Narrative Forms and the Cultural Heritage Space. <i>Communications in Computer and Information Science</i> , 2021, , 127-138.	0.5	3
5	Perspective Sharing in Culture Group Games. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021, 5, 1-24.	3.3	3
6	Dance Interactive Learning Systems. <i>ACM Computing Surveys</i> , 2020, 52, 1-37.	23.0	61
7	Effects of Virtual Hand Representation on Interaction and Embodiment in HMD-based Virtual Environments Using Controllers. , 2020, , .		19
8	Exploring the Potential of Visually-Rich Animated Digital Storytelling for Cultural Heritage. <i>Springer Series on Cultural Computing</i> , 2020, , 325-345.	0.6	8
9	“Let Them Talk!” <i>Journal on Computing and Cultural Heritage</i> , 2020, 13, 1-30.	2.1	25
10	Developing Digital Archaeology for Young People: A Model for Fostering Empathy and Dialogue in Formal and Informal Learning Environments. , 2020, , 179-195.		3
11	Narrative “ Creating and experiencing mobile digital storytelling in cultural heritage. <i>Digital Applications in Archaeology and Cultural Heritage</i> , 2019, 15, e00114.	1.3	34
12	Big Five and Cultural Experiences. , 2019, , .		14
13	Transformation through Provocation?. , 2019, , .		22
14	Shared digital experiences supporting collaborative meaning-making at heritage sites. , 2019, , 143-156.		6
15	Applying Interactive Storytelling in Cultural Heritage: Opportunities, Challenges and Lessons Learned. <i>Lecture Notes in Computer Science</i> , 2018, , 603-612.	1.3	16
16	Flow, Staging, Wayfinding, Personalization: Evaluating User Experience with Mobile Museum Narratives. <i>Multimodal Technologies and Interaction</i> , 2018, 2, 32.	2.5	51
17	Effectiveness of Visualization for Information Retrieval through Ontologies with Entity Evolution. , 2016, , 841-867.		0
18	Visualization Method Effectiveness in Ontology-Based Information Retrieval Tasks Involving Entity Evolution. , 2014, , .		3

#	ARTICLE	IF	CITATIONS
19	Authoring Personalized Interactive Museum Stories. Lecture Notes in Computer Science, 2014, , 37-48.	1.3	23
20	A life of their own. , 2013, , .		28
21	Ontologies and the brain: Using spreading activation through ontologies to support personal interaction. Cognitive Systems Research, 2010, 11, 25-41.	2.7	34
22	Historical research in archives: user methodology and supporting tools. International Journal on Digital Libraries, 2010, 11, 25-36.	1.5	20
23	From the web of data to a world of action. Web Semantics, 2010, 8, 394-408.	2.9	14
24	Supporting Research in Historical Archives: Historical Information Visualization and Modeling Requirements. , 2008, , .		5
25	Selected results of a comparative study of four ontology visualization methods for information retrieval tasks. , 2008, , .		5
26	Ontology visualization methodsâ€™a survey. ACM Computing Surveys, 2007, 39, 10.	23.0	300
27	Intelligent context-sensitive interactions on desktop and the web. , 2006, , .		13