Vassilis Kostakos

List of Publications by Year
in descending order

238 papers	5,774 citations

172457

29
h-index

155660

55
g-index

| 247 <br> all docs | 247 <br> docs citations | 247 <br> times ranked | 4289 <br> citing authors |

#	Article	IF	Citations
1	AWARE: Mobile Context Instrumentation Framework. Frontiers in ICT, 2015, 2, .	3.6	254
2	Temporal graphs. Physica A: Statistical Mechanics and Its Applications, 2009, 388, 1007-1023.	2.6	225
3	The Experience Sampling Method on Mobile Devices. ACM Computing Surveys, 2018, 50, 1-40.	23.0	206
4	Multipurpose Interactive Public Displays in the Wild: Three Years Later. Computer, 2012, 45, 42-49.	1.1	157
5	CrisisTracker: Crowdsourced social media curation for disaster awareness. IBM Journal of Research and Development, 2013, 57, 4:1-4:13.	3.1	145
6	An empirical investigation of mobile government adoption in rural China: A case study in Zhejiang province. Government Information Quarterly, 2014, 31, 432-442.	6.8	143
7	Understanding Human-Smartphone Concerns: A Study of Battery Life. Lecture Notes in Computer Science, 2011, , 19-33.	1.3	129
8	Applying configurational analysis to IS behavioural research: a methodological alternative for modelling combinatorial complexities. Information Systems Journal, 2017, 27, 59-89.	6.9	125
9	Multimodal data as a means to understand the learning experience. International Journal of Information Management, 2019, 48, 108-119.	17.5	116
10	Are Smartphones Ubiquitous?: An in-depth survey of smartphone adoption by seniors. IEEE Consumer Electronics Magazine, 2017, 6, 104-110.	2.3	114
11	Instrumenting the City: Developing Methods for Observing and Understanding the Digital Cityscape. Lecture Notes in Computer Science, 2006, , 315-332.	1.3	113
12	CHI 1994-2013. , 2014, , .		111
13	Contextual experience sampling of mobile application micro-usage. , 2014, , .		108
14	rfid in pervasive computing: State-of-the-art and outlook. Pervasive and Mobile Computing, 2009, 5, 110-131.	3.3	100
15	The phone lock. , 2010, , .		86
16	What makes you click. , 2013, , .		79
17	Crowdsourcing on the spot. , 2013, , .		70
18	Revisitation analysis of smartphone app use. , 2015, , .		68

#	Article	IF	Citations
19	Smartphone App Usage Prediction Using Points of Interest. , 2018, 1, 1-21.		67
20	Gamification of Mobile Experience Sampling Improves Data Quality and Quantity. , 2017, 1, 1-21.		62
21	From School Food to Skate Parks in a Few Clicks: Using Public Displays to Bootstrap Civic Engagement of the Young. Lecture Notes in Computer Science, 2012, , 425-442.	1.3	59
22	Testdroid. , 2012, , .		56
23	Microservices-based IoT Application Placement within Heterogeneous and Resource Constrained Fog Computing Environments. , 2019, , .		55
24	Game of words. , 2014, , .		54
25	Effect of experience sampling schedules on response rate and recall accuracy of objective self-reports. International Journal of Human Computer Studies, 2019, 125, 118-128.	5.6	52
26	Motivating participation and improving quality of contribution in ubiquitous crowdsourcing. Computer Networks, 2015, 90, 34-48.	5.1	51
27	A Systematic Assessment of Smartphone Usage Gaps. , 2016, , .		50
28	Traffic in the Smart City: Exploring City-Wide Sensing for Traffic Control Center Augmentation. IEEE Internet Computing, 2013, 17, 22-29.	3.3	49
29	Municipal WiFi and interactive displays: Appropriation of new technologies in public urban spaces. Technological Forecasting and Social Change, 2014, 89, 145-160.	11.6	49
30	Revisiting human-battery interaction with an interactive battery interface. , 2013, , .		48
31	Situated crowdsourcing using a market model. , 2014, , .		47
32	Public Displays Invade Urban Spaces. IEEE Pervasive Computing, 2013, 12, 8-13.	1.3	46
33	Crowdsourcing Public Opinion Using Urban Pervasive Technologies: Lessons From Real–Life Experiments in Oulu. Policy and Internet, 2015, 7, 203-222.	4.3	46
34	Brief encounters. ACM Transactions on Computer-Human Interaction, 2010, 17, 1-38.	5.7	43
35	The big hole in HCI research. Interactions, 2015, 22, 48-51.	1.0	40
36	Crowdsourcing Perceptions of Fair Predictors for Machine Learning. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-21.	3.3	40

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37	Social-aware hybrid mobile offloading. Pervasive and Mobile Computing, 2017, 36, 25-43.	3.3	39
38	Fitbit for learning: Towards capturing the learning experience using wearable sensing. International Journal of Human Computer Studies, 2020, 136, 102384.	5.6	38
39	Does Smartphone Use Drive our Emotions or vice versa? A Causal Analysis. , 2020, , .		38
40	Securacy. , 2015, , .		37
41	Quantifying Sources and Types of Smartwatch Usage Sessions. , 2017, , .		37
42	QoS-aware placement of microservices-based IoT applications in Fog computing environments. Future Generation Computer Systems, 2022, 131, 121-136.	7.5	37
43	Overcoming compliance bias in self-report studies: A cross-study analysis. International Journal of Human Computer Studies, 2020, 134, 1-12.	5.6	36
44	Sharing Ephemeral Information in Online Social Networks: Privacy Perceptions and Behaviours. Lecture Notes in Computer Science, 2011, , 204-215.	1.3	35
45	Is the Crowd's Wisdom Biased? A Quantitative Analysis of Three Online Communities. , 2009, , .		34
46	Modeling consumer switching behavior in social network games by exploring consumer cognitive dissonance and change experience. Industrial Management and Data Systems, 2016, 116, 801-820.	3.7	34
47	Challenges of situational impairments during interaction with mobile devices. , 2017, , .		33
48	Citizen Motivation on the Go: The Role of Psychological Empowerment. Interacting With Computers, 2014, 26, 196-207.	1.5	32
49	Understanding smartphone notifications' user interactions and content importance. International Journal of Human Computer Studies, 2019, 128, 72-85.	5.6	32
50	Design Tools for Pervasive Computing in Urban Environments. , 2006, , 467-486.		32
51	Designing Urban Pervasive Systems. Computer, 2006, 39, 52-59.	1.1	31
52	Projective testing of diurnal collective emotion. , 2014, , .		31
53	Monetary Assessment of Battery Life on Smartphones. , 2016, , .		31
54	This is not classified: everyday information seeking and encountering in smart urban spaces. Personal and Ubiquitous Computing, 2013, 17, 15-27.	2.8	30

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55	Large-scale offloading in the Internet of Things. , 2017, , .		30
56	Evidence-Aware Mobile Computational Offloading. IEEE Transactions on Mobile Computing, 2018, 17, 1834-1850.	5.8	30
57	Identity crisis of ubicomp?. , 2014, , .		27
58	Understanding and measuring the urban pervasive infrastructure. Personal and Ubiquitous Computing, 2009, 13, 355-364.	2.8	26
59	Towards proximity-based passenger sensing on public transport buses. Personal and Ubiquitous Computing, 2013, 17, 1807-1816.	2.8	26
60	FinDroidHR. , 2018, 2, 1-42.		26
61	Measuring the Effects of Stress on Mobile Interaction. , 2019, 3, 1-18.		26
62	Impact of contextual and personal determinants on online social conformity. Computers in Human Behavior, 2020, 108, 106302.	8.5	26
63	Assessing Cognitive Performance Using Physiological and Facial Features. , 2020, 4, 1-41.		26
64	From cyberpunk to calm urban computing: Exploring the role of technology in the future cityscape. Technological Forecasting and Social Change, 2014, 84, 29-42.	11.6	25
65	Situational impairments to mobile interaction in cold environments. , 2016, , .		25
66	Wireless detection of end-to-end passenger trips on public transport buses. , 2010, , .		24
67	Eliciting situated feedback: A comparison of paper, web forms and public displays. Displays, 2014, 35, 27-37.	3.7	24
68	Fragmentation or cohesion? Visualizing the process and consequences of information system diversity, 1993â€"2012. European Journal of Information Systems, 2016, 25, 509-533.	9.2	24
69	Lessons Learned from Large-Scale User Studies. International Journal of Mobile Human Computer Interaction, 2012, 4, 28-43.	0.4	24
70	CrowdCog. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-22.	3.3	24
71	IncluCity. , 2013, , .		23
72	Modelling smartphone usage. , 2016, , .		23

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73	Accurate Measurement of Handwash Quality Using Sensor Armbands: Instrument Validation Study. JMIR MHealth and UHealth, 2020, 8, e17001.	3.7	23
74	Modeling What Friendship Patterns on Facebook Reveal About Personality and Social Capital. ACM Transactions on Computer-Human Interaction, 2014, 21, 1-20.	5.7	22
75	The curse of quantified-self. , 2015, , .		22
76	Effect of Distinct Ambient Noise Types on Mobile Interaction. , 2018, 2, 1-23.		22
77	Electronic Monitoring Systems for Hand Hygiene: Systematic Review of Technology. Journal of Medical Internet Research, 2021, 23, e27880.	4.3	22
78	Measuring trust in wi-fi hotspots. , 2008, , .		21
79	Predicting interruptibility for manual data collection. , 2017, , .		21
80	Revisitation in Urban Space vs. Online. , 2018, 2, 1-24.		21
81	Building Common Ground for Face to Face Interactions by Sharing Mobile Device Context. Lecture Notes in Computer Science, 2006, , 222-238.	1.3	21
82	Architecting Analytics Across Multiple E-Learning Systems to Enhance Learning Design. IEEE Transactions on Learning Technologies, 2021, 14, 173-188.	3.2	20
83	A Survey of Context Simulation for Testing Mobile Context-Aware Applications. ACM Computing Surveys, 2021, 53, 1-39.	23.0	20
84	Leveraging Wisdom of the Crowd for Decision Support. , 2016, , .		20
85	The social implications of emerging technologies. Interacting With Computers, 2005, 17, 475-483.	1.5	19
86	Context-Informed Scheduling and Analysis. , 2019, , .		19
87	Urban traffic analysis through multi-modal sensing. Personal and Ubiquitous Computing, 2015, 19, 709-721.	2.8	18
88	Increasing the Reach of Government Social Media: A Case Study in Modeling Government-Citizen Interaction on Facebook. Policy and Internet, 2015, 7, 80-102.	4.3	18
89	Practical simulation of virtual crowds using points of interest. Computers, Environment and Urban Systems, 2016, 57, 118-129.	7.1	18
90	Kinship verification from facial images and videos: human versus machine. Machine Vision and Applications, 2018, 29, 873-890.	2.7	18

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91	Space Syntax and Pervasive Systems. Geospatial Technology and the Role of Location in Science, 2010, , 31-52.	0.5	18
92	Easing the wait in the emergency room. , 2004, , .		17
93	Hide and seek. , 2010, , .		17
94	Multipurpose Public Displays: How Shortcut Menus Affect Usage. IEEE Computer Graphics and Applications, 2013, 33, 56-63.	1.2	17
95	Application discoverability on multipurpose public displays. , 2013, , .		17
96	Assisted Medication Management in Elderly Care Using Miniaturised Near-Infrared Spectroscopy. , 2018, 2, 1-24.		17
97	Crowdsourcing Queue Estimations in Situ. , 2016, , .		17
98	Cityware. , 2009, , 196-205.		17
99	Can we do without GUIs? Gesture and speech interaction with a patient information system. Personal and Ubiquitous Computing, 2006, 10, 269-283.	2.8	16
100	UBI challenge. , 2011, , .		16
101	Who's your best friend?. , 2011, , .		16
102	Instrumenting smartphones with portable NIRS. , 2016, , .		16
103	Cyclist-aware traffic lights through distributed smartphone sensing. Pervasive and Mobile Computing, 2016, 31, 22-36.	3.3	16
104	Human Sensors on the Move. Understanding Complex Systems, 2017, , 9-19.	0.6	16
105	CrowdPickUp. , 2017, 1, 1-22.		16
106	Probing Sucrose Contents in Everyday Drinks Using Miniaturized Near-Infrared Spectroscopy Scanners. , 2019, 3, 1-25.		16
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109	Task Routing and Assignment in Crowdsourcing based on Cognitive Abilities. , 2017, , .		15
110	Uniqueness in the City. , 2018, 2, 1-20.		15
111	Exploring Digital Encounters in the Public Arena. Computer Supported Cooperative Work / Series Ed By: Dan Diaper and Colston Sanger, 2009, , 179-195.	1.1	15
112	Exploring Civic Engagement on Public Displays. Public Administration and Information Technology, 2014, , 91-111.	1.1	15
113	Making Friends in Life and Online: Equivalence, Micro-Correlation and Value in Spatial and Transpatial Social Networks. , 2010, , .		14
114	Network, personality and social capital. , 2012, , .		14
115	Social-aware device-to-device communication. , 2016, , .		14
116	Avoiding pitfalls when using machine learning in HCI studies. Interactions, 2017, 24, 34-37.	1.0	14
117	"Hi! I am the Crowd Tasker" Crowdsourcing through Digital Voice Assistants. , 2020, , .		14
118	NFC on Mobile Phones: Issues, Lessons and Future Research. , 2007, , .		13
119	Toward Meaningful Engagement with Pervasive Displays. IEEE Pervasive Computing, 2016, 15, 24-31.	1.3	13
120	Sensing Cold-Induced Situational Impairments in Mobile Interaction Using Battery Temperature. , 2017, 1, 1-9.		13
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123	Towards multi-application public interactive displays. , 2012, , .		12
124	Tandem Browsing Toolkit. , 2014, , .		12
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127	Semantics-Aware Hidden Markov Model for Human Mobility. IEEE Transactions on Knowledge and Data Engineering, 2019, , 1-1.	5.7	12
128	Personalized Pervasive Health. IEEE Pervasive Computing, 2020, 19, 11-13.	1.3	12
129	Haptics for tangible interaction. , 2010, , .		11
130	Multipurpose Public Displays: Can Automated Grouping of Applications and Services Enhance User Experience?. International Journal of Human-Computer Interaction, 2014, 30, 237-249.	4.8	11
131	Workshop on mobile and situated crowdsourcing. , 2015, , .		11
132	Improving wearable sensor data quality using context markers. , 2019, , .		11
133	Semantics-Aware Hidden Markov Model for Human Mobility. , 2019, , 774-782.		11
134	Social networking 2.0. , 2008, , .		10
135	Narrowcasting in social media. , 2013, , .		10
136	Life through the lens. , 2015, , .		10
137	A data hiding approach for sensitive smartphone data. , 2016, , .		10
138	Whereâ€™s everybody? Comparing the use of heatmaps to uncover citiesâ€™ tacit social context in smartphones and pervasive displays. Information Technology and Tourism, 2017, 17, 399-427.	5.8	10
139	Pervasive computing in emergency situations. , 2004, , .		9
140	Two field trials on the efficiency of unsolicited Bluetooth proximity marketing. , 2012, , .		9
141	Facilitating Collocated Crowdsourcing on Situated Displays. Human-Computer Interaction, 2018, 33, 335-371.	4.4	9
142	Crowdsourcing Treatments for Low Back Pain. , 2018, , .		9
143	Information flow and cognition affect each other: Evidence from digital learning. International Journal of Human Computer Studies, 2021, 146, 102549.	5.6	9
144	Effect of Cognitive Abilities on Crowdsourcing Task Performance. Lecture Notes in Computer Science, 2019, , 442-464.	1.3	9

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146	Impact of the global pandemic upon young people's use of technology for emotion regulation. Computers in Human Behavior Reports, 2022, 6, 100192.	4.0	9
147	Running gestures. , 2010, , .		8
148	Where Am I? Location Archetype Keyword Extraction from Urban Mobility Patterns. PLoS ONE, 2013, 8, e63980.	2.5	8
149	Online Disclosure of Personally Identifiable Information with Strangers: Effects of Public and Private Sharing. Interacting With Computers, 2014, 26, 614-626.	1.5	8
150	How to validate mobile crowdsourcing design? leveraging data integration in prototype testing. , 2016, , .		8
151	Quantifying the Effect of Social Presence on Online Social Conformity. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-22.	3.3	8
152	Using Video Games to Regulate Emotions. , 2020, , .		8
153	Digital Emotion Regulation in Everyday Life. , 2022, , .		8
154	Emotion trajectories in smartphone use: Towards recognizing emotion regulation in-the-wild. International Journal of Human Computer Studies, 2022, 166, 102872.	5.6	8
155	Web tool for traffic engineers. , 2012, , .		7
156	Spatio-temporal patterns link your digital identities. Computers, Environment and Urban Systems, 2014, 47, 58-67.	7.1	7
157	Towards Commoditised Near Infrared Spectroscopy. , 2017, , .		7
158	Rapid clock synchronisation for ubiquitous sensing services involving multiple smartphones. , 2017, , .		7
159	Recommendations for Conducting Longitudinal Experience Sampling Studies. Human-computer Interaction Series, 2021, , 59-78.	0.6	7
160	Passive Health Monitoring Using Large Scale Mobility Data. , 2021, 5, 1-23.		7
161	Information to Go: Exploring In-Situ Information Pick-Up â€œIn the Wildâ€. Lecture Notes in Computer Science, 2011, , 487-504.	1.3	7
162	Challenges of Quantified-Self: Encouraging Self-Reported Data Logging During Recurrent Smartphone Usage. , 2017, , .		7

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164	Eliciting Structured Knowledge from Situated Crowd Markets. ACM Transactions on Internet Technology, 2017, 17, 1-21.	4.4	6
165	Vision-based happiness inference. , 2017, , .		6
166	Understanding usage style transformation during long-term smartwatch use. Personal and Ubiquitous Computing, 2021, 25, 535-549.	2.8	6
167	Making Sense of Emotion-Sensing: Workshop on Quantifying Human Emotions. , 2021, , .		6
168	Will You Come Back / Check-in Again?. , 2020, 4, 1-27.		6
169	Human interfaces for civic and urban engagement. , 2013, , .		5
170	Tapping Task Performance on Smartphones in Cold Temperature. Interacting With Computers, 2016, , .	1.5	5
171	Human Sensors. Understanding Complex Systems, 2017, , 69-92.	0.6	5
172	Modeling Mobile Code Acceleration in the Cloud. , 2017, , .		5
173	Ubiquitous Mobile Sensing. , 2018, , .		5
174	A Retrospective and a Look Forward: Lessons Learned From Researching Emotions In-the-Wild. IEEE Pervasive Computing, 2022, 21, 28-36.	1.3	5
175	The Future of Emotion in Human-Computer Interaction. , 2022, , .		5
176	SOFTec 2013. , 2013, , .		4
177	The Rise of Ubiquitous Instrumentation. Frontiers in ICT, 2015, 2, .	3.6	4
178	Measuring group dynamics in an elementary school setting using mobile devices. , 2016, , .		4
179	Augmenting creative design thinking using networks of concepts. , 2017, , .		4
180	Biased Bots. , 2018, , .		4

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181	Improving Experience Sampling with Multi-view User-driven Annotation Prediction. , 2019, , .		4
182	Application of miniaturized near-infrared spectroscopy in pharmaceutical identification. Smart Health, 2020, 18, 100126.	3.2	4
183	User Trust in Assisted Decision-Making Using Miniaturized Near-Infrared Spectroscopy. , 2021, , .		4
184	Effect of Ambient Light on Mobile Interaction. Lecture Notes in Computer Science, 2019, , 465-475.	1.3	4
185	Method for Appropriating the Brief Implicit Association Test to Elicit Biases in Users. , 2022, , .		4
186	What Could Possibly Go Wrong When Interacting with Proactive Smart Speakers? A Case Study Using an ESM Application. , 2022, , .		4
187	A System for Computational Assessment of Hand Hygiene Techniques. Journal of Medical Systems, 2022, 46, 36.	3.6	4
188	Methodological Standards in Accessibility Research on Motor Impairments: A Survey. ACM Computing Surveys, 2023, 55, 1-35.	23.0	4
189	Human-in-the-loop. , 2008, , .		3
190	Workshop on Computer Mediated Social Offline Interactions (SOFTec 2012). , 2012, , .		3
191	ICTD Work, Plus mFeel. IEEE Pervasive Computing, 2012, 11, 43-45.	1.3	3
192	A network science approach to modelling and predicting empathy. , 2013, , .		3
193	Ubiquitous mobile instrumentation. , 2013, , .		3
194	Bazaar. , 2015, , .		3
195	Donating Context Data to Science: The Effects of Social Signals and Perceptions on Action-Taking. Interacting With Computers, 2016, , .	1.5	3
196	Smartphone detection of collapsed buildings during earthquakes. , 2017, , .		3
197	A Scalable Sensor Middleware for Social End-User Programming. , 2012, , 115-131.		3
198	Evidence-Aware Mobile Cloud Architectures. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 65-84.	0.7	3

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199	A wireless infrastructure for delivering contextual services and studying transport behavior. , 2010, , .		2
200	Kuukkeli-TV: Online content-based services and applications for broadcast TV with long-term user experiments. , 2013, , .		2
201	Introduction to the special issue on social networks and ubiquitous interactions. International Journal of Human Computer Studies, 2013, 71, 859-861.	5.6	2
202	Time shifting patterns in browsing and search behavior for catch-up TV on the web. , 2013, , .		2
203	Indoor light scavenging on smartphones. , 2016, , .		2
204	Worker Performance in a Situated Crowdsourcing Market. Interacting With Computers, 2016, 28, 612-624.	1.5	2
205	Sensorclone. , 2018, , .		2
206	Correlating Refugee Border Crossings with Internet Search Data. , 2018, , .		2
207	Energy-efficient prediction of smartphone unlocking. Personal and Ubiquitous Computing, 2019, 23, 159-177.	2.8	2
208	Developing the Proactive Speaker Prototype Based on Google Home. , 2021, , .		2
209	Team Dynamics in Hospital Workflows: An Exploratory Study of a Smartphone Task Manager. JMIR Medical Informatics, 2021, 9, e28245.	2.6	2
210	A Directional Stroke Recognition Technique for Mobile Interaction in a Pervasive Computing World. , 2004, , 197-206.		2
211	Intelligent Playgrounds: Measuring and Affecting Social Inclusion in Schools. Lecture Notes in Computer Science, 2011, , 560-563.	1.3	2
212	Climatic Effects on Planning Behavior. PLoS ONE, 2015, 10, e0126205.	2.5	2
213	Measuring Mobility and Room Occupancy in Clinical Settings: System Development and Implementation. JMIR MHealth and UHealth, 2020, 8, e19874.	3.7	2
214	Near-infrared Imaging for Information Embedding and Extraction with Layered Structures. ACM Transactions on Graphics, 2023, 42, 1-26.	7.2	2
215	UbiSoc 2005. , 2005, , .		1
216	Improving Emergency Response to Mass Casualty Incidents. , 2008, , .		1

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217	Inferring social networks from physical interactions: a feasibility study. International Journal of Pervasive Computing and Communications, 2010, 6, 423-431.	1.3	1
218	The challenges and opportunities of designing pervasive systems for deep-space colonies. Personal and Ubiquitous Computing, 2011, 15, 479-486.	2.8	1
219	Mobile Phone Usage Cycles. , 2016, , .		1
220	MHC '18. , 2018, , .		1
221	A Mobile Scanner for Probing Liquid Samples in Everyday Settings. , 2018, , .		1
222	CamTest: A laboratory testbed for camera-based mobile sensing applications. Pervasive and Mobile Computing, 2019, 56, 106-131.	3.3	1
223	A multi-agent system for distributed smartphone sensing cycling in smart cities. Journal of Systems and Information Technology, 2020, 22, 119-134.	1.7	1
224	UbiMI. , 2012, , .		1
225	Cityware. , 2010, , 911-919.		1
226	Towards context-free semantic localisation. , 2019, , .		1
227	Urban encounters. , 2008, , .		0
228	Training users vs. training soldiers. Communications of the ACM, 2012, 55, 33-35.	4.5	0
229	Keynote: From labs to cities: Mapping the social impact of ubiquitous technologies. , 2012, , .		0
230	An online system with end-user services. , 2013, , .		0
231	Observing Human Activity Through Sensing. Understanding Complex Systems, 2017, , 47-68.	0.6	0
232	UbiMI'17. , 2017, , .		0
233	PerCom Workshops 2018 Committees. , 2018, , .		0
234	Verifying nondeterministic processes driven by broadcasts on Android. , 2019, , .		0

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235	Growing Up With Pervasive Computing. IEEE Pervasive Computing, 2020, 19, 8-9.	1.3	0
236	Quantifying the Effects of Age-Related Stereotypes on Online Social Conformity. Lecture Notes in Computer Science, 2021, , 451-475.	1.3	0
237	Interacting with Mobile and Pervasive Computer Systems. , 2006, , 71-85.		0
238	Out-of-the-Lab Pervasive Computing. IEEE Pervasive Computing, 2022, 21, 7-8.	1.3	0