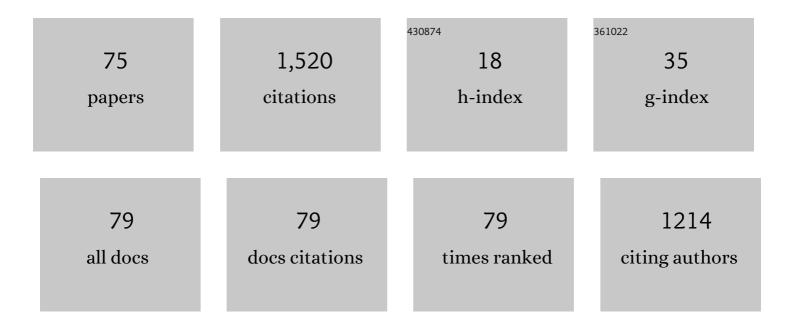
List of Publications by Year in descending order

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FLENLE MANCINA

#	Article	IF	CITATIONS
1	Data-driven predictive control for unlocking building energy flexibility: A review. Renewable and Sustainable Energy Reviews, 2021, 135, 110120.	16.4	147
2	UAV Bridge Inspection through Evaluated 3D Reconstructions. Journal of Bridge Engineering, 2019, 24,	2.9	109
3	Review of urban building energy modeling (UBEM) approaches, methods and tools using qualitative and quantitative analysis. Energy and Buildings, 2021, 246, 111073.	6.7	97
4	The changing role of information technology in food and beverage logistics management: beverage network optimisation using intelligent agent technology. Journal of Food Engineering, 2005, 70, 403-420.	5.2	81
5	Input variable selection for thermal load predictive models of commercial buildings. Energy and Buildings, 2017, 137, 13-26.	6.7	75
6	A data-driven approach for multi-scale GIS-based building energy modeling for analysis, planning and support decision making. Applied Energy, 2020, 279, 115834.	10.1	72
7	A data-driven approach to optimize urban scale energy retrofit decisions for residential buildings. Applied Energy, 2020, 267, 114861.	10.1	67
8	State of Technology Review of Civilian UAVs. Recent Patents on Engineering, 2016, 10, 160-174.	0.4	55
9	A fundamental unified framework to quantify and characterise energy flexibility of residential buildings with multiple electrical and thermal energy systems. Applied Energy, 2021, 282, 116096.	10.1	49
10	A data-driven approach for multi-scale building archetypes development. Energy and Buildings, 2019, 202, 109364.	6.7	45
11	Fully Automated Breast Density Segmentation and Classification Using Deep Learning. Diagnostics, 2020, 10, 988.	2.6	45
12	Learning Outcomes of Immersive Technologies in Health Care Student Education: Systematic Review of the Literature. Journal of Medical Internet Research, 2022, 24, e30082.	4.3	44
13	Forecast electricity demand in commercial building with machine learning models to enable demand response programs. Energy and Al, 2022, 7, 100121.	10.6	44
14	A multi agent system for monitoring industrial gas turbine start-up sequences. IEEE Transactions on Power Systems, 2001, 16, 396-401.	6.5	33
15	3D learning objects for augmented/virtual reality educational ecosystems. , 2017, , .		30
16	A framework for uncertainty quantification in building heat demand simulations using reduced-order grey-box energy models. Applied Energy, 2020, 275, 115141.	10.1	30
17	Evaluation of keyphrase extraction algorithm and tiling process for a document/resource recommender within e-learning environments. Computers and Education, 2008, 50, 807-820.	8.3	27

18 Future mixed reality educational spaces. , 2016, , .

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ELENI E MANGINA

#	Article	IF	CITATIONS
19	Exploring the effect of an augmented reality literacy programme for reading and spelling difficulties for children diagnosed with ADHD. Virtual Reality, 2021, 25, 879-894.	6.1	24
20	Phenotyping for waterlogging tolerance in crops: current trends and future prospects. Journal of Experimental Botany, 2022, 73, 5149-5169.	4.8	23
21	COMMAS (COndition Monitoring Multi-Agent System). Autonomous Agents and Multi-Agent Systems, 2001, 4, 279-282.	2.1	21
22	SimApi, a smartgrid co-simulation software platform for benchmarking building control algorithms. SoftwareX, 2019, 9, 271-281.	2.6	21
23	Accurate identification of influential building parameters through an integration of global sensitivity and feature selection techniques. Applied Energy, 2022, 315, 118956.	10.1	18
24	Capturing crop adaptation to abiotic stress using image-based technologies. Open Biology, 2022, 12, .	3.6	18
25	Computer science identity and sense of belonging. , 2018, , .		17
26	Data analytics for sustainable global supply chains. Journal of Cleaner Production, 2020, 255, 120300.	9.3	17
27	Enhancing energy management in grid-interactive buildings: A comparison among cooperative and coordinated architectures. Applied Energy, 2022, 310, 118497.	10.1	17
28	Identification of the Students Learning Process During Education Robotics Activities. Frontiers in Robotics and AI, 2020, 7, 21.	3.2	16
29	Feature assessment frameworks to evaluate reduced-order grey-box building energy models. Applied Energy, 2021, 298, 117174.	10.1	15
30	Scenic Spheres - An AR/VR Educational Game. , 2018, , .		13
31	Delaying When all Dogs to go to Heaven: Virtual Reality Canine Anatomy Education Pilot Study. , 2018, ,		12
32	An ensemble learning-based framework for assessing the energy flexibility of residential buildings with multicomponent energy systems. Applied Energy, 2022, 315, 118947.	10.1	12
33	Utilizing vector space models for user modeling within e-learning environments. Computers and Education, 2008, 51, 493-505.	8.3	10
34	Selection of Input Variables for a Thermal Load Prediction Model. Energy Procedia, 2015, 78, 3001-3006.	1.8	10
35	Augmented reality EVAR training in mixed reality educational space. , 2017, , .		10
36	Exploring the Real-Time Touchless Hand Interaction and Intelligent Agents in Augmented Reality Learning Applications. , 2021, , .		10

#	Article	IF	CITATIONS
37	A Centralised Soft Actor Critic Deep Reinforcement Learning Approach to District Demand Side Management through CityLearn. , 2020, , .		10
38	Dynamic Techniques for Genetic Algorithm–Based Music Systems. Computer Music Journal, 2009, 33, 45-60.	0.1	9
39	Words Worth Learning - Augmented Literacy Content for ADHD Students. , 2018, , .		9
40	AHA: ADHD Augmented (Learning Environment). , 2018, , .		9
41	Reasoning with modal logic for power plant condition monitoring. IEEE Power Engineering Review, 2001, 21, 58-59.	0.1	8
42	Towards an Info-Symbiotic Decision Support System for Disaster Risk Management. , 2015, , .		8
43	Exploring the Use of Augmented Reality in a Kinesthetic Learning Application Integrated with an Intelligent Virtual Embodied Agent. , 2019, , .		8
44	Work-in-Progress—Adapting a Virtual Reality Anatomy Teaching Tool for Mobility: Pilot Study. , 2020, ,		8
45	Jazz Sebastian Bach: A GA System for Music Style Modification. , 2006, , .		7
46	The Potential of AR Solutions for Behavioral Learning: A Scoping Review. Computers, 2022, 11, 87.	3.3	7
47	Drones for live streaming of visuals for people with limited mobility. , 2016, , .		6
48	Work-in-progress—ARETE - An Interactive Educational System using Augmented Reality. , 2020, , .		6
49	A Multi-Agent System to Stream Multimedia to Handheld Devices. , 0, , .		5
50	Evaluation Design Methodology for an AR App for English Literacy Skills. , 2021, , .		5
51	ABITS: learning more about students through intelligent educational software. Campus Wide Information Systems, 2005, 22, 131-139.	1.1	4
52	3D modeling for augmented reality systems in novel vascular models. , 2017, , .		4
53	Multi-agent System (MAS) Applications in Ambient Intelligence (AmI) Environments. Advances in Intelligent and Soft Computing, 2010, , 493-500.	0.2	4
54	Researching technological and mathematical knowledge (TCK) of undergraduate primary teachers. International Journal of Technology Enhanced Learning, 2010, 2, 372.	0.7	3

#	Article	IF	CITATIONS
55	Using Electricity Market Analytics to Reduce Cost and Environmental Impact. , 2013, , .		3
56	Virtual, Augmented and Mixed Reality Technology Based Simulations in Higher Education. , 2017, , .		3
57	The AHA Project: An Evidence-Based Augmented Reality Intervention for the Improvement of Reading and Spelling Skills in Children with ADHD. Lecture Notes in Computer Science, 2019, , 436-439.	1.3	3
58	Comparative analysis of prediction algorithms for building energy usage prediction at an urban scale. Journal of Physics: Conference Series, 2019, 1343, 012001.	0.4	3
59	Automated Keyphrase Extraction: Assisting Students in the Search for Online Materials. Lecture Notes in Computer Science, 2005, , 225-230.	1.3	3
60	Measuring Technological and Content Knowledge of Undergraduate Primary Teachers in Mathematics. Communications in Computer and Information Science, 2010, , 405-410.	0.5	3
61	Adoption of Responsible Research and Innovation in Citizen Observatories. Sustainability, 2022, 14, 7379.	3.2	3
62	Multiagent System for Condition-Monitoring Applications. Cybernetics and Systems, 2002, 33, 543-558.	2.5	2
63	Putting a CO <inf>2</inf> figure on a piece of computation. , 2011, , .		2
64	Oculus Rift Application for Training Drone Pilots. , 2017, , .		2
65	Drone-based Re-establishment of Communications for Humanitarian Rescue Organisations. , 2018, , .		2
66	Self-Learning Control Algorithms for Energy Systems Integration in the Residential Building Sector. , 2019, , .		2
67	REVIEW OF LEARNING ANALYTICS AND EDUCATIONAL DATA MINING APPLICATIONS. , 2021, , .		2
68	THE AFFORDANCES OF VIRTUAL COLLABORATIVE TOOLS AND AUGMENTED VIRTUAL REALITY GAMIFICATION TOOLS TO ENHANCE INTERCULTURAL EDUCATION LIVE & ONLINE. , 2016, , .		2
69	IUMELA: A Lightweight Multi-Agent Systems Based Mobile Learning Assistant Using the ABITS Messaging Service. Lecture Notes in Computer Science, 2007, , 1056-1065.	1.3	1
70	DRONES AS ENABLING DEVICES: MOBILE ROBOTICS FOR EXTREME USER ACCESS. , 2016, , .		1
71	3D Stereo-lithographic models placed in Virtual Reality to assist in pre-operative planning. , 2017, , .		0
72	Regulation Aware Dynamic Spectrum Access Recommendation System. , 2019, , .		0

#	Article	IF	CITATIONS
73	Object Oriented vs. Agent-Based Oriented Ubiquitous Intelligent Mobile Managed e-Learning Environment. Lecture Notes in Computer Science, 2006, , 1102-1113.	1.3	0
74	Intelligent Systems in Context-Based Distributed Information Fusion. International Journal of Distributed Sensor Networks, 2013, 9, 836463.	2.2	0
75	Optimising Supply Chain Logistics System Using Data Analytics Techniques. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 77-91.	0.3	0