

Fotis Liarokapis

List of Publications by Year in descending order

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Version: 2024-02-01

106
papers

2,375
citations

430843

18
h-index

289230

40
g-index

111
all docs

111
docs citations

111
times ranked

1893
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual museums, a survey and some issues for consideration. <i>Journal of Cultural Heritage</i> , 2009, 10, 520-528.	3.3	321
2	Learning as immersive experiences: Using the four-dimensional framework for designing and evaluating immersive learning experiences in a virtual world. <i>British Journal of Educational Technology</i> , 2010, 41, 69-85.	6.3	255
3	Developing serious games for cultural heritage: a state-of-the-art review. <i>Virtual Reality</i> , 2010, 14, 255-275.	6.1	240
4	EEG-based BCI and video games: a progress report. <i>Virtual Reality</i> , 2018, 22, 119-135.	6.1	126
5	Serious Games: A New Paradigm for Education?. , 2011, , 9-23.		111
6	Assessing NeuroSky™s Usability to Detect Attention Levels in an Assessment Exercise. <i>Lecture Notes in Computer Science</i> , 2009, , 149-158.	1.3	100
7	Virtual Reality with 360-Video Storytelling in Cultural Heritage: Study of Presence, Engagement, and Immersion. <i>Sensors</i> , 2020, 20, 5851.	3.8	57
8	Evaluation of commercial brain-computer interfaces in real and virtual world environment: A pilot study. <i>Computers and Electrical Engineering</i> , 2014, 40, 714-729.	4.8	56
9	Embodied VR environment facilitates motor imagery brain-computer interface training. <i>Computers and Graphics</i> , 2018, 75, 59-71.	2.5	55
10	Progressive Training for Motor Imagery Brain-Computer Interfaces Using Gamification and Virtual Reality Embodiment. <i>Frontiers in Human Neuroscience</i> , 2019, 13, 329.	2.0	54
11	ARCO - an architecture for digitization, management and presentation of virtual exhibitions. , 2004, , .		43
12	Multimodal Serious Games Technologies for Cultural Heritage. , 2017, , 371-392.		43
13	Developing an Evaluation Methodology for Immersive Learning Experiences in a Virtual World. , 2009, , .		39
14	An augmented reality interface for visualizing and interacting with virtual content. <i>Virtual Reality</i> , 2007, 11, 23-43.	6.1	38
15	3D MODELLING AND MAPPING FOR VIRTUAL EXPLORATION OF UNDERWATER ARCHAEOLOGY ASSETS. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives</i> , 0, XLII-2/W3, 425-431.	0.2	37
16	EEG correlates of video game experience and user profile in motor-imagery-based brain-computer interaction. <i>Visual Computer</i> , 2017, 33, 533-546.	3.5	35
17	Brain-Controlled NXT Robot: Tele-operating a Robot through Brain Electrical Activity. , 2011, , .		30
18	Underwater augmented reality for improving the diving experience in submerged archaeological sites. <i>Ocean Engineering</i> , 2019, 190, 106487.	4.3	29

#	ARTICLE	IF	CITATIONS
19	Comparing interaction techniques for serious games through brain-computer interfaces: A user perception evaluation study. Entertainment Computing, 2014, 5, 391-399.	2.9	28
20	Exploring the educational impact of diverse technologies in online virtual museums. International Journal of Arts and Technology, 2017, 10, 58.	0.1	27
21	Brain-controlled serious games for cultural heritage. , 2012, , .		26
22	Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2018, , 1-13.		26
23	Robot Navigation Using Brain-Computer Interfaces. , 2012, , .		25
24	Augmented Reality Environmental Monitoring Using Wireless Sensor Networks. , 2008, , .		24
25	A hybrid augmented reality guide for underwater cultural heritage sites. Personal and Ubiquitous Computing, 2020, 24, 815-828.	2.8	24
26	Examining the effect of body ownership in immersive virtual and augmented reality environments. Visual Computer, 2016, 32, 761-770.	3.5	23
27	Examining User Experiences in a Mobile Augmented Reality Tourist Guide. , 2016, , .		22
28	Detecting Square Markers in Underwater Environments. Remote Sensing, 2019, 11, 459.	4.0	22
29	Mobile Augmented Reality Techniques for GeoVisualisation. , 0, , .		21
30	Serious Games for Cultural Applications. Studies in Computational Intelligence, 2012, , 97-115.	0.9	19
31	Multimodal Mixed Reality Interfaces for Visualizing Digital Heritage. International Journal of Architectural Computing, 2007, 5, 321-337.	1.5	18
32	The Herbert Virtual Museum. Journal of Electrical and Computer Engineering, 2013, 2013, 1-8.	0.9	18
33	Digitization and Visualization of Folk Dances in Cultural Heritage: A Review. Inventions, 2018, 3, 72.	2.5	18
34	An exploration from virtual to augmented reality gaming. Simulation and Gaming, 2006, 37, 507-533.	1.9	17
35	A Pervasive Augmented Reality Serious Game. , 2009, , .		16
36	Development and integration of digital technologies addressed to raise awareness and access to European underwater cultural heritage. An overview of the H2020 i-MARECULTURE project. , 2017, , .		16

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37	Examining brain activity while playing computer games. Journal on Multimodal User Interfaces, 2016, 10, 13-29.	2.9	15
38	A Case Study of Augmented Reality Serious Games. , 0, , 178-191.		15
39	Brain-Computer Interfaces - A Survey on Interactive Virtual Environments. , 2016, , .		12
40	Examination of electrodermal and cardio-vascular reactivity in virtual reality through a combined stress induction protocol. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 6033-6042.	4.9	12
41	Multimodal augmented reality tangible gaming. Visual Computer, 2009, 25, 1109-1120.	3.5	11
42	A serious game for understanding ancient seafaring in the Mediterranean sea. , 2017, , .		11
43	Impact of Dehazing on Underwater Marker Detection for Augmented Reality. Frontiers in Robotics and AI, 2018, 5, 92.	3.2	11
44	Investigating the effect of user profile during training for BCI-based games. , 2017, , .		10
45	A Mobile Augmented Reality Interface for Teaching Folk Dances. , 2019, , .		10
46	A Virtual Interactive Teaching Environment Using XML and Augmented Reality. International Journal of Electrical Engineering and Education, 2001, 38, 316-329.	0.8	9
47	Perceived Realism of Crowd Behaviour with Social Forces. , 2015, , .		9
48	Investigating motion sickness techniques for immersive virtual environments. , 2019, , .		9
49	Design experiences of multimodal mixed reality interfaces. , 2007, , .		8
50	In at the Deep End: An Activityâ€Led Introduction to First Year Creative Computing. Computer Graphics Forum, 2012, 31, 1852-1866.	3.0	8
51	Examining and Enhancing the Illusory Touch Perception in Virtual Reality Using Non-Invasive Brain Stimulation. , 2019, , .		8
52	Evaluating the Potential of Augmented Reality Interfaces for Exploring Underwater Historical Sites. IEEE Access, 2021, 9, 45017-45031.	4.2	8
53	Mixed reality (MR) interfaces for mobile information systems. ASLIB Proceedings, 2007, 59, 422-436.	1.2	7
54	An Online Virtual Learning Environment for Higher Education. , 2011, , .		7

#	ARTICLE	IF	CITATIONS
55	Assessing Brain-Computer Interfaces for Controlling Serious Games. , 2013, , .		6
56	Examining User Experiences through a Multimodal BCI Puzzle Game. , 2015, , .		6
57	BrainChat - A Collaborative Augmented Reality Brain Interface for Message Communication. , 2017, , .		6
58	Simulation of Underwater Excavation Using Dredging Procedures. IEEE Computer Graphics and Applications, 2018, 38, 103-111.	1.2	6
59	Assessing the perceived realism of agent grouping dynamics for adaptation and simulation. Entertainment Computing, 2019, 32, 100323.	2.9	6
60	Comparison of Trajectories and Quaternions of Folk Dance Movements Using Dynamic Time Warping. , 2019, , .		6
61	An Interactive and Multimodal Virtual Mind Map for Future Workplace. Frontiers in ICT, 2019, 6, .	3.6	6
62	Investigating the Learning Process of Folk Dances Using Mobile Augmented Reality. Applied Sciences (Switzerland), 2020, 10, 599.	2.5	6
63	ARCOLITE - an XML based system for building and presenting virtual museum exhibitions using Web3D and augmented reality. , 0, , .		5
64	Interacting with virtual reality scenes on mobile devices. , 2005, , .		5
65	Creative thinking experimentations for entrepreneurship with a disruptive, personalised and mobile game-based learning ecosystem. , 2015, , .		5
66	Randomly Generated 3D Environments for Serious Games. , 2010, , .		4
67	Fostering Science Teachers' Design for Inquiry-Based Learning by Using a Serious Game. , 2014, , .		4
68	Fractal Nature - Generating Realistic Terrains for Games. , 2015, , .		4
69	Comparing Two Commercial Brain Computer Interfaces for Serious Games and Virtual Environments. A Practical Guide To Sentiment Analysis, 2016, , 103-117.	0.3	4
70	An immersive virtual environment for collaborative geovisualization. , 2017, , .		4
71	Social Environment Simulation in VR Elicits a Distinct Reaction in Subjects with Different Levels of Anxiety and Somatoform Dissociation. International Journal of Human-Computer Interaction, 2020, 36, 505-515.	4.8	4
72	Enhancing the learning process of folk dances using augmented reality and non-invasive brain stimulation. Entertainment Computing, 2022, 40, 100455.	2.9	4

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73	User interfaces for mobile navigation. Library Hi Tech, 2007, 25, 352-365.	5.1	3
74	The Effect of Prior Gaming Experience in Motor Imagery Training for Brain-Computer Interfaces: A Pilot Study. , 2015, , .		3
75	Experiencing Personalised Heritage Exhibitions Through Multimodal Mixed Reality Interfaces. , 2010, , .		3
76	Exploring the educational impact of diverse technologies in online virtual museums. International Journal of Arts and Technology, 2017, 10, 58.	0.1	3
77	Collaborating and Learning in Shared Virtual Environments. IEEE Computer Graphics and Applications, 2020, 40, 8-9.	1.2	3
78	An initial study to assess the perceived realism of agent crowd behaviour in a virtual city. , 2013, , .		2
79	Procedural Modeling in Archaeology: Approximating Ionic Style Columns for Games. , 2016, , .		2
80	Editorial for special issue on interactive virtual environments for serious games. Virtual Reality, 2018, 22, 89-90.	6.1	2
81	Investigating Body Transfer Illusion from Human to Monkey Body. , 2018, , .		2
82	Study of Full-body Virtual Embodiment Using noninvasive Brain Stimulation and Imaging. International Journal of Human-Computer Interaction, 2021, 37, 1116-1129.	4.8	2
83	Multimodal Mixed Reality Interfaces for Visualizing Digital Heritage. International Journal of Architectural Computing, 2007, 5, 322-337.	1.5	2
84	Prototyping Expressive 3D Social Worlds. The Open Virtual Reality Journal, 2011, 3, 1-15.	0.8	2
85	Underwater Search and Discovery: From Serious Games to Virtual Reality. Lecture Notes in Computer Science, 2020, , 178-197.	1.3	2
86	Visualization of Folk-Dances in Virtual Reality Environments. Springer Proceedings in Business and Economics, 2020, , 51-59.	0.3	2
87	Perceived Realism of Pedestrian Crowds Trajectories in VR. , 2021, , .		2
88	BCIManager: A library for development of brain-computer interfacing applications in Unity. , 2021, , .		2
89	Special issue on Serious Games and Virtual Worlds. Visual Computer, 2009, 25, 1053-1054.	3.5	1
90	A Framework for the Development of Online, Location-Specific, Expressive 3D Social Worlds. , 2009, , .		1

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91	Green@CU: An environmental game for residential accommodation. , 2015, , .		1
92	A Model for Eye and Head Motion for Virtual Agents. , 2018, , .		1
93	Color Harmonization, Deharmonization and Balancing in Augmented Reality. Applied Sciences (Switzerland), 2021, 11, 3915.	2.5	1
94	A perceptual study into the behaviour of autonomous agents within a virtual urban environment. , 2013, , .		0
95	Editorial for special issue on serious games and education. Journal of Computing in Higher Education, 2017, 29, 514-515.	6.1	0
96	Preface to the special issue on VS-Games 2015. Visual Computer, 2017, 33, 399-400.	3.5	0
97	Graphics and Virtual Environments for Serious Games. IEEE Computer Graphics and Applications, 2020, 40, 8-9.	1.2	0
98	Foresthlon: Investigating Gender Experience Through a Hybrid BCI Game. Lecture Notes in Computer Science, 2021, , 57-74.	1.3	0
99	MIXED REALITY FOR EXPLORING URBAN ENVIRONMENTS. , 2006, , .		0
100	Digital Heritage Systems. Advances in Human and Social Aspects of Technology Book Series, 2013, , 321-354.	0.3	0
101	Transactions on Edutainment IX. Lecture Notes in Computer Science, 2013, , .	1.3	0
102	Effects of Gender Mapping on the Perception of Emotion from Upper Body Movement in Virtual Characters. Lecture Notes in Computer Science, 2014, , 263-273.	1.3	0
103	Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2019, , 1-13.		0
104	Tackling Problems of Marker-Based Augmented Reality Under Water. Springer Series on Cultural Computing, 2020, , 205-224.	0.6	0
105	Digital Heritage Systems. , 0, , 503-527.		0
106	Do 3D Visual Illusions Work for Immersive Virtual Environments?. , 2021, , .		0