

Maria Rigou

List of Publications by Year in descending order

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34
papers

224
citations

1307594

7
h-index

1125743

13
g-index

35
all docs

35
docs citations

35
times ranked

143
citing authors

#	ARTICLE	IF	CITATIONS
1	Effect of OSLM features and gamification motivators on motivation in DGBL: pupils' viewpoint. Smart Learning Environments, 2022, 9, .	7.6	2
2	The Case of a Multiplication Skills Game: Teachersâ€™ Viewpoint on MGâ€™s Dashboard and OSLM Features. Computers, 2021, 10, 65.	3.3	2
3	Primary school teachersâ€™ attitudes towards digital educational games: Preliminary findings from the Multiplication Game evaluation. , 2021, , .		0
4	Effect of Personality Traits on Banner Advertisement Recognition. Information (Switzerland), 2021, 12, 464.	2.9	1
5	Measuring personal branding in social media: a tool for visualizing influence. , 2021, , .		0
6	Techniques to Motivate Learner Improvement in Game-Based Assessment. Information (Switzerland), 2020, 11, 176.	2.9	8
7	Evaluating a Mouse-Based and a Tangible Interface Used for Operator Intervention on Two Autonomous Robots. Lecture Notes in Computer Science, 2020, , 668-678.	1.3	3
8	Upskilling IT Professionals: A MOOC for the Data Science and IoT domains. , 2020, , .		1
9	Adding Social Comparison to Open Learner Modeling. , 2019, , .		2
10	A Smart Home Energy Management System Based on Internet-of-Things. , 2019, , .		3
11	Opening User Model Data for Motivation and Learning: The Case of an Adaptive Multiplication Game. , 2019, , .		7
12	A Comparative Study of Skeuomorphic and Flat Design from a UX Perspective. Multimodal Technologies and Interaction, 2018, 2, 31.	2.5	26
13	Measuring Personal Branding in Social Media: Towards an Influence Indication Score. Lecture Notes in Computer Science, 2018, , 252-261.	1.3	3
14	An adaptive mobile casual game for practicing multiplication. , 2016, , .		6
15	An eye-tracking study of web search interaction design patterns. , 2016, , .		1
16	Identifying Great Teachers Through Their Online Presence. Lecture Notes in Computer Science, 2016, , 71-79.	1.3	0
17	A usability study of iPhone built-in applications. Behaviour and Information Technology, 2015, 34, 799-808.	4.0	6
18	An e-Recruitment System Exploiting Candidatesâ€™ Social Presence. Lecture Notes in Computer Science, 2015, , 153-162.	1.3	9

#	ARTICLE	IF	CITATIONS
19	On-line consistent ranking on e-recruitment: seeking the truth behind a well-formed CV. Artificial Intelligence Review, 2014, 42, 515-528.	15.7	60
20	Population-ethnic group specific genome variation allele frequency data: A querying and visualization journey. Genomics, 2012, 100, 93-101.	2.9	12
21	Taxonomy Development and Its Impact on a Self-learning e-Recruitment System. International Federation for Information Processing, 2012, , 164-174.	0.4	3
22	Is there a Place for Casual Games in Teaching and Learning?. International Journal of Game-Based Learning, 2012, 2, 16-32.	1.4	2
23	A method for personalized clustering in data intensive web applications. , 2006, , .		5
24	The Role of Context in m-Commerce and the Personalization Dimension. , 2006, , .		11
25	Model Cloning: A Push to Reuse or a Disaster?. , 2006, , 37-55.		2
26	Shaping online learning communities and the way adaptiveness adds to the picture. International Journal of Knowledge and Learning, 2005, 1, 80.	0.2	7
27	An Online Consumer Purchase Decision Cycle. , 2005, , 287-299.		4
28	Integrating Personalization in E-Learning Communities. International Journal of Distance Education Technologies, 2004, 2, 47-58.	2.9	8
29	Designing for ease is designing for all. Information Technology and People, 2004, 17, 286-302.	3.2	7
30	MINING FOR GEMS OF INFORMATION. , 2003, , .		0
31	A Web adaptive educational system for people with hearing difficulties. Education and Information Technologies, 2000, 5, 189-200.	5.7	3
32	Context-Free Educational Games. Advances in Game-based Learning Book Series, 0, , 1064-1085.	0.2	2
33	Tools and Methods for Supportiing Online Learning Communities and Their Evaluation. , 0, , 215-237.		4
34	Mining for Web Personalization. , 0, , 77-97.		14