# Maria Bielikova

## List of Publications by Year
in descending order

| | | | |
|---|---|---|---|
| **213** papers | **1,587** citations | 623188 **14** h-index | 525886 **27** g-index |
| **231** all docs | **231** docs citations | **231** times ranked | **1099** citing authors |

| # | ARTICLE | IF | CITATIONS |
|---|---------|-----|-----------|
| 1 | A Comprehensive Survey and Classification of Approaches for Community Question Answering. ACM Transactions on the Web, 2016, 10, 1-63. | 2.0 | 108 |
| 2 | Personalized hybrid recommendation for group of users: Top-N multimedia recommender. Information Processing and Management, 2016, 52, 459-477. | 5.4 | 93 |
| 3 | Content-Based News Recommendation. Lecture Notes in Business Information Processing, 2010, , 61-72. | 0.8 | 63 |
| 4 | On the impact of adaptive test question selection for learning efficiency. Computers and Education, 2010, 55, 846-857. | 5.1 | 62 |
| 5 | Dynamic Group Formation as an Approach to Collaborative Learning Support. IEEE Transactions on Learning Technologies, 2015, 8, 173-186. | 2.2 | 54 |
| 6 | Why is Stack Overflow Failing? Preserving Sustainability in Community Question Answering. IEEE Software, 2016, 33, 80-89. | 2.1 | 49 |
| 7 | ALEF: A Framework for Adaptive Web-Based Learning 2.0. International Federation for Information Processing, 2010, , 367-378. | 0.4 | 43 |
| 8 | Move2Play. , 2012, , . | | 40 |
| 9 | QoS Aware Semantic Web Service Composition Approach Considering Pre/Postconditions. , 2010, , . | | 38 |
| 10 | Exercises recommending for limited time learning. Procedia Computer Science, 2010, 1, 2821-2828. | 1.2 | 31 |
| 11 | Emotions detection using facial expressions recognition and EEG. , 2016, , . | | 30 |
| 12 | Personalized Text Summarization Based on Important Terms Identification. , 2012, , . | | 21 |
| 13 | Semantic Web Service Composition Framework Based on Parallel Processing. , 2009, , . | | 20 |
| 14 | Student behavior in a web-based educational system: Exit intent prediction. Engineering Applications of Artificial Intelligence, 2016, 51, 136-149. | 4.3 | 20 |
| 15 | On Deriving Tagsonomies: Keyword Relations Coming from Crowd. Lecture Notes in Computer Science, 2009, , 309-320. | 1.0 | 20 |
| 16 | Askalot. , 2015, , . | | 19 |
| 17 | Experiences with Designing a Team Project Module for Teaching Teamwork to Students. Journal of Computing and Information Technology, 2005, 13, 1. | 0.2 | 18 |
| 18 | Improving adaptation in web-based educational hypermedia by means of knowledge discovery. , 2005, , . | | 17 |

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| 19 | Employing community question answering for online discussions in university courses: Students' perspective. Computers and Education, 2019, 135, 75-90. | 5.1 | 17 |
| 20 | Cross-lingual learning for text processing: A survey. Expert Systems With Applications, 2021, 165, 113765. | 4.4 | 17 |
| 21 | ALEF: From Application to Platform for Adaptive Collaborative Learning. , 2014, , 195-225. | | 17 |
| 22 | ANNOR: Efficient image annotation based on combining local and global features. Computers and Graphics, 2015, 47, 1-15. | 1.4 | 16 |
| 23 | An Audit of Misinformation Filter Bubbles on YouTube: Bubble Bursting and Recent Behavior Changes. , 2021, , . | | 16 |
| 24 | Collaborative multi-paradigm exploratory search. , 2008, , . | | 15 |
| 25 | Utilizing Non-QA Data to Improve Questions Routing for Users with Low QA Activity in CQA. , 2015, , . | | 15 |
| 26 | Fast and Scalable Semantic Web Service Composition Approach Considering Complex Pre/Postconditions. , 2009, , . | | 14 |
| 27 | Estimation of user interest in visited web page. , 2010, , . | | 14 |
| 28 | Semantics Discovery via Human Computation Games. International Journal on Semantic Web and Information Systems, 2011, 7, 23-45. | 2.2 | 14 |
| 29 | Little search game. , 2011, , . | | 14 |
| 30 | Automatic generation of adaptive, educational and multimedia computer games. Signal, Image and Video Processing, 2008, 2, 371-384. | 1.7 | 13 |
| 31 | Human computation: Image metadata acquisition based on a single-player annotation game. International Journal of Human Computer Studies, 2013, 71, 933-945. | 3.7 | 13 |
| 32 | Sharing user models for adaptive hypermedia applications. , 2005, , . | | 12 |
| 33 | Ontology-based User Modeling for Web-based Information Systems. , 2007, , 457-468. | | 12 |
| 34 | Automated Educational Course Metadata Generation Based on Semantics Discovery. Lecture Notes in Computer Science, 2009, , 99-105. | 1.0 | 12 |
| 35 | Effective hierarchical vector-based news representation for personalized recommendation. Computer Science and Information Systems, 2012, 9, 303-322. | 0.7 | 12 |
| 36 | Educational Question Routing in Online Student Communities. , 2017, , . | | 12 |

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| 37 | Exploiting Content Quality and Question Difficulty in CQA Reputation Systems. Lecture Notes in Computer Science, 2016, , 68-81. | 1.0 | 12 |
| 38 | Personalized Presentation in Web-Based Information Systems. Lecture Notes in Computer Science, 2007, , 796-807. | 1.0 | 12 |
| 39 | An approach to detection ontology changes. , 2006, , . | | 11 |
| 40 | From Ambiguous Words to Key-Concept Extraction. , 2013, , . | | 11 |
| 41 | Lightweight domain modeling for adaptive web-based educational system. Journal of Intelligent Information Systems, 2019, 52, 165-190. | 2.8 | 11 |
| 42 | EMIP: The eye movements in programming dataset. Science of Computer Programming, 2020, 198, 102520. | 1.5 | 11 |
| 43 | Detection of Schizophrenia Spectrum Disorders Using Saliency Maps. , 2017, , . | | 10 |
| 44 | Disambiguating Search by Leveraging a Social Context Based on the Stream of User’s Activity. Lecture Notes in Computer Science, 2010, , 387-392. | 1.0 | 10 |
| 45 | Validation of music metadata via game with a purpose. , 2012, , . | | 9 |
| 46 | Sentiment Analysis of Customer Reviews: Impact of Text Pre-Processing. , 2018, , . | | 9 |
| 47 | Platform Independent Software Development Monitoring: Design of an Architecture. Lecture Notes in Computer Science, 2014, , 126-137. | 1.0 | 9 |
| 48 | Eye-tracking en masse: Group user studies, lab infrastructure, and practices. Journal of Eye Movement Research, 2018, 11, . | 0.5 | 9 |
| 49 | Adaptive faceted browser for navigation in open information spaces. , 2007, , . | | 8 |
| 50 | Personalized Faceted Navigation for Multimedia Collections. , 2007, , . | | 8 |
| 51 | Adaptive Test Question Selection for Web-Based Educational System. , 2008, , . | | 8 |
| 52 | Movie Recommendation Based on Graph Traversal Algorithms. , 2013, , . | | 8 |
| 53 | Fake News Reading on Social Media. , 2019, , . | | 8 |
| 54 | Semantic Acquisition Games. , 2014, , . | | 8 |

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| 55 | Personalized Faceted Navigation in the Semantic Web. , 2007, , 511-515. | | 8 |
| 56 | Generating Exploratory Search Interfaces for the Semantic Web. International Federation for Information Processing, 2010, , 175-186. | 0.4 | 8 |
| 57 | Towards understandable personalized recommendations: Hybrid explanations. Computer Science and Information Systems, 2019, 16, 179-203. | 0.7 | 8 |
| 58 | An adaptive web-based system for learning programming. International Journal of Continuing Engineering Education and Life-Long Learning, 2006, 16, 122. | 0.1 | 7 |
| 59 | Enhancing Semantic Web Services Composition with User Interaction. , 2008, , . | | 7 |
| 60 | Motivating Learners by Dynamic Score and Personalized Activity Stream. , 2014, , . | | 7 |
| 61 | Exploring Customer Price Preference and Product Profit Role in Recommender Systems. IEEE Intelligent Systems, 2022, 37, 89-98. | 4.0 | 7 |
| 62 | A study of fake news reading and annotating in social media context. New Review of Hypermedia and Multimedia, 2021, 27, 97-127. | 0.9 | 7 |
| 63 | Utilizing Microblogs for Web Page Relevant Term Acquisition. Lecture Notes in Computer Science, 2013, , 457-468. | 1.0 | 7 |
| 64 | Representing change by aspect. ACM SIGPLAN Notices, 2001, 36, 77-83. | 0.2 | 7 |
| 65 | Semantic History Map: Graphs Aiding Web Revisitation Support. , 2010, , . | | 6 |
| 66 | Games with a Purpose: User Generated Valid Metadata for Personal Archives. , 2011, , . | | 6 |
| 67 | Personal image tagging. , 2012, , . | | 6 |
| 68 | Context-Based Satisfaction Modelling for Personalized Recommendations. , 2013, , . | | 6 |
| 69 | Enhancing existing e-learning systems by single and group recommendations. International Journal of Continuing Engineering Education and Life-Long Learning, 2016, 26, 386. | 0.1 | 6 |
| 70 | Improving Semantic Search ViaÂIntegrated Personalized Faceted andÂVisual GraphÂNavigation. , 2008, , 778-789. | | 6 |
| 71 | Navigation Modelling in Adaptive Hypermedia. Lecture Notes in Computer Science, 2002, , 586-591. | 1.0 | 6 |
| 72 | Modelling versioned hypertext documents. Lecture Notes in Computer Science, 1998, , 188-197. | 1.0 | 5 |

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| 73 | Tracing Strength of Relationships in Social Networks. , 2010, , . | | 5 |
| 74 | Towards Collaborative Metadata Enrichment for Adaptive Web-Based Learning. , 2011, , . | | 5 |
| 75 | Symbolic Time Series Representation for Stream Data Processing. , 2015, , . | | 5 |
| 76 | Acquisition and Modelling of Short-TermUser Behaviour on theWeb: A Survey. Journal of Web Engineering, 2018, 17, 23-70. | 0.7 | 5 |
| 77 | FireAnt: Claim-Based Medical Misinformation Detection and Monitoring. Lecture Notes in Computer Science, 2021, , 555-559. | 1.0 | 5 |
| 78 | Exploring Multidimensional Continuous Feature Space to Extract Relevant Words. Lecture Notes in Computer Science, 2014, , 159-170. | 1.0 | 5 |
| 79 | Encouragement of Collaborative Learning Based on Dynamic Groups. Lecture Notes in Computer Science, 2012, , 432-437. | 1.0 | 5 |
| 80 | Software Developer Activity as a Source forÂIdentifying Hidden Source Code Dependencies. Lecture Notes in Computer Science, 2015, , 449-462. | 1.0 | 5 |
| 81 | Modeling the Content of Adaptive Web-Based System Using an Ontology. , 2006, , . | | 4 |
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| 83 | Reinventing the Web Browser for the Semantic Web. , 2009, , . | | 4 |
| 84 | Homophily of Neighborhood in Graph Relational Classifier. Lecture Notes in Computer Science, 2010, , 721-730. | 1.0 | 4 |
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| 90 | Towards adaptive brain-computer interfaces: Improving accuracy of detection of event-related potentials. , 2017, , . | | 4 |

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| 91 | YesElf. , 2019, , . | | 4 |
| 92 | Impact of English Reading Comprehension Abilities on Processing Magazine Style Narrative Visualizations and Implications for Personalization. , 2019, , . | | 4 |
| 93 | Improving the Personalized Recommendation in the Cold-start Scenarios. , 2019, , . | | 4 |
| 94 | Classsourcing: Crowd-Based Validation of Question-Answer Learning Objects. Lecture Notes in Computer Science, 2013, , 62-71. | 1.0 | 4 |
| 95 | Annota: Towards Enriching Scientific Publications with Semantics and User Annotations. D-Lib Magazine, 2014, 20, . | 0.5 | 4 |
| 96 | Towards Variability Modelling for Reuse in Hypermedia Engineering. Lecture Notes in Computer Science, 2002, , 388-400. | 1.0 | 4 |
| 97 | Metadata Anchoring for Source Code: Robust Location Descriptor Definition, Building and Interpreting. Lecture Notes in Computer Science, 2013, , 372-379. | 1.0 | 4 |
| 98 | Confusion Detection Dataset of Mouse and Eye Movements. , 2020, , . | | 4 |
| 99 | Maintenance of Learnerâ€™s Characteristics by Spreading a Change. International Federation for Information Processing, 2008, , 223-226. | 0.4 | 4 |
| 100 | Quantitative and qualitative analysis of linking patterns of mainstream and partisan online news media in Central Europe. Online Information Review, 2022, 46, 954-973. | 2.2 | 4 |
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| 102 | Considering temporal aspects in recommender systems: a survey. User Modeling and User-Adapted Interaction, 2023, 33, 81-119. | 2.9 | 4 |
| 103 | AN APPROACH TO AUTOMATED BUILDING OF SOFTWARE SYSTEM CONFIGURATIONS. International Journal of Software Engineering and Knowledge Engineering, 1999, 09, 73-95. | 0.6 | 3 |
| 104 | Adaptive presentation of evolving information using XML. , 0, , . | | 3 |
| 105 | News Article Classification Based on a Vector Representation Including Wordsâ€™ Collocations. Advances in Intelligent and Soft Computing, 2011, , 1-8. | 0.2 | 3 |
| 106 | Trend-Aware User Modeling with Location-Aware Trends on Twitter. , 2012, , . | | 3 |
| 107 | Dynamically selecting an appropriate context type for personalisation. , 2012, , . | | 3 |
| 108 | User's Interest Detection through Eye Tracking for Related Documents Retrieval. , 2014, , . | | 3 |

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| 109 | Estimation of student's programming expertise. , 2014, , . | | 3 |
| 110 | Navigation Leads Selection Considering Navigational Value of Keywords. , 2015, , . | | 3 |
| 111 | I'll be Watching You. , 2017, , . | | 3 |
| 112 | Experiences Using an Interactive Presentation Platform in a Functional and Logic Programming Course. , 2017, , . | | 3 |
| 113 | Fast Streaming Behavioural Pattern Mining. New Generation Computing, 2018, 36, 365-391. | 2.5 | 3 |
| 114 | The Short-term User Modeling for Predictive Applications. Journal on Data Semantics, 2019, 8, 21-37. | 2.0 | 3 |
| 115 | Facet Tree for Personalized Web Documents Organization. Lecture Notes in Computer Science, 2014, , 372-387. | 1.0 | 3 |
| 116 | Detecting Identical Entities in the Semantic Web Data. Lecture Notes in Computer Science, 2015, , 519-530. | 1.0 | 3 |
| 117 | Personalized Recommendation for Individual Users Based on the Group Recommendation Principles. Studies in Informatics and Control, 2013, 22, . | 0.6 | 3 |
| 118 | Building an Ontological Base for Experimental Evaluation of Semantic Web Applications. Lecture Notes in Computer Science, 2007, , 682-692. | 1.0 | 3 |
| 119 | Effective QoS Aware Web Service Composition in Dynamic Environment. , 2011, , 101-113. | | 3 |
| 120 | Lightweight Semantics over Web Information Systems Content Employing Knowledge Tags. Lecture Notes in Computer Science, 2012, , 327-336. | 1.0 | 3 |
| 121 | Search in Source Code Based on Identifying Popular Fragments. Lecture Notes in Computer Science, 2013, , 408-419. | 1.0 | 3 |
| 122 | Towards Computerized Adaptive Assessment Based on Structured Tasks. Lecture Notes in Computer Science, 2008, , 224-234. | 1.0 | 3 |
| 123 | Representing calendrical algorithms and data in Prolog and Prolog III languages. ACM SIGPLAN Notices, 1995, 30, 45-51. | 0.2 | 2 |
| 124 | Knowledge based method for building a software system configuration. Knowledge-Based Systems, 1996, 9, 61-65. | 4.0 | 2 |
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| 126 | Adaptive Educational Gameplay within Smart Multipurpose Interactive Learning Environment. , 2007, , . | | 2 |

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| 127 | Bridging the Gap Between Service-Oriented and Object-Oriented Architectures in Information Systems Development. International Federation for Information Processing, 2008, , 125-134. | 0.4 | 2 |
| 128 | An Approach to Annotation of Learning Texts on Programming within a Web-Based Educational System. , 2009, , . | | 2 |
| 129 | Adaptive technologies and methods in e/m-Learning and Internet-based education. Journal of Computer Assisted Learning, 2010, 26, 225-226. | 3.3 | 2 |
| 130 | Domain model relations discovering in educational texts based on user created annotations. , 2011, , . | | 2 |
| 131 | Context Inference Using Correlation in Human Behaviour. , 2012, , . | | 2 |
| 132 | Trending Words in Digital Library for Term Cloud-Based Navigation. , 2013, , . | | 2 |
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| 135 | Measuring Visual Search Ability on the Web. , 2017, , . | | 2 |
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| 139 | Towards Continuous Automatic Audits of Social Media Adaptive Behavior and its Role in Misinformation Spreading. , 2021, , . | | 2 |
| 140 | Personalized Faceted Browsing for Digital Libraries. Lecture Notes in Computer Science, 2007, , 485-488. | 1.0 | 2 |
| 141 | Topology Generation for Web Communities Modeling. Lecture Notes in Computer Science, 2005, , 167-177. | 1.0 | 2 |
| 142 | Personalized Faceted Navigation in Semantically Enriched Information Spaces. , 2009, , 181-201. | | 2 |
| 143 | Towards Detection of Usability Issues by Measuring Emotions. Communications in Computer and Information Science, 2018, , 63-70. | 0.4 | 2 |
| 144 | An Experience with the Use of Systems Engineer Case Tool. International Journal of Software Engineering and Knowledge Engineering, 1997, 07, 253-259. | 0.6 | 1 |

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| 145 | Software engineering - a broad picture of the discipline. IEEE Software, 1999, 16, 115-117. | 2.1 | 1 |
| 146 | Adaptive incremental browsing of ontology structure. , 2007, , . | | 1 |
| 147 | Intelligent Hypermedia for the Adaptive Web: Foreword to the SMAP '08 Special Session. , 2008, , . | | 1 |
| 148 | Personalized Comparing Instances of Domain Ontology Concepts. , 2008, , . | | 1 |
| 149 | Hyperlinks visualization using social bookmarking. , 2008, , . | | 1 |
| 150 | Annotating educational content by questions created by learners. , 2010, , . | | 1 |
| 151 | Understanding honest feedbacks and opinions in academic environments. , 2011, , . | | 1 |
| 152 | Enhancing automatic term recognition algorithms with HTML tags processing. , 2011, , . | | 1 |
| 153 | Reducing the sparsity of contextual information for recommender systems. , 2012, , . | | 1 |
| 154 | Enriching source code by empirical metadata. , 2014, , . | | 1 |
| 155 | Searcher's Activity in Standalone and Web Applications as a Source for Search Query Expansion. , 2014, , . | | 1 |
| 156 | State-of-the-Art: Semantics Acquisition Games. , 2014, , 35-50. | | 1 |
| 157 | Empirical Metadata Maintenance in Source Code Development Process. , 2015, , . | | 1 |
| 158 | Behavioral Patterns Mining for Online Time Personalization. , 2017, , . | | 1 |
| 159 | Towards Automated Web Navigation and Search Skill Assessment: An Eye-tracking Study on the Skill Differences. , 2018, , . | | 1 |
| 160 | Short Texts Analysis for Teacher Assistance During Live Interactive Classroom Presentations. , 2018, , . | | 1 |
| 161 | Searching for discriminative words in multidimensional continuous feature space. Computer Speech and Language, 2019, 53, 276-301. | 2.9 | 1 |
| 162 | Pupil size variation in primary facial expressions–testing potential biomarker of self-criticism. Artificial Intelligence Review, 2022, 55, 2001-2022. | 9.7 | 1 |

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| 163 | State-of-the-Art: Semantics Acquisition and Crowdsourcing. , 2014, , 9-33. | | 1 |
| 164 | Adaptive Educational Gameplay within Smart Multipurpose Interactive Learning Environment. , 2007, , . | | 1 |
| 165 | Semantics Discovery via Human Computation Games. , 2013, , 286-308. | | 1 |
| 166 | Intelligent Information Processing inÂSemantically Enriched Web. Lecture Notes in Computer Science, 2009, , 331-340. | 1.0 | 1 |
| 167 | Social Relationships as a Means for Identifying anÂIndividual in Large Information Spaces. IFIP Advances in Information and Communication Technology, 2010, , 35-44. | 0.5 | 1 |
| 168 | Term Ranking and Categorization for Ad-Hoc Navigation. Lecture Notes in Computer Science, 2010, , 71-80. | 1.0 | 1 |
| 169 | Semantics in Adaptive and Personalized Services: Methods, Tools and Applications. Studies in Computational Intelligence, 2010, , 1-7. | 0.7 | 1 |
| 170 | Feasibility of a Socially Intelligent Tutor. Lecture Notes in Computer Science, 2010, , 423-425. | 1.0 | 1 |
| 171 | Effective QoS Aware Service Composition Based on Forward Chaining with Service Space Restriction. , 2012, , 313-328. | | 1 |
| 172 | Conducting a Web Browsing Behaviour Study â€" An Educational Scenario. Lecture Notes in Computer Science, 2015, , 531-542. | 1.0 | 1 |
| 173 | Web-Navigation Skill Assessment Through Eye-Tracking Data. Lecture Notes in Computer Science, 2019, , 186-197. | 1.0 | 1 |
| 174 | Addressing False Information and Abusive Language in Digital Space Using Intelligent Approaches. Advances in Intelligent Systems and Computing, 2021, , 3-32. | 0.5 | 1 |
| 175 | Scalable Real-Time Confusion Detection for Personalized Onboarding Guides. Lecture Notes in Computer Science, 2020, , 261-276. | 1.0 | 1 |
| 176 | Visualization of Personalized Faceted Browsing. International Federation for Information Processing, 2008, , 213-218. | 0.4 | 1 |
| 177 | Creation, Population and Preprocessing of Experimental Data Sets for Evaluation ofÂApplications for the Semantic Web. , 2008, , 684-695. | | 1 |
| 178 | Anger or happiness superiority effect: A face in the crowd study involving nine emotions expressed by nine people. Current Psychology, 2023, 42, 15381-15387. | 1.7 | 1 |
| 179 | SCM: The Quick And The Cheap. IEEE Software, 1998, 15, 115-115. | 2.1 | 0 |
| 180 | Learning programming in Prolog using schemata. ACM SIGPLAN Notices, 1998, 33, 41-47. | 0.2 | 0 |

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| 181 | Designing For The User. IEEE Software, 1999, 16, 93-94. | 2.1 | 0 |
| 182 | Personalized view-based search and visualization as a means for deep/semantic web data access. , 2008, , . | | 0 |
| 183 | Adapting I/O Parameters of Web Services to Enhance Composition. , 2009, , . | | 0 |
| 184 | Composition and Undesired Web Service Execution Effects. , 2010, , . | | 0 |
| 185 | Bridging Semantic and Legacy Web Exploration: Orientation, Revisitation and Result Exploration Support. , 2010, , . | | 0 |
| 186 | Automatic Annotation of Non-English Web Content. , 2011, , . | | 0 |
| 187 | Action Suggestion Using Situation Rules. , 2012, , . | | 0 |
| 188 | The 1st International Workshop on Temporal Reasoning in Recommender Systems. , 2017, , . | | 0 |
| 189 | UMAP'17 Late-Breaking Results, Demonstration and Theory, Opinion & Reflection Papers Chairs' Preface & Organization. , 2017, , . | | 0 |
| 190 | UMAP 2017 PALE Workshop Organizers' Welcome. , 2017, , . | | 0 |
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| 193 | Navigation leads for exploratory search and navigation in digital libraries. Knowledge and Information Systems, 2020, 62, 2739-2764. | 2.1 | 0 |
| 194 | Using Salient Words to Perform Categorization of Web Sites. Lecture Notes in Computer Science, 2002, , 65-72. | 1.0 | 0 |
| 195 | Time-Based Extensions to Adaptation Techniques. Lecture Notes in Computer Science, 2004, , 376-379. | 1.0 | 0 |
| 196 | A Model of Versioned Web Sites. Lecture Notes in Computer Science, 2004, , 151-162. | 1.0 | 0 |
| 197 | Personalized Navigation in Open Information Space Represented by Ontology. Lecture Notes in Computer Science, 2006, , 298-302. | 1.0 | 0 |
| 198 | Generating Educational Interactive Stories in Computer Role-Playing Games. Lecture Notes in Computer Science, 2009, , 492-506. | 1.0 | 0 |

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| 199 | An Approach to Information Presentation Employing Game Principles and Physics Based Interaction. International Federation for Information Processing, 2010, , 265-268. | 0.4 | 0 |
| 200 | Moderated Classâ€"Membership Interchange inÂIterative Multiâ€"relational Graph Classifier. Advances in Intelligent and Soft Computing, 2010, , 229-238. | 0.2 | 0 |
| 201 | An Extensible Open-Source Framework forÂSocial Network Analysis. Advances in Intelligent and Soft Computing, 2010, , 53-60. | 0.2 | 0 |
| 202 | Enhancing Learning with Off-Task Social Dialogues. Lecture Notes in Computer Science, 2010, , 445-450. | 1.0 | 0 |
| 203 | An Approach to Intelligent Interactive Social Network Geo Mapping. Lecture Notes in Computer Science, 2011, , 612-621. | 1.0 | 0 |
| 204 | Little Search Game: Lightweight Domain Modeling. , 2014, , 51-65. | | 0 |
| 205 | State-of-the-Art: Design of the Semantics Acquisition Games. , 2014, , 95-117. | | 0 |
| 206 | Integrated Environment for Learning Programming. Lecture Notes in Computer Science, 2014, , 498-501. | 1.0 | 0 |
| 207 | CityLights: A Method for Music Metadata Validation. , 2014, , 81-92. | | 0 |
| 208 | PexAce: A Method for Image Metadata Acquisition. , 2014, , 67-80. | | 0 |
| 209 | Webification of Software Development: User Feedback for Developerâ€™s Modeling. Lecture Notes in Computer Science, 2014, , 550-553. | 1.0 | 0 |
| 210 | Databases and Information Systems in the AI Era: Contributions from ADBIS, TPDL and EDA 2020 Workshops and Doctoral Consortium. Communications in Computer and Information Science, 2020, , 3-20. | 0.4 | 0 |
| 211 | Pervasive Computing for Efficient Energy. Advances in Computational Intelligence and Robotics Book Series, 0, , 584-601. | 0.4 | 0 |
| 212 | Personalized Faceted Navigation for Multimedia Collections. , 2007, , . | | 0 |
| 213 | Learning with Smart Multipurpose Interactive Learning Environment. International Federation for Information Processing, 2008, , 101-104. | 0.4 | 0 |