Francesco Bellotti

List of Publications by Year
in descending order

53	2,002	471509 17	315739 38
papers	citations	h-index	g-index

55	55	55	1831
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Mapping learning and game mechanics for serious games analysis. British Journal of Educational Technology, 2015, 46, 391-411.	6.3	509
2	Assessment in and of Serious Games: An Overview. Advances in Human-Computer Interaction, 2013, 2013, 1-11.	2.8	311
3	An activity theory-based model for serious games analysis andÂconceptual design. Computers and Education, 2015, 87, 166-181.	8.3	221
4	Designing Effective Serious Games: Opportunities and Challenges for Research. International Journal of Emerging Technologies in Learning, 2010, 5, 22.	1.3	144
5	Electroencephalogram and Physiological Signal Analysis for Assessing Flow in Games. IEEE Transactions on Games, 2013, 5, 164-175.	1.4	94
6	Adaptive Experience Engine for Serious Games. IEEE Transactions on Games, 2009, 1, 264-280.	1.4	74
7	Time-Aware Multivariate Nearest Neighbor Regression Methods for Traffic Flow Prediction. IEEE Transactions on Intelligent Transportation Systems, 2015, 16, 3393-3402.	8.0	68
8	Novel Television-Based Cognitive Training Improves Working Memory and Executive Function. PLoS ONE, 2014, 9, e101472.	2.5	62
9	User Assessment in Serious Games and Technology-Enhanced Learning. Advances in Human-Computer Interaction, 2013, 2013, 1-2.	2.8	55
10	Machine Learning on Mainstream Microcontrollers. Sensors, 2020, 20, 2638.	3.8	54
11	Towards the Automotive HMI of the Future: Overview of the AIDE-Integrated Project Results. IEEE Transactions on Intelligent Transportation Systems, 2010, 11, 567-578.	8.0	52
12	Supporting authors in the development of taskâ€based learning in serious virtual worlds. British Journal of Educational Technology, 2010, 41, 86-107.	6.3	39
13	The Fabric ICT Platform for Managing Wireless Dynamic Charging Road Lanes. IEEE Transactions on Vehicular Technology, 2020, 69, 2501-2512.	6.3	35
14	A Gamified Flexible Transportation Service for On-Demand Public Transport. IEEE Transactions on Intelligent Transportation Systems, 2018, 19, 921-933.	8.0	26
15	Using 3D Sound to Improve the Effectiveness of the Advanced Driver Assistance Systems. Personal and Ubiquitous Computing, 2002, 6, 155-163.	2.8	24
16	A case study on Service-Oriented Architecture for Serious Games. Entertainment Computing, 2015, 6, 1-10.	2.9	24
17	A Fuzzy Logic Module to Estimate a Driverâ€™s Fuel Consumption for Reality-Enhanced Serious Games. International Journal of Serious Games, 2018, 5, 45-62.	1.1	20
18	Exploiting Real-Time EEG Analysis for Assessing Flow in Games. , 2012, , .		17

#	Article	IF	Citations
19	Atmosphere, an Open Source Measurement-Oriented Data Framework for IoT. IEEE Transactions on Industrial Informatics, 2021, 17, 1927-1936.	11.3	16
20	Eco-driving Profiling and Behavioral Shifts Using IoT Vehicular Sensors Combined with Serious Games. , 2019, , .		15
21	Managing Big Data for Addressing Research Questions in a Collaborative Project on Automated Driving Impact Assessment. Sensors, 2020, 20, 6773.	3.8	11
22	A Format of Serious Games for Higher Technology Education Topics: A Case Study in a Digital Electronic System Course. , 2012, , .		10
23	TEAM Applications for Collaborative Road Mobility. IEEE Transactions on Industrial Informatics, 2019, 15, 1105-1119.	11.3	10
24	IoT Sensing for Reality-Enhanced Serious Games, a Fuel-Efficient Drive Use Case. Sensors, 2021, 21, 3559.	3.8	9
25	Study Design and Data Gathering Guide for Serious Gamesâ€™ Evaluation. Advances in Game-based Learning Book Series, 0, , 394-419.	0.2	9
26	REAL: Reality-Enhanced Applied Games. IEEE Transactions on Games, 2020, 12, 281-290.	1.4	8
27	The L3Pilot Data Management Toolchain for a Level 3 Vehicle Automation Pilot. Electronics (Switzerland), 2020, 9, 809.	3.1	8
28	A task annotation model for Sandbox Serious Games. , 2009, , .		7
29	Deployment of serious gaming approach for safe and sustainable mobility. , 2017, , .		7
30	Assessing Versatility of a Generic End-to-End Platform for IoT Ecosystem Applications. Sensors, 2022, 22, 713.	3.8	7
31	Exploring Fuzzy Logic and Random Forest for Car Driversâ€™ Fuel Consumption Estimation in IoT-Enabled Serious Games. , 2019, , .		6
32	Employing an IoT Framework as a Generic Serious Games Analytics Engine. Lecture Notes in Computer Science, 2020, , 79-88.	1.3	6
33	Designing an IoT Framework for Automated Driving Impact Analysis. , 2019, , .		5
34	A Tangible Serious Game Approach to Science, Technology, Engineering, and Mathematics (STEM) Education. , 2017, , 571-592.		4
35	Introduction to the Special Issue on Applications and Systems for Collaborative Driving. IEEE Transactions on Intelligent Transportation Systems, 2017, 18, 3457-3460.	8.0	4
36	Adapting Autonomous Agents for Automotive Driving Games. Lecture Notes in Computer Science, 2021, , 101-110.	1.3	4

#	Article	IF	Citations
37	Memory-Efficient CMSIS-NN with Replacement Strategy. , 2021, , .		4
38	The Move Beyond Edutainment: Have We Learnt Our Lessons from Entertainment Games?. Lecture Notes in Computer Science, 2014, , 77-89.	1.3	3
39	Developing a Synthetic Dataset for Driving Scenarios. Lecture Notes in Electrical Engineering, 2022, , 310-316.	0.4	3
40	DirectJ: Java APIs for optimized 2D graphics. Software - Practice and Experience, 2001, 31, 259-275.	3.6	2
41	Exploring Unsupervised Learning on STM32 F4 Microcontroller. Lecture Notes in Electrical Engineering, 2021, , 39-46.	0.4	2
42	oDect: an RFIDâ€based object detection API to support applications development on mobile devices. Software - Practice and Experience, 2008, 38, 1241-1259.	3.6	1
43	Towards an IoT-enabled Dynamic Wireless Charging Metering Service for Electrical Vehicles. , 2019, , .		1
44	User Preferences for a Serious Game to Improve Driving. Lecture Notes in Computer Science, 2019, , 440-444.	1.3	1
45	Edgine, A Runtime System for IoT Edge Applications. Lecture Notes in Electrical Engineering, 2021, , 261-266.	0.4	1
46	Supporting Collaborative Serious Game Studies Online. Lecture Notes in Computer Science, 2016, , 228-237.	1.3	1
47	Self-Learning Pipeline for Low-Energy Resource-Constrained Devices. Energies, 2021, 14, 6636.	3.1	1
48	Study Design and Data Gathering Guide for Serious Games' Evaluation. , 2015, , 425-451.		1
49	Classifying Simulated Driving Scenarios from Automated Cars. Lecture Notes in Electrical Engineering, 2022, , 229-235.	0.4	1
50	Evaluation and optimization of method calls in Java. Software - Practice and Experience, 2004, 34, 395-431.	3.6	0
51	Embodied Conversational Human-Machine Interface with Wearable Body Sensors for Improving Geography Teaching. , 2012, , .		0
52	Recent Trends on Applications of Electronics Pervading the Industry, Environment and Society. Sensors, 2020, 20, 7295.	3.8	0
53	To Facilitate or Not? Understanding the Role of the Teacher in Using a Serious Game. Lecture Notes in Computer Science, 2015, , 16-30.	1.3	0