

Francesco Bellotti

List of Publications by Year in descending order

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53
papers

2,002
citations

471061

17
h-index

315357

38
g-index

55
all docs

55
docs citations

55
times ranked

1831
citing authors

#	ARTICLE	IF	CITATIONS
1	Assessing Versatility of a Generic End-to-End Platform for IoT Ecosystem Applications. Sensors, 2022, 22, 713.	2.1	7
2	Developing a Synthetic Dataset for Driving Scenarios. Lecture Notes in Electrical Engineering, 2022, , 310-316.	0.3	3
3	Classifying Simulated Driving Scenarios from Automated Cars. Lecture Notes in Electrical Engineering, 2022, , 229-235.	0.3	1
4	Atmosphere, an Open Source Measurement-Oriented Data Framework for IoT. IEEE Transactions on Industrial Informatics, 2021, 17, 1927-1936.	7.2	16
5	Edgine, A Runtime System for IoT Edge Applications. Lecture Notes in Electrical Engineering, 2021, , 261-266.	0.3	1
6	Exploring Unsupervised Learning on STM32 F4 Microcontroller. Lecture Notes in Electrical Engineering, 2021, , 39-46.	0.3	2
7	IoT Sensing for Reality-Enhanced Serious Games, a Fuel-Efficient Drive Use Case. Sensors, 2021, 21, 3559.	2.1	9
8	Self-Learning Pipeline for Low-Energy Resource-Constrained Devices. Energies, 2021, 14, 6636.	1.6	1
9	Adapting Autonomous Agents for Automotive Driving Games. Lecture Notes in Computer Science, 2021, , 101-110.	1.0	4
10	Memory-Efficient CMSIS-NN with Replacement Strategy. , 2021, , .		4
11	REAL: Reality-Enhanced Applied Games. IEEE Transactions on Games, 2020, 12, 281-290.	1.2	8
12	The L3Pilot Data Management Toolchain for a Level 3 Vehicle Automation Pilot. Electronics (Switzerland), 2020, 9, 809.	1.8	8
13	Managing Big Data for Addressing Research Questions in a Collaborative Project on Automated Driving Impact Assessment. Sensors, 2020, 20, 6773.	2.1	11
14	Recent Trends on Applications of Electronics Pervading the Industry, Environment and Society. Sensors, 2020, 20, 7295.	2.1	0
15	Machine Learning on Mainstream Microcontrollers. Sensors, 2020, 20, 2638.	2.1	54
16	The Fabric ICT Platform for Managing Wireless Dynamic Charging Road Lanes. IEEE Transactions on Vehicular Technology, 2020, 69, 2501-2512.	3.9	35
17	Employing an IoT Framework as a Generic Serious Games Analytics Engine. Lecture Notes in Computer Science, 2020, , 79-88.	1.0	6
18	TEAM Applications for Collaborative Road Mobility. IEEE Transactions on Industrial Informatics, 2019, 15, 1105-1119.	7.2	10

#	ARTICLE	IF	CITATIONS
19	Eco-driving Profiling and Behavioral Shifts Using IoT Vehicular Sensors Combined with Serious Games. , 2019, , .		15
20	Designing an IoT Framework for Automated Driving Impact Analysis. , 2019, , .		5
21	Towards an IoT-enabled Dynamic Wireless Charging Metering Service for Electrical Vehicles. , 2019, , .		1
22	User Preferences for a Serious Game to Improve Driving. Lecture Notes in Computer Science, 2019, , 440-444.	1.0	1
23	Exploring Fuzzy Logic and Random Forest for Car Driversâ€™ Fuel Consumption Estimation in IoT-Enabled Serious Games. , 2019, , .		6
24	A Gamified Flexible Transportation Service for On-Demand Public Transport. IEEE Transactions on Intelligent Transportation Systems, 2018, 19, 921-933.	4.7	26
25	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.	0.8	20
26	A Tangible Serious Game Approach to Science, Technology, Engineering, and Mathematics (STEM) Education. , 2017, , 571-592.		4
27	Introduction to the Special Issue on Applications and Systems for Collaborative Driving. IEEE Transactions on Intelligent Transportation Systems, 2017, 18, 3457-3460.	4.7	4
28	Deployment of serious gaming approach for safe and sustainable mobility. , 2017, , .		7
29	Supporting Collaborative Serious Game Studies Online. Lecture Notes in Computer Science, 2016, , 228-237.	1.0	1
30	Time-Aware Multivariate Nearest Neighbor Regression Methods for Traffic Flow Prediction. IEEE Transactions on Intelligent Transportation Systems, 2015, 16, 3393-3402.	4.7	68
31	An activity theory-based model for serious games analysis and conceptual design. Computers and Education, 2015, 87, 166-181.	5.1	221
32	A case study on Service-Oriented Architecture for Serious Games. Entertainment Computing, 2015, 6, 1-10.	1.8	24
33	Mapping learning and game mechanics for serious games analysis. British Journal of Educational Technology, 2015, 46, 391-411.	3.9	509
34	To Facilitate or Not? Understanding the Role of the Teacher in Using a Serious Game. Lecture Notes in Computer Science, 2015, , 16-30.	1.0	0
35	Study Design and Data Gathering Guide for Serious Games' Evaluation. , 2015, , 425-451.		1
36	Novel Television-Based Cognitive Training Improves Working Memory and Executive Function. PLoS ONE, 2014, 9, e101472.	1.1	62

#	ARTICLE	IF	CITATIONS
37	The Move Beyond Edutainment: Have We Learnt Our Lessons from Entertainment Games?. Lecture Notes in Computer Science, 2014, , 77-89.	1.0	3
38	Assessment in and of Serious Games: An Overview. Advances in Human-Computer Interaction, 2013, 2013, 1-11.	1.8	311
39	Electroencephalogram and Physiological Signal Analysis for Assessing Flow in Games. IEEE Transactions on Games, 2013, 5, 164-175.	1.7	94
40	User Assessment in Serious Games and Technology-Enhanced Learning. Advances in Human-Computer Interaction, 2013, 2013, 1-2.	1.8	55
41	Embodied Conversational Human-Machine Interface with Wearable Body Sensors for Improving Geography Teaching. , 2012, , .		0
42	Exploiting Real-Time EEG Analysis for Assessing Flow in Games. , 2012, , .		17
43	A Format of Serious Games for Higher Technology Education Topics: A Case Study in a Digital Electronic System Course. , 2012, , .		10
44	Supporting authors in the development of task-based learning in serious virtual worlds. British Journal of Educational Technology, 2010, 41, 86-107.	3.9	39
45	Towards the Automotive HMI of the Future: Overview of the AIDE-Integrated Project Results. IEEE Transactions on Intelligent Transportation Systems, 2010, 11, 567-578.	4.7	52
46	Designing Effective Serious Games: Opportunities and Challenges for Research. International Journal of Emerging Technologies in Learning, 2010, 5, 22.	0.8	144
47	A task annotation model for Sandbox Serious Games. , 2009, , .		7
48	Adaptive Experience Engine for Serious Games. IEEE Transactions on Games, 2009, 1, 264-280.	1.7	74
49	oDect: an RFID-based object detection API to support applications development on mobile devices. Software - Practice and Experience, 2008, 38, 1241-1259.	2.5	1
50	Evaluation and optimization of method calls in Java. Software - Practice and Experience, 2004, 34, 395-431.	2.5	0
51	Using 3D Sound to Improve the Effectiveness of the Advanced Driver Assistance Systems. Personal and Ubiquitous Computing, 2002, 6, 155-163.	1.9	24
52	DirectJ: Java APIs for optimized 2D graphics. Software - Practice and Experience, 2001, 31, 259-275.	2.5	2
53	Study Design and Data Gathering Guide for Serious Games™ Evaluation. Advances in Game-based Learning Book Series, 0, , 394-419.	0.2	9