# Zorica M BogdanoviÄ

List of Publications by Year
in descending order



| 53 | 438 | 759233 12 | 839539 18 |
|---|---|---|---|
| papers | citations | h-index | g-index |

| 58 | 58 | 58 | 372 |
|---|---|---|---|
| all docs | docs citations | times ranked | citing authors |

| # | Article | IF | Citations |
|---|---|---|---|
| 1 | Empowering learning process in secondary education using pervasive technologies. Interactive Learning Environments, 2023, 31, 779-792. | 6.4 | 22 |
| 2 | Model of an intelligent smart home system based on ambient intelligence and user profiling. Journal of Ambient Intelligence and Humanized Computing, 2023, 14, 5137-5149. | 4.9 | 5 |
| 3 | Social recruiting: an application of social network analysis for preselection of candidates. Data Technologies and Applications, 2022, 56, 536-557. | 1.4 | 2 |
| 4 | Effect of UV-B radiation on chlorophyll fluorescence, photosynthetic activity and relative chlorophyll content of five different corn hybrids. Journal of Photochemistry and Photobiology, 2022, 10, 100115. | 2.5 | 17 |
| 5 | Crowd-based open innovation in telco operators: Readiness assessment for smart city service development. Serbian Journal of Management, 2022, 17, 179-196. | 0.9 | 4 |
| 6 | High pressure effect on optical properties, fluorescence spectra and lifetime Ï„ for 5D0â†' 7F2 transition, in L-GdBO3:Eu3+ crystal. Optik, 2021, 226, 165928. | 2.9 | 1 |
| 7 | A Blockchain-Based Loyalty Program for a Smart City. Advances in Intelligent Systems and Computing, 2021, , 360-370. | 0.6 | 3 |
| 8 | Challenging E-Learning in Higher Education via Instagram. Smart Innovation, Systems and Technologies, 2021, , 479-491. | 0.6 | 3 |
| 9 | A crowdsensing platform for real-time monitoring and analysis of noise pollution in smart cities. Sustainable Computing: Informatics and Systems, 2021, 31, 100588. | 2.2 | 10 |
| 10 | Utilization of Consumer Appliances in Smart Grid Services for Coordination with Renewable Energy Sources. Profiles in Operations Research, 2021, , 147-167. | 0.4 | 1 |
| 11 | Assessing consumer readiness for participation in IoT-based demand response business models. Technological Forecasting and Social Change, 2020, 150, 119715. | 11.6 | 37 |
| 12 | Citizens' readiness to crowdsource smart city services: A developing country perspective. Cities, 2020, 107, 102883. | 5.6 | 28 |
| 13 | A Survey on Centennialsâ€™ Expectations of Mobile Operators. Smart Innovation, Systems and Technologies, 2020, , 178-189. | 0.6 | 1 |
| 14 | Adaptive e-business continuity management: Evidence from the financial sector. Computer Science and Information Systems, 2020, 17, 553-580. | 1.0 | 6 |
| 15 | A Demonstration Project for the Utility of Kinect-Based Educational Games to Benefit Motor Skills of Children with ASD. Perceptual and Motor Skills, 2019, 126, 1117-1144. | 1.3 | 22 |
| 16 | The Impact of Nikola Tesla's Patents to Development of Modern Mobile and Internet Services. , 2019, , . | | 1 |
| 17 | Inducing creativity in engineering education: a crowdvoting approach. , 2019, , . | | 1 |
| 18 | Blending Crowdvoting in Modern e-Learning Environments. International Review of Research in Open and Distance Learning, 2019, 20, . | 1.8 | 5 |

| # | Article | IF | Citations |
|---|---|---|---|
| 19 | Designing IoT Infrastructure for Neuromarketing Research. Advances in Intelligent Systems and Computing, 2019, , 928-935. | 0.6 | 2 |
| 20 | The Role of AI in the Transformation of Mobile Operators. , 2019, , . | | 1 |
| 21 | Enhancing the customer relationship management in public libraries. Library Hi Tech, 2019, 37, 251-272. | 5.1 | 8 |
| 22 | High Pressure effect on fluorescence lifetime Ï„ for magnetic dipole 5D0â†'5F1 transitions in YAG:Eu3+. High Pressure Research, 2019, 39, 10-16. | 1.2 | 2 |
| 23 | An approach to identify user preferences based on social network analysis. Future Generation Computer Systems, 2019, 93, 121-129. | 7.5 | 16 |
| 24 | Fostering studentsâ€™ participation in creating educational content through crowdsourcing. Interactive Learning Environments, 2019, 27, 72-85. | 6.4 | 17 |
| 25 | High-pressure optical studies on R-line fluorescence lifetime in Al<sub>2</sub>O<sub>3</sub>:V<sup>2</sup><sup>+</sup>. Radiation Effects and Defects in Solids, 2018, 173, 261-268. | 1.2 | 1 |
| 26 | Harnessing business intelligence in smart grids: A case of the electricity market. Computers in Industry, 2018, 96, 40-53. | 9.9 | 14 |
| 27 | Development of an IoT system for students' stress management. Facta Universitatis - Series Electronics and Energetics, 2018, 31, 329-342. | 0.9 | 7 |
| 28 | Supply chain intelligence for electricity markets: A smart grid perspective. Information Systems Frontiers, 2017, 19, 91-107. | 6.4 | 17 |
| 29 | E-business technologies for xRM: Exploring the readiness of public broadcasters. Telematics and Informatics, 2017, 34, 20-29. | 5.8 | 4 |
| 30 | Designing a course and infrastructure for teaching softwareâ€defined networking. Computer Applications in Engineering Education, 2017, 25, 554-567. | 3.4 | 5 |
| 31 | A hybrid approach to building a multi-dimensional business intelligence system for electricity grid operators. Utilities Policy, 2016, 41, 95-106. | 4.0 | 4 |
| 32 | High pressure effect on photosynthetic properties of green plant leaves. Russian Journal of Plant Physiology, 2016, 63, 85-91. | 1.1 | 1 |
| 33 | A new telerehabilitation system based on internet of things. Facta Universitatis - Series Electronics and Energetics, 2016, 29, 395-405. | 0.9 | 14 |
| 34 | Ontology-based generated learning objects for mobile language learning. Computer Science and Information Systems, 2016, 13, 493-514. | 1.0 | 0 |
| 35 | Model of E-Education Infrastructure based on Cloud Computing. , 2016, , 982-1026. | | 0 |
| 36 | Enhancing formal eâ€learning with edutainment on social networks. Journal of Computer Assisted Learning, 2015, 31, 592-605. | 5.1 | 15 |

| # | Article | IF | Citations |
|---|---|---|---|
| 37 | Study of the high pressure effect on nanoparticles GdVO<sub>4</sub>: Eu<sup>3+</sup>optical properties. Radiation Effects and Defects in Solids, 2015, 170, 574-583. | 1.2 | 6 |
| 38 | Designing a mobile language learning system based on lightweight learning objects. Multimedia Tools and Applications, 2015, 74, 903-935. | 3.9 | 24 |
| 39 | High-pressure and optical properties of LaMgAl11O19:Sm3+laser material. Radiation Effects and Defects in Solids, 2014, 169, 48-56. | 1.2 | 6 |
| 40 | Evaluation of mobile assessment in a learning management system. British Journal of Educational Technology, 2014, 45, 231-244. | 6.3 | 53 |
| 41 | Harnessing cloud computing infrastructure for e-learning services. Facta Universitatis - Series Electronics and Energetics, 2014, 27, 339-357. | 0.9 | 5 |
| 42 | Model of E-Education Infrastructure based on Cloud Computing. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2014, , 104-146. | 0.5 | 1 |
| 43 | IT Education as an Opportunity for Uprising of Serbian Economy. Journal of Sustainable Business and Management Solutions in Emerging Economies, 2014, 19, 57-72. | 0.6 | 1 |
| 44 | Providing services for student relationship management on cloud computing infrastructure. , 2013, , . | | 3 |
| 45 | Model for Enhanced Data Management, Visualization, and Adaptation in e-learning. Journal of Sustainable Business and Management Solutions in Emerging Economies, 2013, 18, 5-14. | 0.6 | 2 |
| 46 | Integration of web based environment for learning discrete simulation in e-learning system. Simulation Modelling Practice and Theory, 2012, 27, 17-30. | 3.8 | 2 |
| 47 | Optical spectroscopy of nanocrystalline Gd3Ga5O12 doped with Eu3+ and high pressures. Materials Chemistry and Physics, 2012, 132, 273-277. | 4.0 | 5 |
| 48 | Adjusting Felder-Silverman learning styles model for application in adaptive e-learning. Psihologija, 2012, 45, 43-58. | 0.6 | 4 |
| 49 | CRM as a cloud service in e-education. , 2011, , . | | 5 |
| 50 | Web portal for adaptive e-learning. , 2011, , . | | 3 |
| 51 | A New Approach for Teaching Discrete Event Simulation via Web. , 2011, , . | | 2 |
| 52 | Designing an extended smart classroom: An approach to gameâ€based learning for IoT. Computer Applications in Engineering Education, 0, , . | 3.4 | 10 |
| 53 | Pressure Effects on the Optical Properties of LuVO<sub>4</sub>:Eu<sup>3+</sup> Nanoparticles. International Letters of Chemistry, Physics and Astronomy, 0, 75, 1-10. | 0.0 | 2 |