

Sampsa Rauti

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9755615/publications.pdf>

Version: 2024-02-01

12
papers

159
citations

1684188

5
h-index

1474206

9
g-index

15
all docs

15
docs citations

15
times ranked

112
citing authors

#	ARTICLE	IF	CITATIONS
1	Internal interface diversification as a method against malware. Journal of Cyber Security Technology, 2021, 5, 15-40.	2.9	4
2	Why playing augmented reality games feels meaningful to players? The roles of imagination and social experience. Computers in Human Behavior, 2021, 121, 106816.	8.5	23
3	Learning History with Location-Based Applications: An Architecture for Points of Interest in Multiple Layers. Sensors, 2021, 21, 129.	3.8	3
4	Technical cheating prevention in location-based games. , 2021, , .		0
5	Location-based Games as Exergames - From Pok�mon To The Wizarding World. International Journal of Serious Games, 2020, 7, 79-95.	1.1	25
6	Internal Interface Diversification as a Security Measure in Sensor Networks. Journal of Sensor and Actuator Networks, 2018, 7, 12.	3.9	4
7	A case study on software vulnerability coordination. Information and Software Technology, 2018, 103, 239-257.	4.4	12
8	Diversification and obfuscation techniques for software security: A systematic literature review. Information and Software Technology, 2018, 104, 72-93.	4.4	55
9	Practical implications and requirements of diversifying interpreted languages. , 2016, , .		3
10	Diversifying SQL to Prevent Injection Attacks. , 2015, , .		7
11	Symbol diversification of linux binaries. , 2014, , .		13
12	Central Themes of the Pok�mon Franchise and why they Appeal to Humans. , 0, , .		4