Constantine Stephanidis

List of Publications by Year
in descending order

183	2,776	331538 21	265120 42
papers	citations	h-index	g-index

199	199	199	1548
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Seven HCI Grand Challenges. International Journal of Human-Computer Interaction, 2019, 35, 1229-1269.	3.3	273
2	Universal access to ambient intelligence environments: Opportunities and challenges for people with disabilities. IBM Systems Journal, 2005, 44, 605-619.	3.1	174
3	Designing universally accessible games. Computers in Entertainment, 2009, 7, 1-29.	1.2	160
4	Universal Access in the Information Society: Methods, Tools, and Interaction Technologies. Universal Access in the Information Society, 2001, 1, 40-55.	2.1	142
5	Toward an Information Society for All: An International Research and Development Agenda. International Journal of Human-Computer Interaction, 1998, 10, 107-134.	3.3	104
6	Adaptive Techniques for Universal Access. User Modeling and User-Adapted Interaction, 2001, 11, 159-179.	2.9	91
7	Toward an Information Society for All: HCI Challenges and R&D Recommendations. International Journal of Human-Computer Interaction, 1999, 11, 1-28.	3.3	64
8	Unified user interface design: designing universally accessible interactions. Interacting With Computers, 2004, 16, 243-270.	1.0	60
9	Developing dual user interfaces for integrating blind and sighted users. , 1995, , .		56
10	`Connecting' to the information society: a European perspective. Technology and Disability, 1999, 10, 21-44.	0.3	40
11	Access Invaders: Developing a Universally Accessible Action Game. Lecture Notes in Computer Science, 2006, , 388-395.	1.0	39
12	The Invisible Museum: A User-Centric Platform for Creating Virtual 3D Exhibitions with VR Support. Electronics (Switzerland), 2021, 10, 363.	1.8	35
13	White Paper: promoting Design for All and e-Accessibility in Europe. Universal Access in the Information Society, 2006, 5, 105-119.	2.1	34
14	A generic direct-manipulation 3D-auditory environment for hierarchical navigation in non-visual interaction. , 1996, , .		33
15	Unified user interface development: the software engineering of universally accessible interactions. Universal Access in the Information Society, 2004, 3, 165-193.	2.1	32
16	Distributed interface bits: dynamic dialogue composition from ambient computing resources. Personal and Ubiquitous Computing, 2005, 9, 142-168.	1.9	32
17	Technology and inclusion â€“ Past, present and foreseeable future. Technology and Disability, 2011, 23, 101-114.	0.3	31
18	Integrated support for working with guidelines: the Sherlock guideline management system. Interacting With Computers, 2000, 12, 281-311.	1.0	30

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19	A DECISION-MAKING SPECIFICATION LANGUAGE FOR VERIFIABLE USER-INTERFACE ADAPTATION LOGIC. International Journal of Software Engineering and Knowledge Engineering, 2005, 15, 1063-1094.	0.6	30
20	Enhancing Health Care Delivery through Ambient Intelligence Applications. Sensors, 2012, 12, 11435-11450.	2.1	30
21	A design-and-play approach to accessible user interface development in Ambient Intelligence environments. Computers in Industry, 2010, 61, 318-328.	5.7	26
22	Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2018, , 1-13.		26
23	Augmented interaction with physical books in an Ambient Intelligence learning environment. Multimedia Tools and Applications, 2013, 67, 473-495.	2.6	25
24	X-Reality Museums: Unifying the Virtual and Real World Towards Realistic Virtual Museums. Applied Sciences (Switzerland), 2021, 11, 338.	1.3	24
25	Decision making in intelligent user interfaces. , 1997, , .		23
26	The HOMER UIMS for dual user interface development: Fusing visual and non-visual interactions. Interacting With Computers, 1998, 11, 173-209.	1.0	22
27	Unified Design of Universally Accessible Games. Lecture Notes in Computer Science, 2007, , 607-616.	1.0	20
28	Developing inclusive e-learning and e-entertainment to effectively accommodate learning difficulties. Universal Access in the Information Society, 2007, 5, 401-419.	2.1	20
29	Twenty five years of training and education in ICT Design for All and Assistive Technology. Technology and Disability, 2011, 23, 163-170.	0.3	20
30	Building non-visual interaction through the development of the rooms metaphor. , 1995, , .		19
31	Supporting user-adapted interface design: The USE-IT system. Interacting With Computers, 1997, 9, 73-104.	1.0	19
32	Inclusive development: Software engineering requirements for universally accessible interactions. Interacting With Computers, 2006, 18, 71-116.	1.0	19
33	A Student-Centric Intelligent Classroom. Lecture Notes in Computer Science, 2011, , 248-252.	1.0	18
34	Developing inclusive e-learning systems. Universal Access in the Information Society, 2006, 5, 51-72.	2.1	17
35	Universal design. , 2001, , .		16
36	A Process-Oriented Interactive Design Environment for Automatic User-Interface Adaptation. International Journal of Human-Computer Interaction, 2006, 20, 79-116.	3.3	16

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37	Designing for All in Ambient Intelligence Environments: The Interplay of User, Context, and Technology. International Journal of Human-Computer Interaction, 2009, 25, 441-454.	3.3	16
38	User Experience Evaluation in Intelligent Environments: A Comprehensive Framework. Technologies, 2021, 9, 41.	3.0	16
39	FastScanner: An Accessibility Tool for Motor Impaired Users. Lecture Notes in Computer Science, 2004, , 796-803.	1.0	16
40	An overview of web accessibility in Greece: a comparative study 2004â€“2008. Universal Access in the Information Society, 2010, 9, 185-190.	2.1	15
41	Rapid Prototyping of Adaptable User Interfaces. International Journal of Human-Computer Interaction, 2012, 28, 213-235.	3.3	15
42	Augmenting natural interaction with physical paper in ambient intelligence environments. Multimedia Tools and Applications, 2019, 78, 13387-13433.	2.6	15
43	Technology support for the inclusion of deaf students in mainstream schools: a summary of research from 2007 to 2017. Universal Access in the Information Society, 2020, 19, 195-200.	2.1	15
44	Propagating experience-based accessibility guidelines to user interface development. Ergonomics, 1999, 42, 1283-1310.	1.1	14
45	Virtual prints: Augmenting virtual environments with interactive personal marks. International Journal of Human Computer Studies, 2006, 64, 221-239.	3.7	14
46	Enhancing accessibility in cultural heritage environments: considerations for social computing. Universal Access in the Information Society, 2020, 19, 471-482.	2.1	14
47	An Intelligent Hotel Room. Lecture Notes in Computer Science, 2013, , 241-246.	1.0	14
48	Towards Accessibility in Ambient Intelligence Environments. Lecture Notes in Computer Science, 2012, , 328-337.	1.0	14
49	Unifying Toolkit Programming Layers: a Multi-purpose Toolkit Integration Module. Eurographics, 1997, , 177-192.	0.4	14
50	User Interfaces for All. , 2000, , 3-18.		14
51	Immersive visual scripting based on VR software design patterns for experiential training. Visual Computer, 2020, 36, 1965-1977.	2.5	13
52	Transforming Heritage Crafts to Engaging Digital Experiences. Springer Series on Cultural Computing, 2020, , 245-262.	0.4	13
53	Middleware for Ambient Intelligence Environments: Reviewing Requirements and Communication Technologies. Lecture Notes in Computer Science, 2009, , 168-177.	1.0	13
54	3D Visualization and Multimodal Interaction with Temporal Information Using Timelines. Lecture Notes in Computer Science, 2013, , 214-231.	1.0	13

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55	The Concept of Unified User Interfaces. , 2000, , 371-388.		13
56	The AmI-Solertis system: Creating user experiences in smart environments. , 2017, , .		11
57	Interaction with Immersive Cultural Heritage Environments Using Virtual Reality Technologies. Communications in Computer and Information Science, 2018, , 177-183.	0.4	11
58	Combining Finite State Machine and Decision-Making Tools for Adaptable Robot Behavior. Lecture Notes in Computer Science, 2014, , 625-635.	1.0	11
59	Immersing Users in Landscapes Using Large Scale Displays in Public Spaces. Lecture Notes in Computer Science, 2015, , 152-162.	1.0	11
60	Digital Cultural Heritage Experience in Ambient Intelligence. , 2017, , 473-505.		11
61	Design and Development of Four Prototype Interactive Edutainment Exhibits for Museums. Lecture Notes in Computer Science, 2011, , 173-182.	1.0	11
62	Ambient educational mini-games. , 2012, , .		10
63	The book of Ellie: An interactive book for teaching the alphabet to children. , 2013, , .		10
64	iEat: An Interactive Table for Restaurant Customersâ€™ Experience Enhancement. Communications in Computer and Information Science, 2013, , 666-670.	0.4	10
65	Access to lexical knowledge in modular interpersonal communication aids. AAC: Augmentative and Alternative Communication, 1999, 15, 269-279.	0.8	9
66	Virtual Reality for Smart City Visualization and Monitoring. Progress in IS, 2019, , 1-18.	0.5	9
67	Improving Stress Management and Sleep Hygiene in Intelligent Homes. Sensors, 2021, 21, 2398.	2.1	9
68	Cloud-Native 5G Infrastructure and Network Applications (NetApps) for Public Protection and Disaster Relief: The 5G-EPICENTRE Project. , 2021, , .		9
69	Towards Open and Expandable Cognitive AI Architectures for Large-Scale Multi-Agent Human-Robot Collaborative Learning. IEEE Access, 2021, 9, 73890-73909.	2.6	9
70	Universal Access to Information Society Technologies: Opportunities for People with Disabilities. Lecture Notes in Computer Science, 2002, , 8-10.	1.0	9
71	Accessibility of Cultural Heritage Exhibits. Lecture Notes in Computer Science, 2016, , 444-455.	1.0	9
72	LECTOR: Towards Reengaging Students in the Educational Process Inside Smart Classrooms. Lecture Notes in Computer Science, 2017, , 137-149.	1.0	9

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73	Letâ€™s Cook: An Augmented Reality System Towards Developing Cooking Skills for Children with Cognitive Impairments. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 237-247.	0.2	9
74	Dual educational electronic textbooks. , 2007, , .		8
75	Control smart homes easily with simple touch. , 2011, , .		8
76	Comparative Evaluation among Diverse Interaction Techniques in Three Dimensional Environments. Lecture Notes in Computer Science, 2013, , 3-12.	1.0	8
77	Enhancing education through natural interaction with physical paper. Universal Access in the Information Society, 2015, 14, 427-447.	2.1	8
78	Applying a Multimodal User Interface Development Framework on a Domestic Service Robot. , 2017, , .		8
79	Monitoring Health Parameters of Elders to Support Independent Living and Improve Their Quality of Life. Sensors, 2021, 21, 517.	2.1	8
80	User Interface Design for PDAs: Lessons and Experience with the WARD-IN-HAND Prototype. Lecture Notes in Computer Science, 2003, , 474-485.	1.0	8
81	Building a Sensory Infrastructure to Support Interaction and Monitoring in Ambient Intelligence Environments. Lecture Notes in Computer Science, 2014, , 519-529.	1.0	8
82	Personalizing HMI Elements in ADAS Using Ontology Meta-Models and Rule Based Reasoning. Lecture Notes in Computer Science, 2017, , 383-401.	1.0	8
83	An Integrated Platform for the Management of Mobile Location-Aware Information Systems. Lecture Notes in Computer Science, 2008, , 128-145.	1.0	8
84	Web Accessibility through Adaptation. Lecture Notes in Computer Science, 2004, , 302-309.	1.0	8
85	UX Design of a Big Data Visualization Application Supporting Gesture-Based Interaction with a Large Display. Lecture Notes in Computer Science, 2017, , 248-265.	1.0	8
86	Supporting Online and On-Site Digital Diverse Travels. Heritage, 2021, 4, 4558-4577.	0.9	8
87	Modeling decisions in intelligent user interfaces. International Journal of Intelligent Systems, 1997, 12, 753-762.	3.3	7
88	Blending scenarios of use and informal argumentation to facilitate universal access: Experience with theUniversal Access Assessment Workshopmethod. Behaviour and Information Technology, 2003, 22, 227-244.	2.5	7
89	The PALIO Framework for Adaptive Information Services. , 2005, , 69-92.		7
90	CAMILE. , 2008, , .		7

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91	Software refactoring process for adaptive user-interface composition. , 2010, , .		7
92	A smart environment for augmented learning through physical books. , 2011, , .		7
93	Design and implementation of a social networking platform for cloud deployment specialists. Journal of Internet Services and Applications, 2015, 6, .	1.6	7
94	Interacting with augmented paper maps. , 2017, , .		7
95	Intelligent environments for all: a path towards technology-enhanced human well-being. Universal Access in the Information Society, 2022, 21, 437-456.	2.1	7
96	Towards a Walkthrough Method for Universal Access Evaluation. Lecture Notes in Computer Science, 2007, , 325-334.	1.0	7
97	Designing a Technologyâ€“Augmented School Desk for the Future Classroom. Communications in Computer and Information Science, 2013, , 681-685.	0.4	7
98	Macedonia from Fragments to Pixels: A Permanent Exhibition of Interactive Systems at the Archaeological Museum of Thessaloniki. Lecture Notes in Computer Science, 2012, , 602-609.	1.0	7
99	Towards a design code of practice for universal access in health telematics. Universal Access in the Information Society, 2002, 1, 223-226.	2.1	6
100	User Interface Adaptation of Web-Based Services on the Semantic Web. Lecture Notes in Computer Science, 2009, , 711-719.	1.0	6
101	Designing an augmented tabletop game for children with cognitive disabilities: The â€œHome gameâ€•case. British Journal of Educational Technology, 2018, 49, 701-716.	3.9	6
102	CaLmi. , 2019, , .		6
103	Enhancing the Customersâ€™ Experience Using an Augmented Reality Mirror. Communications in Computer and Information Science, 2016, , 479-484.	0.4	6
104	An Accessible and Usable Soft Keyboard. Lecture Notes in Computer Science, 2007, , 961-970.	1.0	6
105	LECTORSTUDIO: CREATING INATTENTION ALARMS AND INTERVENTIONS TO REENGAGE THE STUDENTS IN THE EDUCATIONAL PROCESS. , 2017, , .		6
106	Scanning-Based Interaction Techniques for Motor Impaired Users. Advances in Medical Technologies and Clinical Practice Book Series, 2014, , 57-89.	0.3	6
107	An adaptable card game for older users. , 2011, , .		5
108	Towards building pervasive UIs for the intelligent classroom. , 2012, , .		5

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109	Smart Omni-Channel Consumer Engagement in Malls. Communications in Computer and Information Science, 2019, , 89-96.	0.4	5
110	Employing Ambient Intelligence Technologies to Adapt Games to Childrenâ€™s Playing Maturity. Lecture Notes in Computer Science, 2015, , 577-589.	1.0	5
111	Universal Access Issues in an Ambient Intelligence Research Facility. Lecture Notes in Computer Science, 2007, , 208-217.	1.0	5
112	Home Game. , 2017, , .		5
113	A Framework for Personalised HMI Interaction in ADAS Systems. , 2019, , .		5
114	Art and Coffee in the Museum. Lecture Notes in Computer Science, 2015, , 370-381.	1.0	5
115	Enabling Programmability of Smart Learning Environments by Teachers. Lecture Notes in Computer Science, 2015, , 62-73.	1.0	5
116	Pleistocene Crete: A narrative, interactive mixed reality exhibition that brings prehistoric wildlife back to life. , 2020, , .		5
117	Unification architecture of cross-site 5G testbed resources for PPDR verticals. , 2021, , .		5
118	DARLENE â€“ Improving situational awareness of European law enforcement agents through a combination of augmented reality and artificial intelligence solutions. Open Research Europe, 0, 1, 87.	2.0	5
119	Transferring Technology Toward the European Assistive Technology Industry: Mechanisms and Implications. Assistive Technology, 1997, 9, 34-46.	1.2	4
120	Automated user interface engineering with a pattern reflecting programming language. Automated Software Engineering, 2006, 13, 303-339.	2.2	4
121	A cross-platform, remotely-controlled mobile avatar simulation framework for AmI environments. , 2014, , .		4
122	The Disappearing Computer: Emerging Opportunities and Challenges for Disabled and Elderly People. Lecture Notes in Computer Science, 2002, , 41-48.	1.0	4
123	Modeling and Assessing Young Children Abilities and Development in Ambient Intelligence. Lecture Notes in Computer Science, 2015, , 17-33.	1.0	4
124	Towards an Accessible Personal Health Record. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 61-68.	0.2	4
125	CONSTRACT: AN EDUCATOR-ORIENTED DESIGN STUDIO FOR AMBIENT EDUCATIONAL GAMES. , 2017, , .		4
126	3D Vizualization of Large Scale Data Centres. , 2016, , .		4

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127	Turning an Electric Cargo Vehicle into a Portable Interactive Information Kiosk. Communications in Computer and Information Science, 2016, , 463-469.	0.4	4
128	Preference-Based Human Factors Knowledge Repository for Designing User Interfaces. International Journal of Human-Computer Interaction, 1997, 9, 283-318.	3.3	3
129	Chapter 12 Applying the Unified User Interface Design Method in Health Telematics. Lecture Notes in Computer Science, 2005, , 115-140.	1.0	3
130	Design for All: Computer-Assisted Design of User Interface Adaptation. , 2006, , 1459-1484.		3
131	Development of a three-dimensional surface imaging system for melanocytic skin lesion evaluation. Journal of Biomedical Optics, 2013, 18, 016009.	1.4	3
132	Immersive 3D Environment for Data Centre Monitoring Based on Gesture Based Interaction. Communications in Computer and Information Science, 2017, , 103-108.	0.4	3
133	Designing Games for Children with developmental disabilities in Ambient Intelligence Environments. International Journal of Child-Computer Interaction, 2017, 11, 40-49.	2.5	3
134	AmITV. , 2018, , .		3
135	Going Beyond Second Screens: Applications for the Multi-display Intelligent Living Room. , 2021, , .		3
136	GRETA: Pervasive and AR Interfaces for Controlling Intelligent Greenhouses. , 2021, , .		3
137	Interactive City Information Point: Your Guide to Heraklion City. Communications in Computer and Information Science, 2018, , 204-212.	0.4	3
138	A Museum Guide Application for Deployment on User-Owned Mobile Devices. Communications in Computer and Information Science, 2013, , 253-257.	0.4	3
139	MAID: A Multi-platform Accessible Interface Design Framework. Lecture Notes in Computer Science, 2009, , 725-734.	1.0	3
140	Analysis and Design of Three Multimodal Interactive Systems to Support the Everyday Needs of Children with Cognitive Impairments. Lecture Notes in Computer Science, 2015, , 637-648.	1.0	3
141	Digital Heritage Technology at the Archaeological Museum of Heraklion. Communications in Computer and Information Science, 2018, , 196-203.	0.4	3
142	LEARNING ANALYTICS FOR AMI EDUCATIONAL GAMES TARGETING CHILDREN WITH COGNITIVE DISABILITIES. INTED Proceedings, 2019, , .	0.0	3
143	Improving quality of life through ICT for the facilitation of daily activities and home medical monitoring. Studies in Health Technology and Informatics, 2015, 217, 759-66.	0.2	3
144	Building Consensus in Human-Computer Interaction Design: Integrated Activity-Oriented Design Environments. International Journal of Human-Computer Interaction, 2005, 18, 85-103.	3.3	2

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145	The Development of Web-Based Services. , 0, , 502-532.		2
146	HypnOS: A Sleep Monitoring and Recommendation System to Improve Sleep Hygiene in Intelligent Homes. Advances in Intelligent Systems and Computing, 2020, , 433-439.	0.5	2
147	Towards Big Data Interactive Visualization in Ambient Intelligence Environments. Lecture Notes in Computer Science, 2016, , 58-68.	1.0	2
148	Addressing Learning Disabilities in Ambient Intelligence Educational Environments. Lecture Notes in Computer Science, 2013, , 231-240.	1.0	2
149	Interactive Edutainment: A Technologically Enhanced Theme Park. Communications in Computer and Information Science, 2019, , 549-559.	0.4	2
150	Integrating Ambient Intelligence Technologies for Empowering Agriculture. Engineering Proceedings, 2022, 9, .	0.4	2
151	A Case Study on Supporting the Preservation, Valorization and Sustainability of Natural Heritage. Heritage, 2022, 5, 956-972.	0.9	2
152	Employing Queuing and Modeling in Intelligent Multimedia User Interfaces. International Journal of Human-Computer Interaction, 1998, 10, 297-326.	3.3	1
153	Acknowledgement to reviewers for 2004. Universal Access in the Information Society, 2006, 4, 417-418.	2.1	1
154	Towards the Use of Social Computing for Social Inclusion: An Overview of the Literature. Lecture Notes in Computer Science, 2018, , 376-387.	1.0	1
155	LASIMUP. , 2018, , .		1
156	A Technological Framework for Rapid Prototyping of X-reality Applications for Interactive 3D Spaces. Advances in Intelligent Systems and Computing, 2021, , 99-106.	0.5	1
157	User generated content for enhanced professional productions: a mobile application for content contributors and a study on the factors influencing their satisfaction and loyalty. Multimedia Tools and Applications, 2021, , 1-21.	2.6	1
158	Modeling decisions in intelligent user interfaces. International Journal of Intelligent Systems, 1997, 12, 753-762.	3.3	1
159	â€˜Bring Your Own Deviceâ€™ in VR: Intuitive Second-Screen Experiences in VR Isolation. Communications in Computer and Information Science, 2020, , 137-144.	0.4	1
160	From User Interfaces for All to an Information Society for All: Challenges and Opportunities. Berichte Des German Chapter of the ACM, 2001, , 17-18.	0.1	1
161	Study-Buddy: Improving the Learning Process through Technology-Augmented Studying Environments. Communications in Computer and Information Science, 2011, , 504-508.	0.4	1
162	Requirements of Users with Disabilities for E-government Services in Greece. Lecture Notes in Computer Science, 2008, , 438-445.	1.0	1

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163	Enriching Mixed Reality Systems with Mobile Applications. Communications in Computer and Information Science, 2018, , 237-244.	0.4	1
164	The 5G-EPICENTRE Approach for Decreasing Attack Surface on Cross-Testbeds Cloud-native 5G Scenarios. , 2021, , .		1
165	Universal access in the information Society (2001â€“2021): knowledge, experience, challenges and new perspectives. Universal Access in the Information Society, 2022, 21, 329-331.	2.1	1
166	Designing Web-Based Services. , 0, , 445-487.		0
167	Unified User Interface Development. Human Factors and Ergonomics, 2012, , 1155-1180.	0.0	0
168	A Generic Adaptation Framework for Web-Based Hypermedia Systems. , 2008, , 148-167.		0
169	eAccessibility. , 2009, , 955-958.		0
170	Usability Evaluation Plan for Advanced Technology Services for Prevention and Management of Chronic Conditions for the Elderly. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2013, , 445-454.	0.2	0
171	Ambient Assisted Living for People with Motor Impairments. Advances in Medical Technologies and Clinical Practice Book Series, 2014, , 76-104.	0.3	0
172	Supporting Accessible User Interfaces Using Web Services. Advances in Human and Social Aspects of Technology Book Series, 2014, , 137-155.	0.3	0
173	Traditional Painting Revised: The Ambient Intelligence Approach to Creativity. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2015, , 45-53.	0.2	0
174	eAccessibility. , 2016, , 1-6.		0
175	Supporting Accessible User Interfaces Using Web Services. , 2016, , 866-884.		0
176	Supporting Accessible User Interfaces Using Web Services. , 2016, , 1477-1495.		0
177	eAccessibility. , 2018, , 1257-1262.		0
178	A UNIFIED WORKING ENVIRONMENT FOR THE ATTENTION-AWARE INTELLIGENT CLASSROOM. , 2018, , .		0
179	Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2019, , 1-13.		0
180	FAmINE4Android: Empowering Mobile Devices in Distributed Service-Oriented Environments. Communications in Computer and Information Science, 2020, , 156-164.	0.4	0

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181	THE COGNITOS CLASSBOARD: SUPPORTING THE TEACHER IN THE INTELLIGENT CLASSROOM. INTED Proceedings, 2020, , .	0.0	0
182	5G experimentation environment for third party media services: the 5GMediaHUB project. , 2021, , .		0
183	User Profile-Driven Large-Scale Multi-agent Learning fromÂDemonstration inÂFederated Human-Robot Collaborative Environments. Lecture Notes in Computer Science, 2022, , 548-563.	1.0	0