

Todorka Alexandrova

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9983247/publications.pdf>

Version: 2024-02-01

19
papers

333
citations

1478505

6
h-index

1281871

11
g-index

23
all docs

23
docs citations

23
times ranked

224
citing authors

#	ARTICLE	IF	CITATIONS
1	Gamifying intelligent environments. , 2011, , .		123
2	Enhancing values through virtuality for intelligent artifacts that influence human attitude and behavior. Multimedia Tools and Applications, 2015, 74, 11537-11568.	3.9	42
3	Using stranger as sensors. , 2013, , .		37
4	Drawing on mobile crowds via social media. Multimedia Systems, 2012, 18, 53-67.	4.7	25
5	Value-Based Design for Gamifying Daily Activities. Lecture Notes in Computer Science, 2012, , 421-424.	1.3	24
6	A crowdsourcing based mobile image translation and knowledge sharing service. , 2010, , .		14
7	Analyzing the influence of virtuality on playful social interaction. Multimedia Tools and Applications, 2016, 75, 8289-8317.	3.9	13
8	Introducing Virtuality to Enhance Game-related Physical Artifacts. International Journal of Smart Home, 2014, 8, 137-152.	0.4	12
9	Digital-physical hybrid design: Enhancing real worlds with Augmented reality. , 2011, , .		7
10	Visual Novels: An Methodology Guideline for Pervasive Educational Games that Favors Discernment. Lecture Notes in Computer Science, 2013, , 234-243.	1.3	7
11	Mobile Image Search via Local Crowd: A User Study. , 2011, , .		4
12	Achieving sustainable society through micro-level crowdfunding. , 2013, , .		4
13	Secret images sharing scheme using two-variable one-way functions. , 2010, , .		3
14	Facilitating natural flow of information among "taste-based" groups. , 2013, , .		2
15	Designing Human Behavior Through Social Influence in Mobile Crowdsourcing with Micro-communities. Lecture Notes in Computer Science, 2017, , 189-205.	1.3	1
16	Incorporating Virtual Forms into Traditional Things to Increase Their Values. Lecture Notes in Electrical Engineering, 2012, , 17-24.	0.4	1
17	On some properties of the (t, n) threshold secret sharing schemes based on the generalized vector space construction. , 2008, , .		0
18	Realizing and evaluating mutual anonymity in P2P networks. , 2010, , .		0

#	ARTICLE	IF	CITATIONS
19	Binary (k, k) -Designs. Mathematics, 2020, 8, 1883.	2.2	0