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 11 g-index

23 all docs

23 docs citations

times ranked

23

224 citing authors

| # | Article | IF | CITATIONS |
|----------------------|---|-----|---------------|
| 1 | Binary (k, k)-Designs. Mathematics, 2020, 8, 1883. | 2.2 | О |
| 2 | Designing Human Behavior Through Social Influence in Mobile Crowdsourcing with Micro-communities. Lecture Notes in Computer Science, 2017, , 189-205. | 1.3 | 1 |
| 3 | Analyzing the influence of virtuality on playful social interaction. Multimedia Tools and Applications, 2016, 75, 8289-8317. | 3.9 | 13 |
| 4 | Enhancing values through virtuality for intelligent artifacts that influence human attitude and behavior. Multimedia Tools and Applications, 2015, 74, 11537-11568. | 3.9 | 42 |
| 5 | Introducing Virtuality to Enhance Game-related Physical Artifacts. International Journal of Smart Home, 2014, 8, 137-152. | 0.4 | 12 |
| 6 | Achieving sustainable society through micro-level crowdfunding. , 2013, , . | | 4 |
| 7 | Facilitating natural flow of information among "taste-based" groups. , 2013, , . | | 2 |
| 8 | Using stranger as sensors. , 2013, , . | | 37 |
| 9 | Visual Novels: An Methodology Guideline for Pervasive Educational Games that Favors Discernment. Lecture Notes in Computer Science, 2013, , 234-243. | 1.3 | 7 |
| 10 | Drawing on mobile crowds via social media. Multimedia Systems, 2012, 18, 53-67. | 4.7 | 25 |
| | | | |
| 11 | Value-Based Design for Gamifying Daily Activities. Lecture Notes in Computer Science, 2012, , 421-424. | 1.3 | 24 |
| 12 | Value-Based Design for Gamifying Daily Activities. Lecture Notes in Computer Science, 2012, , 421-424. Incorporating Virtual Forms into Traditional Things to Increase Their Values. Lecture Notes in Electrical Engineering, 2012, , 17-24. | 0.4 | 24 |
| | Incorporating Virtual Forms into Traditional Things to Increase Their Values. Lecture Notes in | | |
| 12 | Incorporating Virtual Forms into Traditional Things to Increase Their Values. Lecture Notes in Electrical Engineering, 2012, , 17-24. | | 1 |
| 12 | Incorporating Virtual Forms into Traditional Things to Increase Their Values. Lecture Notes in Electrical Engineering, 2012, , 17-24. Digital-physical hybrid design: Enhancing real worlds with Augmented reality. , 2011, , . | | 7 |
| 12 13 14 | Incorporating Virtual Forms into Traditional Things to Increase Their Values. Lecture Notes in Electrical Engineering, 2012, , 17-24. Digital-physical hybrid design: Enhancing real worlds with Augmented reality. , 2011, , . Gamifying intelligent environments. , 2011, , . | | 1 7 123 |
| 12 13 14 15 | Incorporating Virtual Forms into Traditional Things to Increase Their Values. Lecture Notes in Electrical Engineering, 2012, , 17-24. Digital-physical hybrid design: Enhancing real worlds with Augmented reality. , 2011, , . Gamifying intelligent environments. , 2011, , . Mobile Image Search via Local Crowd: A User Study. , 2011, , . | | 1 7 123 |

ARTICLE IF CITATIONS

On some properties of the (t, n) threshold secret sharing schemes based on the generalized vector space construction., 2008, , .