

Irene Mazzotta

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3824223/publications.pdf>

Version: 2024-02-01

16
papers

221
citations

1478505

6
h-index

1125743

13
g-index

17
all docs

17
docs citations

17
times ranked

220
citing authors

#	ARTICLE	IF	CITATIONS
1	Have you Read This? An Empirical Comparison of the British REF Peer Review and the Italian VQR Bibliometric Algorithm. <i>Economica</i> , 2021, 88, 1107-1129.	1.6	4
2	Convergence or polarisation? The impact of research assessment exercises in the Italian case. <i>Scientometrics</i> , 2020, 124, 1439-1455.	3.0	11
3	A user-adaptive persuasive system based on â€˜a-rationalâ€™ theory. <i>International Journal of Human Computer Studies</i> , 2017, 108, 70-88.	5.6	6
4	Evaluating scientific research in Italy: The 2004â€™10 research evaluation exercise. <i>Research Evaluation</i> , 2015, 24, 242-255.	2.6	56
5	User Modeling in Social Interaction with a Caring Agent. <i>Human-computer Interaction Series</i> , 2013, , 89-116.	0.6	5
6	Analysing userâ€™s reactions in advice-giving dialogues with a socially intelligent ECA. <i>Cognitive Processing</i> , 2012, 13, 487-497.	1.4	9
7	Motivating People in Smart Environments. <i>Lecture Notes in Computer Science</i> , 2012, , 368-381.	1.3	0
8	Approaches to Verbal Persuasion in Intelligent User Interfaces. <i>Cognitive Technologies</i> , 2011, , 559-584.	0.8	6
9	Social robots and ECAs for accessing smart environments services. , 2010, , .		11
10	User attitude towards an embodied conversational agent: Effects of the interaction mode. <i>Journal of Pragmatics</i> , 2010, 42, 2385-2397.	1.5	46
11	Enhancing Conversational Access to Information through a Socially Intelligent Agent. <i>Studies in Computational Intelligence</i> , 2010, , 1-20.	0.9	0
12	NICA: Natural Interaction with a Caring Agent. <i>Lecture Notes in Computer Science</i> , 2009, , 159-163.	1.3	2
13	Portia: A User-Adapted Persuasion System in the Healthy-Eating Domain. <i>IEEE Intelligent Systems</i> , 2007, 22, 42-51.	4.0	40
14	â€™O Francesca, ma che sei grulla?â€™ Emotions and Irony in Persuasion Dialogues. <i>Lecture Notes in Computer Science</i> , 2007, , 602-613.	1.3	3
15	Social Attitude Towards A Conversational Character. , 2006, , .		12
16	Persuasion Artifices to Promote Wellbeing. <i>Lecture Notes in Computer Science</i> , 2006, , 84-95.	1.3	6