

Damianos Gavalas

List of Publications by Year in descending order

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Version: 2024-02-01

145
papers

3,409
citations

279798

23
h-index

175258

52
g-index

151
all docs

151
docs citations

151
times ranked

2902
citing authors

#	ARTICLE	IF	CITATIONS
1	A survey on jamming attacks and countermeasures in WSNs. IEEE Communications Surveys and Tutorials, 2009, 11, 42-56.	39.4	392
2	Mobile recommender systems in tourism. Journal of Network and Computer Applications, 2014, 39, 319-333.	9.1	353
3	A survey on algorithmic approaches for solving tourist trip design problems. Journal of Heuristics, 2014, 20, 291-328.	1.4	230
4	A web-based pervasive recommendation system for mobile tourist guides. Personal and Ubiquitous Computing, 2011, 15, 759-770.	2.8	218
5	An innovative mobile electronic tourist guide application. Personal and Ubiquitous Computing, 2009, 13, 103-118.	2.8	147
6	A Rendezvous-Based Approach Enabling Energy-Efficient Sensory Data Collection with Mobile Sinks. IEEE Transactions on Parallel and Distributed Systems, 2012, 23, 809-817.	5.6	140
7	Electronic mobile guides: a survey. Personal and Ubiquitous Computing, 2011, 15, 97-111.	2.8	99
8	The eCOMPASS multimodal tourist tour planner. Expert Systems With Applications, 2015, 42, 7303-7316.	7.6	97
9	Development Platforms for Mobile Applications: Status and Trends. IEEE Software, 2011, 28, 77-86.	1.8	94
10	Heuristics for the time dependent team orienteering problem: Application to tourist route planning. Computers and Operations Research, 2015, 62, 36-50.	4.0	70
11	Pervasive gaming: Status, trends and design principles. Journal of Network and Computer Applications, 2015, 55, 213-236.	9.1	67
12	Incentivized vehicle relocation in vehicle sharing systems. Transportation Research Part C: Emerging Technologies, 2018, 97, 175-193.	7.6	61
13	Clustering in mobile ad hoc networks through neighborhood stability-based mobility prediction. Computer Networks, 2008, 52, 1797-1824.	5.1	57
14	A mobile agent platform for distributed network and systems management. Journal of Systems and Software, 2009, 82, 355-371.	4.5	51
15	Hands-On Experiences in Deploying Cost-Effective Ambient-Assisted Living Systems. Sensors, 2015, 15, 14487-14512.	3.8	51
16	Scenic route planning for tourists. Personal and Ubiquitous Computing, 2017, 21, 137-155.	2.8	51
17	Mobile Augmented Reality Guides in Cultural Heritage. , 2016, , .		35
18	An approach for near-optimal distributed data fusion in wireless sensor networks. Wireless Networks, 2010, 16, 1407-1425.	3.0	34

#	ARTICLE	IF	CITATIONS
19	Hierarchical network management: a scalable and dynamic mobile agent-based approach. Computer Networks, 2002, 38, 693-711.	5.1	32
20	Improved batch fuzzy learning vector quantization for image compression. Information Sciences, 2008, 178, 3895-3907.	6.9	31
21	Mobile Augmented Reality edutainment applications for cultural institutions. , 2013, , .		30
22	Augmented reality in cultural heritage: Field of view awareness in an archaeological site mobile guide. Journal of Ambient Intelligence and Smart Environments, 2016, 8, 501-514.	1.4	28
23	SoundPacman: Audio augmented reality in location-based games. , 2016, , .		28
24	Avatars as storytellers: affective narratives in virtual museums. Personal and Ubiquitous Computing, 2020, 24, 829-841.	2.8	28
25	Employing mobile elements for delay-constrained data gathering in WSNs. Computer Networks, 2018, 135, 108-131.	5.1	27
26	Approximation algorithms for the arc orienteering problem. Information Processing Letters, 2015, 115, 313-315.	0.6	26
27	A survey on mobile tourism Recommender Systems. , 2013, , .		25
28	Defending Wireless Sensor Networks from Jamming Attacks. , 2007, , .		24
29	A mobile tourism recommender system. , 2010, , .		24
30	Leveraging Mixed Reality Technologies to Enhance Museum Visitor Experiences. , 2018, , .		23
31	Optimizing Relocation Cost in Free-Floating Car-Sharing Systems. IEEE Transactions on Intelligent Transportation Systems, 2020, 21, 4017-4030.	8.0	23
32	Cultural applications for mobile devices: Issues and requirements for authoring tools and development platforms. Mobile Computing and Communications Review, 2008, 12, 18-33.	1.7	21
33	An effective defensive node against jamming attacks in sensor networks. Security and Communication Networks, 2009, 2, 145-163.	1.5	20
34	JAlD: An algorithm for data fusion and jamming avoidance on distributed sensor networks. Pervasive and Mobile Computing, 2009, 5, 135-147.	3.3	18
35	Mytilene E-guide: a multiplatform mobile application tourist guide exemplar. Multimedia Tools and Applications, 2011, 54, 241-262.	3.9	18
36	Mobile agent itinerary planning for WSN data fusion: considering multiple sinks and heterogeneous networks. International Journal of Communication Systems, 2017, 30, e3184.	2.5	18

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37	Virtual reality as a communication medium: a comparative study of forced compliance in virtual reality versus physical world. <i>Virtual Reality</i> , 2022, 26, 737-757.	6.1	18
38	CBID: A Scalable Method for Distributed Data Aggregation in WSNs. <i>International Journal of Distributed Sensor Networks</i> , 2010, 6, 206517.	2.2	18
39	Clustering of Mobile Ad Hoc Networks: An Adaptive Broadcast Period Approach. , 2006, , .		17
40	Mobile Agent Middleware for Autonomic Data Fusion in Wireless Sensor Networks. , 2009, , 57-81.		17
41	Cluster-Based Heuristics for the Team Orienteering Problem with Time Windows. <i>Lecture Notes in Computer Science</i> , 2013, , 390-401.	1.3	17
42	Energy-efficient multiple itinerary planning for mobile agents-based data aggregation in WSNs. <i>Telecommunication Systems</i> , 2016, 63, 531-545.	2.5	17
43	Smart Cities: Recent Trends, Methodologies, and Applications. <i>Wireless Communications and Mobile Computing</i> , 2017, 2017, 1-2.	1.2	17
44	Deriving Efficient Mobile Agent Routes in Wireless Sensor Networks with NOID Algorithm. , 2007, , .		16
45	Mobile User Experience in Augmented Reality vs. Maps Interfaces: A Case Study in Public Transportation. <i>Lecture Notes in Computer Science</i> , 2016, , 388-396.	1.3	16
46	ABP: a low-cost, energy-efficient clustering algorithm for relatively static and quasi-static MANETs. <i>International Journal of Sensor Networks</i> , 2008, 4, 260.	0.4	15
47	CityCare: Crowdsourcing daily life issue reports in smart cities. , 2017, , .		15
48	Mobility Prediction in Mobile Ad-Hoc Networks. , 0, , 226-240.		15
49	Blending history and fiction in a pervasive game prototype. , 2014, , .		14
50	Efficient Heuristics for the Time Dependent Team Orienteering Problem with Time Windows. <i>Lecture Notes in Computer Science</i> , 2014, , 152-163.	1.3	14
51	Pervasive games research. , 2013, , .		13
52	Occlusion handling in outdoors augmented reality games. <i>Multimedia Tools and Applications</i> , 2017, 76, 9829-9854.	3.9	13
53	Enhancing shopping experiences in smart retailing. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2023, 14, 15705-15723.	4.9	13
54	A pervasive assistive environment for visually impaired people using wireless sensor network infrastructure. <i>Journal of Network and Computer Applications</i> , 2011, 34, 194-206.	9.1	12

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55	Efficient Metaheuristics for the Mixed Team Orienteering Problem with Time Windows. Algorithms, 2016, 9, 6.	2.1	12
56	On the Effect of Social Context in Virtual Reality: An Examination of the Determinants of Human Behavior in Shared Immersive Virtual Environments. IEEE Consumer Electronics Magazine, 2018, 7, 44-52.	2.3	12
57	Pervasive games field trials: recruitment of eligible participants through preliminary game phases. Personal and Ubiquitous Computing, 2015, 19, 523-536.	2.8	11
58	Incentivization schemes for vehicle allocation in one-way vehicle sharing systems. , 2016, , .		11
59	Classification of Web Documents using Fuzzy Logic Categorical Data Clustering. , 2007, , 93-100.		11
60	Mobile software agents for decentralised network and systems management. Microprocessors and Microsystems, 2001, 25, 101-109.	2.8	10
61	The technology landscape of wireless web. International Journal of Mobile Communications, 2007, 5, 508.	0.3	10
62	Evaluation of a web recommender system in electronic and mobile tourism. International Journal of Web Engineering and Technology, 2012, 7, 4.	0.2	10
63	Efficient mobile sink-based data gathering in wireless sensor networks with guaranteed delay. , 2014, , .		10
64	Scenic Athens: A personalized scenic route planner for tourists. , 2016, , .		10
65	User-Generated Content in Pervasive Games. Computers in Entertainment, 2017, 16, 1-23.	1.1	10
66	A location history-aware recommender system for smart retail environments. Personal and Ubiquitous Computing, 2020, 24, 683-694.	2.8	10
67	Single-layer multigranular optical cross-connect architecture with conversion capability and enhanced flexibility. Journal of Optical Networking, 2006, 5, 1002.	2.5	9
68	LIDAR: a protocol for stable and energy-efficient clustering of ad-hoc multihop networks. Telecommunication Systems, 2007, 36, 13-25.	2.5	9
69	A distance learning curriculum on pervasive computing. International Journal of Continuing Engineering Education and Life-Long Learning, 2017, 27, 122.	0.2	9
70	Flaneur: Augmented exploration of the architectural urban landscape. , 2017, , .		9
71	Smart and Future Applications of Internet of Multimedia Things (IoMT) Using Big Data Analytics. Sensors, 2022, 22, 4146.	3.8	9
72	Wireless sensor network deployment for remote elderly care monitoring. , 2015, , .		8

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73	An Optimization Model for the Strategic Design of a Bicycle Sharing System. , 2016, , .		8
74	Mobile agents-based data aggregation in WSNs: benchmarking itinerary planning approaches. Wireless Networks, 2018, 24, 2111-2132.	3.0	8
75	Efficient Cluster-Based Heuristics for the Team Orienteering Problem with Time Windows. Asia-Pacific Journal of Operational Research, 2019, 36, 1950001.	1.3	8
76	i-Wall: A Low-Cost Interactive Wall for Enhancing Visitor Experience and Promoting Industrial Heritage in Museums. Lecture Notes in Computer Science, 2018, , 90-100.	1.3	8
77	Intelligent content personalisation in internet TV using MPEG-21. International Journal of Internet Protocol Technology, 2008, 3, 159.	0.2	7
78	Addressing openness and portability in outdoor pervasive role-playing games. , 2013, , .		7
79	Assessment of Virtual Guides™ Credibility in Virtual Museum Environments. Lecture Notes in Computer Science, 2019, , 230-238.	1.3	7
80	Low-cost itineraries for multi-hop agents designed for scalable monitoring of multiple subnets. Computer Networks, 2006, 50, 2937-2952.	5.1	6
81	Near-optimal personalized daily itineraries for a mobile tourist guide. , 2010, , .		6
82	AN EFFECTIVE FUZZY CLUSTERING ALGORITHM FOR WEB DOCUMENT CLASSIFICATION: A CASE STUDY IN CULTURAL CONTENT MINING. International Journal of Software Engineering and Knowledge Engineering, 2013, 23, 869-886.	0.8	6
83	A personalized multimodal tourist tour planner. , 2014, , .		6
84	Benchmarking mobile agent itinerary planning algorithms for data aggregation on WSNs. , 2014, , .		6
85	Affective impact of social presence in immersive 3D virtual worlds. , 2017, , .		6
86	Minimum Walking Static Repositioning in Free-Floating Electric Car-Sharing Systems. , 2018, , .		6
87	PacMap: Transferring PacMan to the Physical Realm. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2015, , 139-144.	0.3	6
88	A Mobility Aware Technique for Clustering on Mobile Ad-Hoc Networks. Lecture Notes in Computer Science, 2006, , 397-408.	1.3	6
89	A heuristic algorithm for designing near-optimal mobile agent itineraries. Journal of Communications and Networks, 2006, 8, 123-131.	2.6	5
90	Towards iTV accessibility. , 2008, , .		5

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91	Adaptive and personalized multimedia content delivery for disabled users in Internet TV. Signal, Image and Video Processing, 2010, 4, 273-287.	2.7	5
92	Bucketfood: A Crowdsourcing Platform for Promoting Gastronomic Tourism. , 2019, , .		5
93	Enhanced Buying Experiences in Smart Cities: The SMARTBUY Approach. Lecture Notes in Computer Science, 2019, , 108-122.	1.3	5
94	Mobile Sinks for Information Retrieval from Cluster-Based WSN Islands. Lecture Notes in Computer Science, 2009, , 213-226.	1.3	5
95	A Method for Incremental Data Fusion in Distributed Sensor Networks. , 2006, , 635-642.		4
96	Hazard monitoring for visually impaired people enabled by wireless sensor networking technology. , 2008, , .		4
97	Efficient parallel Text Retrieval techniques on Bulk Synchronous Parallel (BSP)/Coarse Grained Multicomputers (CGM). Journal of Supercomputing, 2009, 48, 286-318.	3.6	4
98	Personalized routes for mobile tourism. , 2011, , .		4
99	Geolocative Raycasting for real-time buildings detection in pervasive games. , 2015, , .		4
100	Multimodal route and tour planning in urban environments. , 2017, , .		4
101	Renewable Mobility in Smart Cities: Cloud-Based Services. , 2018, , .		4
102	Remote Synchronous Interaction in Mixed Reality Gaming Worlds. , 2018, , .		4
103	A Location History-Aware Retail Product Recommender System. , 2019, , .		4
104	TouristHub: User Experience and Interaction Design for Supporting Tourist Trip Planning. , 2020, , .		4
105	Special issue on virtual and mixed reality in culture and heritage. Personal and Ubiquitous Computing, 2020, 24, 813-814.	2.8	4
106	Route Planning and Navigation Aid for Blind and Visually Impaired People. , 2021, , .		4
107	Using Active Processes as the Basis for an Integrated Distributed Network Management Architecture. Lecture Notes in Computer Science, 1999, , 199-211.	1.3	3
108	An efficient event handling protocol for Wireless Sensor and Actor Networks. , 2014, , .		3

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109	Efficient Delay-Constrained Data Collection in Wireless Sensor Networks Using Mobile Sinks. , 2015, , .		3
110	Eco-aware vehicle routing in urban environments. , 2017, , .		3
111	Exploring aspects of obedience in VR-mediated communication. , 2019, , .		3
112	Mining social networks for local search and location-based recommender systems. Personal and Ubiquitous Computing, 2019, 23, 179-180.	2.8	3
113	An Efficient Heuristic for the Vacation Planning Problem. , 2019, , .		3
114	Social Virtual Reality: Implementing Non-verbal Cues in Remote Synchronous Communication. Lecture Notes in Computer Science, 2021, , 152-157.	1.3	3
115	Accessible interactive television using the MPEG-21 standard. Universal Access in the Information Society, 2011, 10, 151-163.	3.0	2
116	An Iterated Local Search Approach for Multiple Itinerary Planning in Mobile Agent-Based Sensor Fusion. , 2015, , .		2
117	Efficient event handling in Wireless Sensor and Actor Networks: An on-line computation approach. Journal of Network and Computer Applications, 2016, 75, 181-199.	9.1	2
118	Revisiting design guidelines for pervasive games. International Journal of Pervasive Computing and Communications, 2017, 13, 386-407.	1.3	2
119	Wireless Systems and Networks in the IoT. Sensors, 2020, 20, 2279.	3.8	2
120	Stable and Energy Efficient Clustering of Wireless Ad-Hoc Networks with LIDAR Algorithm. Lecture Notes in Computer Science, 2006, , 100-110.	1.3	2
121	Determining Field of View in Outdoors Augmented Reality Applications. Lecture Notes in Computer Science, 2015, , 344-348.	1.3	2
122	Design of an Interactive Experience Journey in a Renovated Industrial Heritage Site. Lecture Notes in Computer Science, 2018, , 150-161.	1.3	2
123	Renewable Mobility in Smart Cities:TheMOVESMART Approach. EAI/Springer Innovations in Communication and Computing, 2020, , 135-157.	1.1	2
124	Increasing interactivity in IPTV using MPEG-21 descriptors. , 2007, , 65-72.		2
125	A Location-Based Mobile Guide for Gamified Exploration, Audio Narrative and Visitor Social Interaction in Cultural Exhibitions. Communications in Computer and Information Science, 2022, , 247-255.	0.5	2
126	Developing Tourist Guide Applications for Mobile Devices using the J2ME Platform. , 2006, , .		1

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127	A Lightweight and Flexible Mobile Agent Platform Tailored to Management Applications. , 2006, , .		1
128	Exploiting the cloning capability of Mobile Agents for cost-effective data fusion in wireless sensor networks. , 2008, , .		1
129	Distance Learning: A Postgraduate PerCom Program. IEEE Pervasive Computing, 2013, 12, 83-85.	1.3	1
130	Theme issue on mobile and pervasive games. Personal and Ubiquitous Computing, 2015, 19, 493-494.	2.8	1
131	Investigating the effect of User Generated Content in pervasive games. , 2016, , .		1
132	An Efficient Scheme for Dynamic Car Relocation in Free-Floating Car-Sharing Systems. , 2019, , .		1
133	Evaluation of Pervasive Games: Recruitment of Qualified Participants Through Preparatory Game Phases. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2015, , 118-124.	0.3	1
134	An Efficient Geometric Approach for Occlusion Handling in Outdoors Augmented Reality Applications. Lecture Notes in Computer Science, 2016, , 418-434.	1.3	1
135	Design Aspects and Context Awareness in Pervasive Games. Advances in Human and Social Aspects of Technology Book Series, 2014, , 131-156.	0.3	1
136	User Experience Requirements and Interface Design for the TouristHub Trip Planning Platform. Lecture Notes in Computer Science, 2020, , 659-675.	1.3	1
137	A Clustering Framework to Build Focused Web Crawlers for Automatic Extraction of Cultural Information. Lecture Notes in Computer Science, 2008, , 419-424.	1.3	1
138	The Wireless Internet Technology Landscape. , 2006, , .		0
139	Mobility in Wireless Sensor Networks. Computer Journal, 2011, 54, 1928-1930.	2.4	0
140	Advances in Personalized Mobile Services. Mobile Information Systems, 2018, 2018, 1-2.	0.6	0
141	Deploying a Hierarchical Management Framework Using Mobile Agent Technology. Lecture Notes in Computer Science, 2000, , 333-348.	1.3	0
142	Mobile Persuasive Applications. , 2020, , 1-7.		0
143	Mobile Tourist Applications. , 0, , 17-43.		0
144	Mobile Applications Programming Platforms and Development Tools. , 0, , 250-264.		0

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145	Deploying Thick Mobile Clients Using Thin Client Architecture: A Case in Mobile Tourist Guides. Communications in Computer and Information Science, 2008, , 635-640.	0.5	0