

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	Enhancing shopping experiences in smart retailing. Journal of Ambient Intelligence and Humanized Computing, 2023, 14, 15705-15723.	4.9	13
2	Virtual reality as a communication medium: a comparative study of forced compliance in virtual reality versus physical world. Virtual Reality, 2022, 26, 737-757.	6.1	18
3	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
4	Smart and Future Applications of Internet of Multimedia Things (IoMT) Using Big Data Analytics. Sensors, 2022, 22, 4146.	3.8	9
5	Route Planning and Navigation Aid for Blind and Visually Impaired People. , 2021, , .		4
6	Social Virtual Reality: Implementing Non-verbal Cues in Remote Synchronous Communication. Lecture Notes in Computer Science, 2021, , 152-157.	1.3	3
7	TouristHub: User Experience and Interaction Design for Supporting Tourist Trip Planning. , 2020, , .		4
8	Optimizing Relocation Cost in Free-Floating Car-Sharing Systems. IEEE Transactions on Intelligent Transportation Systems, 2020, 21, 4017-4030.	8.0	23
9	A location history-aware recommender system for smart retail environments. Personal and Ubiquitous Computing, 2020, 24, 683-694.	2.8	10
10	Avatars as storytellers: affective narratives in virtual museums. Personal and Ubiquitous Computing, 2020, 24, 829-841.	2.8	28
11	Special issue on virtual and mixed reality in culture and heritage. Personal and Ubiquitous Computing, 2020, 24, 813-814.	2.8	4
12	Wireless Systems and Networks in the IoT. Sensors, 2020, 20, 2279.	3.8	2
13	Mobile Persuasive Applications. , 2020, , 1-7.		0
14	Renewable Mobility in Smart Cities:TheMOVESMART Approach. EAI/Springer Innovations in Communication and Computing, 2020, , 135-157.	1.1	2
15	User Experience Requirements and Interface Design for the TouristHub Trip Planning Platform. Lecture Notes in Computer Science, 2020, , 659-675.	1.3	1
16	Assessment of Virtual Guidesâ€™ Credibility in Virtual Museum Environments. Lecture Notes in Computer Science, 2019, , 230-238.	1.3	7
17	Bucketfood: A Crowdsourcing Platform for Promoting Gastronomic Tourism. , 2019, , .		5
18	Exploring aspects of obedience in VR-mediated communication. , 2019, , .		3

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19	Mining social networks for local search and location-based recommender systems. Personal and Ubiquitous Computing, 2019, 23, 179-180.	2.8	3
20	An Efficient Heuristic for the Vacation Planning Problem. , 2019, , .		3
21	An Efficient Scheme for Dynamic Car Relocation in Free-Floating Car-Sharing Systems. , 2019, , .		1
22	A Location History-Aware Retail Product Recommender System. , 2019, , .		4
23	Efficient Cluster-Based Heuristics for the Team Orienteering Problem with Time Windows. Asia-Pacific Journal of Operational Research, 2019, 36, 1950001.	1.3	8
24	Enhanced Buying Experiences in Smart Cities: The SMARTBUY Approach. Lecture Notes in Computer Science, 2019, , 108-122.	1.3	5
25	Employing mobile elements for delay-constrained data gathering in WSNs. Computer Networks, 2018, 135, 108-131.	5.1	27
26	Mobile agents-based data aggregation in WSNs: benchmarking itinerary planning approaches. Wireless Networks, 2018, 24, 2111-2132.	3.0	8
27	Leveraging Mixed Reality Technologies to Enhance Museum Visitor Experiences. , 2018, , .		23
28	Renewable Mobility in Smart Cities: Cloud-Based Services. , 2018, , .		4
29	Advances in Personalized Mobile Services. Mobile Information Systems, 2018, 2018, 1-2.	0.6	0
30	Minimum Walking Static Repositioning in Free-Floating Electric Car-Sharing Systems. , 2018, , .		6
31	Remote Synchronous Interaction in Mixed Reality Gaming Worlds. , 2018, , .		4
32	Incentivized vehicle relocation in vehicle sharing systems. Transportation Research Part C: Emerging Technologies, 2018, 97, 175-193.	7.6	61
33	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
34	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
35	Design of an Interactive Experience Journey in a Renovated Industrial Heritage Site. Lecture Notes in Computer Science, 2018, , 150-161.	1.3	2
36	Occlusion handling in outdoors augmented reality games. Multimedia Tools and Applications, 2017, 76, 9829-9854.	3.9	13

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37	Multimodal route and tour planning in urban environments. , 2017, , .		4
38	Affective impact of social presence in immersive 3D virtual worlds. , 2017, , .		6
39	Scenic route planning for tourists. Personal and Ubiquitous Computing, 2017, 21, 137-155.	2.8	51
40	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
41	Revisiting design guidelines for pervasive games. International Journal of Pervasive Computing and Communications, 2017, 13, 386-407.	1.3	2
42	A distance learning curriculum on pervasive computing. International Journal of Continuing Engineering Education and Life-Long Learning, 2017, 27, 122.	0.2	9
43	User-Generated Content in Pervasive Games. Computers in Entertainment, 2017, 16, 1-23.	1.1	10
44	Smart Cities: Recent Trends, Methodologies, and Applications. Wireless Communications and Mobile Computing, 2017, 2017, 1-2.	1.2	17
45	Flaneur: Augmented exploration of the architectural urbanscape. , 2017, , .		9
46	Eco-aware vehicle routing in urban environments. , 2017, , .		3
47	CityCare: Crowdsourcing daily life issue reports in smart cities. , 2017, , .		15
48	Efficient Metaheuristics for the Mixed Team Orienteering Problem with Time Windows. Algorithms, 2016, 9, 6.	2.1	12
49	An Optimization Model for the Strategic Design of a Bicycle Sharing System. , 2016, , .		8
50	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
51	Investigating the effect of User Generated Content in pervasive games. , 2016, , .		1
52	Incentivization schemes for vehicle allocation in one-way vehicle sharing systems. , 2016, , .		11
53	Scenic Athens: A personalized scenic route planner for tourists. , 2016, , .		10
54	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

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55	SoundPacman: Audio augmented reality in location-based games. , 2016, , .		28
56	Energy-efficient multiple itinerary planning for mobile agents-based data aggregation in WSNs. Telecommunication Systems, 2016, 63, 531-545.	2.5	17
57	Mobile User Experience in Augmented Reality vs. Maps Interfaces: A Case Study in Public Transportation. Lecture Notes in Computer Science, 2016, , 388-396.	1.3	16
58	An Efficient Geometric Approach for Occlusion Handling in Outdoors Augmented Reality Applications. Lecture Notes in Computer Science, 2016, , 418-434.	1.3	1
59	Mobile Augmented Reality Guides in Cultural Heritage. , 2016, , .		35
60	Wireless sensor network deployment for remote elderly care monitoring. , 2015, , .		8
61	Pervasive games field trials: recruitment of eligible participants through preliminary game phases. Personal and Ubiquitous Computing, 2015, 19, 523-536.	2.8	11
62	Theme issue on mobile and pervasive games. Personal and Ubiquitous Computing, 2015, 19, 493-494.	2.8	1
63	Hands-On Experiences in Deploying Cost-Effective Ambient-Assisted Living Systems. Sensors, 2015, 15, 14487-14512.	3.8	51
64	Heuristics for the time dependent team orienteering problem: Application to tourist route planning. Computers and Operations Research, 2015, 62, 36-50.	4.0	70
65	Pervasive gaming: Status, trends and design principles. Journal of Network and Computer Applications, 2015, 55, 213-236.	9.1	67
66	The eCOMPASS multimodal tourist tour planner. Expert Systems With Applications, 2015, 42, 7303-7316.	7.6	97
67	An Iterated Local Search Approach for Multiple Itinerary Planning in Mobile Agent-Based Sensor Fusion. , 2015, , .		2
68	Geolocative Raycasting for real-time buildings detection in pervasive games. , 2015, , .		4
69	Efficient Delay-Constrained Data Collection in Wireless Sensor Networks Using Mobile Sinks. , 2015, , .		3
70	Approximation algorithms for the arc orienteering problem. Information Processing Letters, 2015, 115, 313-315.	0.6	26
71	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
72	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

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73	Determining Field of View in Outdoors Augmented Reality Applications. Lecture Notes in Computer Science, 2015, , 344-348.	1.3	2
74	An efficient event handling protocol for Wireless Sensor and Actor Networks. , 2014, , .		3
75	A personalized multimodal tourist tour planner. , 2014, , .		6
76	Blending history and fiction in a pervasive game prototype. , 2014, , .		14
77	Efficient mobile sink-based data gathering in wireless sensor networks with guaranteed delay. , 2014, , .		10
78	A survey on algorithmic approaches for solving tourist trip design problems. Journal of Heuristics, 2014, 20, 291-328.	1.4	230
79	Benchmarking mobile agent itinerary planning algorithms for data aggregation on WSNs. , 2014, , .		6
80	Mobile recommender systems in tourism. Journal of Network and Computer Applications, 2014, 39, 319-333.	9.1	353
81	Efficient Heuristics for the Time Dependent Team Orienteering Problem with Time Windows. Lecture Notes in Computer Science, 2014, , 152-163.	1.3	14
82	Design Aspects and Context Awareness in Pervasive Games. Advances in Human and Social Aspects of Technology Book Series, 2014, , 131-156.	0.3	1
83	A survey on mobile tourism Recommender Systems. , 2013, , .		25
84	Pervasive games research. , 2013, , .		13
85	Mobile Augmented Reality edutainment applications for cultural institutions. , 2013, , .		30
86	Addressing openness and portability in outdoor pervasive role-playing games. , 2013, , .		7
87	Cluster-Based Heuristics for the Team Orienteering Problem with Time Windows. Lecture Notes in Computer Science, 2013, , 390-401.	1.3	17
88	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
89	Distance Learning: A Postgraduate PerCom Program. IEEE Pervasive Computing, 2013, 12, 83-85.	1.3	1
90	Evaluation of a web recommender system in electronic and mobile tourism. International Journal of Web Engineering and Technology, 2012, 7, 4.	0.2	10

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91	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
92	Personalized routes for mobile tourism. , 2011, , .		4
93	Development Platforms for Mobile Applications: Status and Trends. IEEE Software, 2011, 28, 77-86.	1.8	94
94	Mytilene E-guide: a multiplatform mobile application tourist guide exemplar. Multimedia Tools and Applications, 2011, 54, 241-262.	3.9	18
95	Electronic mobile guides: a survey. Personal and Ubiquitous Computing, 2011, 15, 97-111.	2.8	99
96	A web-based pervasive recommendation system for mobile tourist guides. Personal and Ubiquitous Computing, 2011, 15, 759-770.	2.8	218
97	Accessible interactive television using the MPEG-21 standard. Universal Access in the Information Society, 2011, 10, 151-163.	3.0	2
98	A pervasive assistive environment for visually impaired people using wireless sensor network infrastructure. Journal of Network and Computer Applications, 2011, 34, 194-206.	9.1	12
99	Mobility in Wireless Sensor Networks. Computer Journal, 2011, 54, 1928-1930.	2.4	0
100	Adaptive and personalized multimedia content delivery for disabled users in Internet TV. Signal, Image and Video Processing, 2010, 4, 273-287.	2.7	5
101	An approach for near-optimal distributed data fusion in wireless sensor networks. Wireless Networks, 2010, 16, 1407-1425.	3.0	34
102	Near-optimal personalized daily itineraries for a mobile tourist guide. , 2010, , .		6
103	A mobile tourism recommender system. , 2010, , .		24
104	CBID: A Scalable Method for Distributed Data Aggregation in WSNs. International Journal of Distributed Sensor Networks, 2010, 6, 206517.	2.2	18
105	An innovative mobile electronic tourist guide application. Personal and Ubiquitous Computing, 2009, 13, 103-118.	2.8	147
106	A mobile agent platform for distributed network and systems management. Journal of Systems and Software, 2009, 82, 355-371.	4.5	51
107	Efficient parallel Text Retrieval techniques on Bulk Synchronous Parallel (BSP)/Coarse Grained Multicomputers (CGM). Journal of Supercomputing, 2009, 48, 286-318.	3.6	4
108	An effective defensive node against jamming attacks in sensor networks. Security and Communication Networks, 2009, 2, 145-163.	1.5	20

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109	JAIID: An algorithm for data fusion and jamming avoidance on distributed sensor networks. <i>Pervasive and Mobile Computing</i> , 2009, 5, 135-147.	3.3	18
110	Mobile Agent Middleware for Autonomic Data Fusion in Wireless Sensor Networks. , 2009, , 57-81.		17
111	A survey on jamming attacks and countermeasures in WSNs. <i>IEEE Communications Surveys and Tutorials</i> , 2009, 11, 42-56.	39.4	392
112	Mobile Sinks for Information Retrieval from Cluster-Based WSN Islands. <i>Lecture Notes in Computer Science</i> , 2009, , 213-226.	1.3	5
113	Clustering in mobile ad hoc networks through neighborhood stability-based mobility prediction. <i>Computer Networks</i> , 2008, 52, 1797-1824.	5.1	57
114	Improved batch fuzzy learning vector quantization for image compression. <i>Information Sciences</i> , 2008, 178, 3895-3907.	6.9	31
115	Hazard monitoring for visually impaired people enabled by wireless sensor networking technology. , 2008, , .		4
116	Towards iTV accessibility. , 2008, , .		5
117	Exploiting the cloning capability of Mobile Agents for cost-effective data fusion in wireless sensor networks. , 2008, , .		1
118	Intelligent content personalisation in internet TV using MPEG-21. <i>International Journal of Internet Protocol Technology</i> , 2008, 3, 159.	0.2	7
119	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
120	Cultural applications for mobile devices: Issues and requirements for authoring tools and development platforms. <i>Mobile Computing and Communications Review</i> , 2008, 12, 18-33.	1.7	21
121	Deploying Thick Mobile Clients Using Thin Client Architecture: A Case in Mobile Tourist Guides. <i>Communications in Computer and Information Science</i> , 2008, , 635-640.	0.5	0
122	A Clustering Framework to Build Focused Web Crawlers for Automatic Extraction of Cultural Information. <i>Lecture Notes in Computer Science</i> , 2008, , 419-424.	1.3	1
123	Deriving Efficient Mobile Agent Routes in Wireless Sensor Networks with NOID Algorithm. , 2007, , .		16
124	Defending Wireless Sensor Networks from Jamming Attacks. , 2007, , .		24
125	The technology landscape of wireless web. <i>International Journal of Mobile Communications</i> , 2007, 5, 508.	0.3	10
126	LIDAR: a protocol for stable and energy-efficient clustering of ad-hoc multihop networks. <i>Telecommunication Systems</i> , 2007, 36, 13-25.	2.5	9

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127	Classification of Web Documents using Fuzzy Logic Categorical Data Clustering. , 2007, , 93-100.		11
128	Increasing interactivity in IPTV using MPEG-21 descriptors. , 2007, , 65-72.		2
129	Clustering of Mobile Ad Hoc Networks: An Adaptive Broadcast Period Approach. , 2006, , .		17
130	A Method for Incremental Data Fusion in Distributed Sensor Networks. , 2006, , 635-642.		4
131	Single-layer multigranular optical cross-connect architecture with conversion capability and enhanced flexibility. Journal of Optical Networking, 2006, 5, 1002.	2.5	9
132	Low-cost itineraries for multi-hop agents designed for scalable monitoring of multiple subnets. Computer Networks, 2006, 50, 2937-2952.	5.1	6
133	Developing Tourist Guide Applications for Mobile Devices using the J2ME Platform. , 2006, , .		1
134	A heuristic algorithm for designing near-optimal mobile agent itineraries. Journal of Communications and Networks, 2006, 8, 123-131.	2.6	5
135	A Lightweight and Flexible Mobile Agent Platform Tailored to Management Applications. , 2006, , .		1
136	The Wireless Internet Technology Landscape. , 2006, , .		0
137	Stable and Energy Efficient Clustering of Wireless Ad-Hoc Networks with LIDAR Algorithm. Lecture Notes in Computer Science, 2006, , 100-110.	1.3	2
138	A Mobility Aware Technique for Clustering on Mobile Ad-Hoc Networks. Lecture Notes in Computer Science, 2006, , 397-408.	1.3	6
139	Hierarchical network management: a scalable and dynamic mobile agent-based approach. Computer Networks, 2002, 38, 693-711.	5.1	32
140	Mobile software agents for decentralised network and systems management. Microprocessors and Microsystems, 2001, 25, 101-109.	2.8	10
141	Deploying a Hierarchical Management Framework Using Mobile Agent Technology. Lecture Notes in Computer Science, 2000, , 333-348.	1.3	0
142	Using Active Processes as the Basis for an Integrated Distributed Network Management Architecture. Lecture Notes in Computer Science, 1999, , 199-211.	1.3	3
143	Mobility Prediction in Mobile Ad-Hoc Networks. , 0, , 226-240.		15
144	Mobile Tourist Applications. , 0, , 17-43.		0

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145	Mobile Applications Programming Platforms and Development Tools. , 0, , 250-264.		0