

## Общ списък с цитирания

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Списъкът включва 161 цитирания (без автоцитати), индексирани в Scopus, на статиите за участие в конкурса. С 1) до 20) са номерирани цитиранията за участие в конкурса и имат същата номерация като тази в списъка на цитиранията за участие в конкурса. Останалите цитирания не са номерирани. След всяка публикация е даден общия брой цитирания на самата публикация.

1. M. Sakamoto, **T. Alexandrova**, and T. Nakajima, "Analyzing the Influence of Virtuality on Playful Social Interaction," *Multimedia Tools and Applications Journal*, vol.75, no.14, pp. 8289-8317, July 2016, DOI:10.1007/s11042-015-2751-x, ISSN: 13807501, **IF:1.530(Q2)**(2016).

Цитира се в:

- 1) Alavesa, P., Pakanen, M., Ojala, T., Pouke, M., Kukka, H., Samodelkin, A., Voroshilov, A., Abdellatif, M., "Embedding virtual environments into the physical world: memorability and co-presence in the context of pervasive location-based games," *Multimedia Tools and Applications*, 2018, In Press. DOI: 10.1007/s11042-018-7077-z
- 2) Albuquerque, A.P., Kelner, J., "Toy user interfaces: Systematic and industrial mapping, " *Journal of Systems Architecture*, vol. 97, pp. 77-106, 2019. DOI: 10.1016/j.sysarc.2018.12.001

**Общ брой цитирания на публикацията: 2. За участие в конкурса: 2.**

2. M. Sakamoto, T. Nakajima, and **T. Alexandrova**, "Enhancing Values through Virtuality for Intelligent Artifacts that Influence Human Attitude and Behavior," *Multimedia Tools and Applications Journal*, vol.74, no.24, pp.11537-11568, December 2015, DOI:10.1007/s11042-014-2250-5, ISSN: 13807501, **IF:1.331(Q2)**(2015).

Цитира се в:

- 3) Brito, P.Q., Stoyanova, J., "Marker versus Markerless Augmented Reality. Which Has More Impact on Users?," *International Journal of Human-Computer Interaction*, vol. 34(9), pp. 819-833, 2018. DOI: 10.1080/10447318.2017.1393974
- 4) Kitson, A., Prpa, M., Riecke, B.E., "Immersive interactive technologies for positive change: A scoping review and design considerations," *Frontiers in Psychology*, vol. 9, 2018. DOI: 10.3389/fpsyg.2018.01354
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- Liyan, X., Yi, Y., "Research on the strategy and design of english classroom teaching model oriented by speculative ability," *Boletin Tecnico/Technical Bulletin*, 55 (6), pp. 684-688, 2017.

**Общ брой цитирания на публикацията: 4. За участие в конкурса: 2.**

3. M. Sakamoto, T. Nakajima, Y. Liu, and **T. Alexandrova**, “Design and Evaluation of Micro-Crowdfunding: Encouraging Sustainable Behavior in Micro-Level Crowdfunding,” *Proc. of International Academic MindTrek Conference: Making Sense of Converging Media (MindTrek 2013)*, (Tampere, Finland), pp. 162-165, October 1-4, 2013, ISBN: 978-145031992-8.

Цитира се в:

- Ding, Z., Jiabei, J., “Crowdfunding, entrepreneurship, and design education: Case study of a campaign by design students from China,” *Design Education for Fostering Creativity and Innovation in China*, pp. 117-132, 2016. DOI: 10.4018/978-1-5225-0911-0.ch006

**Общ брой цитирания на публикацията: 1.**

4. M. Sakamoto, T. Nakajima, Y. Liu, and **T. Alexandrova**, “Achieving Sustainable Society through Micro-level Crowdfunding,” *ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2013)*, (Paris, France), pp. 1443-1448, April 27-May 2, 2013, DOI:10.1145/2468356.2468614, ISBN: 978-145031899-0.

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- Zhang, Q., Li, L., Niu, Q., Yu, Y., “How should civic crowdfunding lead China’s home-based care service for the elderly out of the financial shortage? Environmental analysis of four practical patterns with the theory of funding ecosystem,” *Ekoloji*, 28 (107), art. no. e107468, pp. 4197-4204, 2019.
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**Общ брой цитирания на публикацията: 5.**

6. Y. Liu, **T. Alexandrova**, and T. Nakajima, “Using Stranger as Sensors: Temporal and Geo-sensitive Question Answering via Social Media,” *Proc. of the 22nd International Conference on World Wide Web (WWW 2013)*, (Rio de Janeiro, Brazil), pp. 803-813, May 13-17, 2013, ISBN: 978-145032035-1.

Цитира се в:

- 5) Dudas, P.M., Weirman, S., Griffin, C., “Little data, big stories: Taking the pulse of large-scaled events on twitter,” *Proceedings - 2016 IEEE 2nd International Conference on Collaboration and Internet Computing*, pp. 474-482, 2017. DOI: 10.1109/CIC.2016.071

- 6) Xu, Z., Liu, Y., Zhang, H., H., Luo, X., Mei, L., Hu, C., “Building the Multi-Modal Storytelling of Urban Emergency Events Based on Crowdsensing of Social Media Analytics,” *Mobile Networks and Applications*, vol. 22(2), pp. 218-227, 2017. DOI: 10.1007/s11036-016-0789-2
  - 7) Guo, B., Liu, Y., Wang, L., Li, V.O.K., Lam, J.C.K., Yu, Z., “Task allocation in spatial crowdsourcing: Current state and future directions,” *IEEE Internet of Things Journal* 5(3), 8316812, pp. 1749-1764, 2018. DOI: 10.1109/JIOT.2018.2815982
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  - Xu, Z., Mei, L., Choo, K.-K.R., Lv, Z., Hu, C., Luo, X., Liu, Y., “Mobile crowd sensing of human-like intelligence using social sensors: A survey, *Neurocomputing*,” 279, pp. 3-10, 2018. DOI: 10.1016/j.neucom.2017.01.127
  - Wang, H., Xi, Z., Zhang, J.X., Li, F., “An empirical study of financial incentivized question answering in social websites,” *HotWeb 2017 - Proceedings of the 5th ACM/IEEE Workshop on Hot Topics in Web Systems and Technologies*, art. no. a2, 2017. DOI: 10.1145/3132465.3132471
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  - Wang, L., Chen, L., Dong, M., Hussain, I., Pan, Z., Chen, G., “Understanding User Behavior of Asking Location-Based Questions on Microblogs,” *International Journal of Human-Computer Interaction*, 32 (7), pp. 544-556, 2016. DOI: 10.1080/10447318.2016.1181292
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**Общ брой цитирания на публикацията: 25. За участие в конкурса: 3.**

7. M. Sakamoto, **T. Alexandrova**, and T. Nakajima, “Analyzing the Effects of Virtualizing and Augmenting Trading Card Game based on a Player’s Personality,” *Proc. of the 6th International Conference on Advances in Computer-Human Interactions (ACHI 2013)*, (Nice, France), pp. 348-357, February 24-March 1, 2013, ISBN: 978-161208250-9. (BEST PAPER AWARD)

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**Общ брой цитирания на публикацията: 2.**

8. M. Sakamoto, **T. Alexandrova**, and T. Nakajima, “Augmenting Remote Trading Card Play with Virtual Characters used in Animation and Game Stories -Towards Persuasive and Ambient Transmedia Storytelling,” *Proc. of the 6th International Conference on Advances in Computer-Human Interactions (ACHI 2013)*, (Nice, France), pp. 168-177, February 24-March 1, 2013, ISBN: 978-161208250-9. (BEST PAPER AWARD)

Цитира се в:

- Buzeto, F.N., E Silva, T.B.P., Castanho, C.D., Jacobi, R.P., “Reconfigurable Games: Games that Change with the Environment, Brazilian Symposium on Games and Digital Entertainment,” SBGAMES, 2014-December (December), art. no. 7000033, pp. 61-70, 2014.  
DOI: 10.1109/SBGAMES.2014.10

**Общ брой цитирания на публикацията: 1.**

10. **T. Alexandrova**, G. Huzsak, and H. Morita, “Churn Resilience in Network Coding-based Anonymous P2P System,” *Proc. of 2012 International Symposium on Information Theory and its Applications (ISITA 2012)*, (Hawaii, USA), pp. 270-274, October 28-31, 2012, ISBN: 978-488552267-3.

Цитира се в:

- Miao, Z., Zhang, Q., Wang, S., Li, Y., Xu, W., Xiao, J., “A resource information organization method based on node encoding for resource discovering,” *Lecture Notes in Electrical Engineering*, 277 LNEE, pp. 1263-1270, 2014. DOI: 10.1007/978-3-319-01766-2\_143

**Общ брой цитирания на публикацията: 1.**

11. M. Sakamoto, T. Nakajima, and **T. Alexandrova**, “Value-based Design for Gamifying Daily Activities,” *The 11th International Conference on Entertainment Computing (ICEC 2012)*, (Bremen, Germany), *Lecture Notes in Computer Science (LNCS)* 7522, pp. 421-424, September 26-29, 2012, DOI: 10.1007/978-3-642-33542-6\_43, ISBN: 978-364233541-9, **SJR:0.346** (2012).

Цитира се в:

- 8) Rapp, A., “Drawing inspiration from world of warcraft: Gamification design elements for behavior change technologies,” *Interacting with Computers*, vol. 29(5), pp. 648-678, 2017.  
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- 10) Chittaro, F. Buttussi, “Exploring the use of arcade game elements for attitude change: Two studies in the aviation safety domain,” *International Journal of Human-Computer Studies*, vol. 127, pp.112-123, 2019. DOI: 10.1016/j.ijhcs.2018.07.006
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**Общ брой цитирания на публикацията: 15. За участие в конкурса: 3.**

16. Y. Liu, V. Lehdonvirta, **T. Alexandrova**, and T. Nakajima, “Drawing on mobile crowds via social media Case UbiAsk: image based mobile social search across languages,” *Multimedia Systems Journal*, vol. 18, Issue 1, pp. 53-67, February 2012, DOI:10.1007/s00530-011-0242-0, ISSN: 09424962, **IF:0.596 (Q3)**, (2012).

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- 11) Ikeda, K., Hoashi, K., “Crowdsourcing GO: Effect of worker situation on mobile crowdsourcing performance,” *Conference on Human Factors in Computing Systems - Proceedings*, pp. 1142-1153, 2017. DOI: 10.1145/3025453.3025917
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**Общ брой цитирания на публикацията: 10. За участие в конкурса: 2.**

18. Y. Liu, **T. Alexandrova**, and T. Nakajima, "Gamifying Intelligent Environment," *2011 International ACM Workshop on Ubiquitous Meta User Interfaces(Ubi-MUI'11)*, (Arizona, USA), pp. 7-12, December 1, 2011, DOI: 10.1145/2072652.2072655, ISBN: 978-145030993-6.

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- 13) Mora, A., Riera, D., González, C., Arnedo-Moreno, J., "Gamification: a systematic review of design frameworks," *Journal of Computing in Higher Education*, vol. 29(3), pp. 516-548, 2017. DOI: 10.1007/s12528-017-9150-4
- 14) Sailer, M., Hense, J.U., Mayr, S.K., Mandl, H., "How gamification motivates: An experimental study of the effects of specific game design elements on psychological need satisfaction," *Computers in Human Behavior*, vol. 69, pp. 371-380, 2017. DOI: 10.1016/j.chb.2016.12.033
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