

Списък с цитиранията

на ас. д-р Тодорка Александрова

за участие в конкурс за доцент по професионално направление

4.6. Информатика и компютърни науки, научна специалност „Информатика“
(Взаимодействие човек – компютър), обявен в ДВ, бр.52/02.07.2019г.

За участие в конкурса са представени 20 цитирания (без автоцитати), индексирани в Scopus. Цитиранията са номерирани с 1) до 20). Номерацията на цитираните статии на кандидата е същата като тази в списъка на научните публикации за участие в конкурса.

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
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).

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- 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
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
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).

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- 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. DOI: 10.1093/iwc/iwx001
- 9) Tinati, R., Luczak-Roesch, M., Simperl, E., Hall, W. , “An investigation of player motivations in Eyewire, a gamified citizen science project,” *Computers in Human Behavior*, vol. 73, pp. 527-540, 2017. DOI: 10.1016/j.chb.2016.12.074
- 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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- 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
- 12) A. Ghezzi, D. Gabelloni, A. Martini, A. Natalicchio, “Crowdsourcing: A Review and Suggestions for Future Research,” *International Journal of Management Reviews*, Vol. 20, 343-363, 2018. DOI: 10.1111/ijmr.12135
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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- 15) Feng, Y., Jonathan Ye, H., Yu, Y., Yang, C., Cui, T., “Gamification artifacts and crowdsourcing participation: Examining the mediating role of intrinsic motivations,” *Computers in Human Behavior*, vol. 81, pp. 124-136, 2018. DOI: 10.1016/j.chb.2017.12.018
- 16) M. M. Jozani, M. Maasberg, E. Ayaburi, “Slayers vs Slackers: An Examination of Users’ Competitive Differences in Gamified IT Platforms Based on Hedonic Motivation System Model,” *Lecture Notes in Computer Science*, vol. 10925, pp. 164-172 pp. 164-172, 2018. DOI: 10.1007/978-3-319-91152-6_13
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- 18) L. 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
19. Y. Liu, **T. Alexandrova**, V. Lehdonvirta, and T. Nakajima, “Mobile Image Search via Local Crowd: a User Study,” *The 17th IEEE International Conference on Embedded and Real-Time Computing Systems and Applications (RTCSA 2011)*, (Toyama, Japan), pp. 109-112, August 28-31, 2011, DOI:10.1109/RTCSA.2011.10, ISBN: 978-076954502-8.

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