

Списък на научните публикации

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 22 научни публикации, от които 3 са публикувани в научни списания с импакт фактор (IF), 5 са публикувани в научни списания с импакт ранг (SJR), 12 са реферирани и индексирани в Scopus и 2 са реферирани и индексирани в ACM Digital Library. Статиите са излезли от печат след придобиване на образователна и научна степен „доктор“ и нито една от статиите за участие в настоящия конкурс не е участвала в предишни процедури.

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).
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).
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.
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.
5. Y. Liu, **T. Alexandrova**, S. Hirade, and T. Nakajima, “Facilitating Natural Flow of Information among “Taste-based” Groups,” *ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2013)*, (Paris, France), pp. 871-876, April 27-May 2, 2013, DOI: 10.1145/2468356.2468512, ISBN: 978-145031899-0.
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.
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)

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)
9. M. Sakamoto, T. Nakajima, and **T. Alexandrova**, "Augmenting Trading Card Game: Playing against Virtual Characters Used in Fictional Stories," *Proc. of the 9th International Conference on Advances in Computer Entertainment (ACE 2012)*, (Kathmandu, Nepal), Lecture Notes in Computer Science (LNCS) 7624, pp. 549-552, November 2012, DOI:10.1007/978-3-642-34292-9_56, ISBN: 978-364234291-2, **SJR:0.346** (2012).
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.
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).
12. M. Sakamoto, T. Nakajima, E. Tokunaga, and **T. Alexandrova**, "Augmenting Trading Card Game with Empathetic Virtual Characters," *Proc. of 2012 International Conference on Human-centric Computing (HumanCom 2012)*, (Gwangju, Korea), Lecture Notes in Electrical Engineering (LNEE) 182, pp. 51-58, September 2012, DOI:10.1007/978-94-007-5086-9_7, ISBN: 978-940075085-2, **SJR:0.115** (2012)
13. M. Sakamoto, T. Nakajima, and **T. Alexandrova**, "Incorporating Virtual Forms into Traditional Things to Increase Their Values," *Proc. of 2012 International Conference on Human-centric Computing (HumanCom 2012)*, (Gwangju, Korea), Lecture Notes in Electrical Engineering (LNEE) 182, pp. 17-24, September 2012, DOI:10.1007/978-94-007-5086-9_3, ISBN: 978-940075085-2, **SJR:0.115** (2012). (BEST PAPER AWARD)
14. F. Salazar, T. Yamabe, **T. Alexandrova**, Y. Liu, and T. Nakajima, "Family Interaction for Responsible Natural Resource Consumption," *The ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2012)*, (Austin, Texas, USA), pp. 2105- 2110, May 5-10, 2012, DOI: 10.1145/2212776.2223760, ISBN: 978-1-4503-1016-1.
15. M. Sakamoto, T. Nakajima, T. Yamabe, and **T. Alexandrova**, "Harmonizing Virtual Forms into Traditional Artifacts to Increase Their Values ," *Advances in Intelligent and Soft Computing*, vol. 153, pp. 207-211, March 2012, DOI:10.1007/978-3-642-28783-1_26, ISBN: 978-364228782-4, **SJR:0.141** (2012).
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).

17. T. Nakajima, T. Yamabe, **T. Alexandrova**, and M. Sakamoto, "Digital Physical Hybrid Design: Enhancing Real Worlds with Augmented Reality," *Proc. of 2011 IEEE International Conference on Service-Oriented Computing and Applications (SOCA 2011)*, (Irvine, USA), December 12-14 , 2011, DOI:10.1109/SOCA.2011.6166235, ISBN: 978-146730319-4.
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.
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.
20. Y. Liu, V. Lehdonvirta, M. Kleppe, **T. Alexandrova**, H. Kimura, and T. Nakajima, "A Crowdsourcing Based Mobile Image Translation and Knowledge Sharing Service," *Proc. of the 9th International Conference on Mobile and Ubiquitous Multimedia (MUM 2010)*, (Limassol, Cyprus), December 1-3, 2010, DOI:10.1145/1899475.1899481, ISBN: 978-1-4503-0424-5.
21. C. Kawashima, **T. Alexandrova**, B. Nugraha, and H. Morita, "Realizing and Evaluating Mutual Anonymity in P2P Networks," *Proc. of 2010 International Symposium on Information Theory and its Applications (ISITA 2010)*, (Taichung, Taiwan), pp. 66-71, October 17-20, 2010, DOI: 10.1109/ISITA.2010.5649652, ISBN: 978-142446017-5.
22. **T. Alexandrova**, Y. Suzuki, K. Okubo, and N. Tagawa, "Secret Images Sharing Scheme Using Two-Variable One-Way Functions," *Proc. of 2010 IEEE International Conference on Wireless Communications, Networking and Information Security (WCNIS 2010)*, (Beijing, China), pp. 553-557, June 25-27, 2010, DOI:10.1109/WCINS.2010.5541840, ISBN: 978-142445851-6.