

Dewan Tanvir Ahmed

List of Publications by Year in descending order

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Version: 2024-02-01

34
papers

460
citations

1684188

5
h-index

1588992

8
g-index

34
all docs

34
docs citations

34
times ranked

333
citing authors

#	ARTICLE	IF	CITATIONS
1	A survey of application-layer multicast protocols. IEEE Communications Surveys and Tutorials, 2007, 9, 58-74.	39.4	231
2	Virtual Caregiver: An Ambient-Aware Elderly Monitoring System. IEEE Transactions on Information Technology in Biomedicine, 2012, 16, 1024-1031.	3.2	76
3	A Dynamic Area of Interest Management and Collaboration Model for P2P MMOGs. , 2008, , .		23
4	A microcell oriented load balancing model for collaborative virtual environments. , 2008, , .		18
5	Improving gaming experience in zonal MMOGs. , 2007, , .		13
6	Multi-level Hashing for Peer-to-Peer System in Wireless Ad Hoc Environment. , 2007, , .		11
7	A hybrid P2P communications architecture for zonal MMOGs. Multimedia Tools and Applications, 2009, 45, 313-345.	3.9	11
8	Zone Based Messaging in Collaborative Virtual Environments. , 2006, , .		9
9	Design Issues of Peer-to-Peer Systems for Wireless Ad Hoc Networks. , 2007, , .		8
10	A Framework for Provisioning Overlay Network Based Multimedia Distribution Services. , 2007, , .		7
11	A Dynamic Networking Substrate for Distributed MMOGs. IEEE Transactions on Emerging Topics in Computing, 2015, 3, 289-302.	4.6	7
12	Uniform and Non-Uniform Zoning for Load Balancing in Virtual Environments. , 2010, , .		6
13	Improving online gaming experience using location awareness and interaction details. Multimedia Tools and Applications, 2012, 61, 163-180.	3.9	6
14	A Human Caregiver Support System in Elderly Monitoring Facility. , 2012, , .		5
15	Supporting Large-Scale Networked Virtual Environments. , 2007, , .		4
16	Performance Enhancement in MMOGs Using Entity Types. , 2007, , .		3
17	An Expedite State Dissemination Mechanism for MMOGs. Parallel Architectures, Algorithms and Networks (I-SPAN), Proceedings of the International Symposium on, 2008, , .	0.0	3
18	Intelligent path finding for avatars in Massively Multiplayer Online Games. , 2009, , .		3

#	ARTICLE	IF	CITATIONS
19	An auxiliary area of interest management for synchronization and load regulation in zonal P2P MMOGs. , 2008, , .		2
20	Zoning Issues and Area of Interest Management in Massively Multiplayer Online Games. , 2009, , 175-195.		2
21	A fault tolerance procedure for P2P online games. , 2010, , .		2
22	A decision support engine for video surveillance systems. , 2011, , .		2
23	State Management in Large Scale Group Communication. , 2007, , .		1
24	Distributed Video Adaptation and Streaming for Heterogeneous Devices. , 2008, , .		1
25	Model and measurement of MMOG time-constraint relaxation algorithm. , 2009, , .		1
26	An algorithm for measurement and detection of path cheating in virtual environments. Virtual Environments, Human-Computer Interfaces and Measurements Systems, 2009 VECIMS '09 IEEE International Conference on, 2009, , .	0.0	1
27	A Quality Control Algorithm Based on Virtual Distance in Games. , 2010, , .		1
28	A framework for computing quality of information in multi-sensor systems. , 2012, , .		1
29	Dynamic prioritization of multi-sensor feeds for resource limited surveillance systems. , 2012, , .		1
30	Utility based decision support engine for camera view selection in multimedia surveillance systems. Multimedia Tools and Applications, 2014, 73, 219-240.	3.9	1
31	The Roots and the Rationale behind the ALM Based Collaboration. , 2007, , .		0
32	Hybrid Maximal Matching for Input Buffered Crossbar Switches. , 2007, , .		0
33	Dynamic Resource Allocation for Event Processing in Surveillance Systems. , 2012, , .		0
34	A Message Prioritization Scheme for Virtual Collaboration. Lecture Notes in Electrical Engineering, 2012, , 377-385.	0.4	0