Rajesh Krishna Balan

List of Publications by Year
in descending order

60 papers	1,475 citations	1477746 6 h-index	1473754 9 g-index
71 all docs	71 docs citations	71 times ranked	1362 citing authors

#	Article	IF	Citations
1	DeepMon. , 2017, , .		212
2	Tactics-based remote execution for mobile computing. , 2003, , .		174
3	TagScan. , 2017, , .		136
4	Barometric phone sensors. , 2014, , .		87
5	Configuring global software teams. , 2011, , .		72
6	GruMon. , 2014, , .		71
7	The case for smartwatch-based diet monitoring. , 2015, , .		65
8	DeepSense. , 2016, , .		40
9	Smartphones and BLE Services: Empirical Insights. , 2015, , .		36
10	EngageMon. , 2018, 2, 1-27.		32
11	VitaMon. , 2019, , .		32
12	Need accurate user behaviour?. , 2015, , .		30
13	Cyber Foraging: Fifteen Years Later. IEEE Pervasive Computing, 2017, 16, 24-30.	1.1	28
14	LiveLabs. , 2014, , .		25
15	LiveLabs. Mobile Computing and Communications Review, 2013, 17, 47-59.	1.7	24
16	WiWear: Wearable Sensing via Directional WiFi Energy Harvesting. , 2019, , .		23
17	Overcoming the challenges in cost estimation for distributed software projects. , 2012, , .		22
18	The impact of process choice in high maturity environments: An empirical analysis. , 2009, , .		20

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19	Game action based power management for multiplayer online game. , 2009, , .		20
20	LiveLabs. , 2016, , .		19
21	GameOn. , 2015, , .		16
22	QueueVadis. , 2015, , .		15
23	HeartQuake. , 2020, 4, 1-28.		14
24	Powerful change part 2: reducing the power demands of mobile devices. IEEE Pervasive Computing, 2004, 3, 71-73.	1.1	13
25	HuMan: Creating memorable fingerprints of mobile users. , 2012, , .		11
26	Experiences in Building a Real-World Eating Recogniser. , 2017, , .		11
27	Experiences & Challenges with Server-Side WiFi Indoor Localization Using Existing Infrastructure. , 2018, , .		11
28	Finding Small-Bowel Lesions: Challenges in Endoscopy-Image-Based Learning Systems. Computer, 2018, 51, 68-76.	1.2	11
29	Design and Assessment of Myoelectric Games for Prosthesis Training of Upper Limb Amputees. , 2019, , .		11
30	Real-time Detection Of Seat Occupancy & Hogging. , 2015, , .		8
31	Using infrastructure-provided context filters for efficient fine-grained activity sensing. , 2015, , .		8
32	Graph-aided directed testing of Android applications for checking runtime privacy behaviours. , 2016, , .		8
33	FogFly. , 2018, , .		8
34	Empath-D. , 2018, , .		8
35	ARIVU: Power-aware middleware for multiplayer mobile games. , 2010, , .		7
36	Adaptive display power management for OLED displays. Computer Communication Review, 2012, 42, 485-490.	1.5	7

#	Article	IF	Citations
37	ARIVU: Making Networked Mobile Games Green. Mobile Networks and Applications, 2012, 17, 21-28.	2.2	7
38	Small Scale Deployment of Seat Occupancy Detectors. , 2016, , .		7
39	Examining Augmented Virtuality Impairment Simulation for Mobile App Accessibility Design. , 2019, , .		7
40	Jasper. , 2016, , .		6
41	LpGL. , 2019, , .		6
42	Matchmaking Game Players On Public Transport. , 2015, , .		4
43	Empath-D. , 2017, , .		4
44	D-Pruner. , 2018, , .		4
45	CryptoCurrency Mining on Mobile as an Alternative Monetization Approach. , 2019, , .		4
46	Gym Usage Behavior & Desired Digital Interventions. , 2020, , .		4
47	PGTP: Power aware game transport protocol for multi-player mobile games. , 2011, , .		3
48	Dynamic lookahead mechanism for conserving power in multi-player mobile games. , 2012, , .		3
49	Cloud-Based Query Evaluation for Energy-Efficient Mobile Sensing. , 2014, , .		3
50	Material Identification and Target Imaging with RFIDs [IoT Connection]. Computer, 2018, 51, 64-68.	1.2	3
51	New Challenges in Display-Saturated Environments. IEEE Pervasive Computing, 2019, 18, 67-75.	1.1	3
52	Deep ECG Wave Estimation Model with Seismograph Sensor (poster). , 2019, , .		3
53	Empath-D. , 2018, , .		2
54	Pervasive Computing for Transit and Transport. IEEE Pervasive Computing, 2013, 12, 14-16.	1.1	1

#	Article	IF	Citations
55	Smart monitoring via participatory BLE relaying. , 2018, , .		1
56	W8-Scope: Fine-Grained, Practical Monitoring of Weight Stack-based Exercises. , 2020, , .		1
57	ACM HotMobile 2013 demo. Mobile Computing and Communications Review, 2013, 17, 5-6.	1.7	0
58	Deal or no deal: Catering to user preferences. , 2014, , .		0
59	LiveLabs: Building Real-World Testbeds for Mobile Sensing, Analytics, and Intervention Experiments. , 2016, , .		0
60	Session details: PAPER SESSION 8: Mobile Performance. , 2017, , .		0