

Rajesh Krishna Balan

List of Publications by Citations

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Version: 2024-04-26

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

53
papers

1,000
citations

16
h-index

30
g-index

71
ext. papers

1,268
ext. citations

1.5
avg, IF

4.61
L-index

#	Paper	IF	Citations
53	Tactics-based remote execution for mobile computing 2003 ,		140
52	DeepMon 2017 ,		139
51	TagScan 2017 ,		75
50	Barometric phone sensors 2014 ,		65
49	Configuring global software teams 2011 ,		62
48	GruMon 2014 ,		55
47	The case for smartwatch-based diet monitoring 2015 ,		49
46	DeepSense 2016 ,		27
45	Need accurate user behaviour? 2015 ,		26
44	Smartphones and BLE Services: Empirical Insights 2015 ,		24
43	LiveLabs. <i>Mobile Computing and Communications Review</i> , 2013 , 17, 47-59		22
42	LiveLabs 2014 ,		19
41	Overcoming the challenges in cost estimation for distributed software projects 2012 ,		17
40	VitaMon 2019 ,		17
39	EngageMon 2018 , 2, 1-27		16
38	Game action based power management for multiplayer online game 2009 ,		14
37	QueueVadis 2015 ,		12

36	The impact of process choice in high maturity environments: An empirical analysis 2009 ,		12
35	LiveLabs 2016 ,		12
34	GameOn 2015 ,		10
33	Powerful change part 2: reducing the power demands of mobile devices. <i>IEEE Pervasive Computing</i> , 2004 , 3, 71-73	1.3	10
32	WiWear: Wearable Sensing via Directional WiFi Energy Harvesting 2019 ,		9
31	HuMan: Creating memorable fingerprints of mobile users 2012 ,		9
30	Finding Small-Bowel Lesions: Challenges in Endoscopy-Image-Based Learning Systems. <i>Computer</i> , 2018 , 51, 68-76	1.6	9
29	Cyber Foraging: Fifteen Years Later. <i>IEEE Pervasive Computing</i> , 2017 , 16, 24-30	1.3	8
28	Experiences in Building a Real-World Eating Recogniser 2017 ,		8
27	Using infrastructure-provided context filters for efficient fine-grained activity sensing 2015 ,		6
26	ARIVU: Power-aware middleware for multiplayer mobile games 2010 ,		6
25	Design and Assessment of Myoelectric Games for Prosthesis Training of Upper Limb Amputees 2019 ,		5
24	Real-time Detection Of Seat Occupancy & Hogging 2015 ,		5
23	Adaptive display power management for OLED displays. <i>Computer Communication Review</i> , 2012 , 42, 485-490	1.4	5
22	HeartQuake 2020 , 4, 1-28		5
21	FogFly 2018 ,		5
20	Graph-aided directed testing of Android applications for checking runtime privacy behaviours 2016 ,		4
19	ARIVU: Making Networked Mobile Games Green. <i>Mobile Networks and Applications</i> , 2012 , 17, 21-28	2.9	4

18	Jasper 2016 ,		4
17	Empath-D 2017 ,		3
16	Matchmaking Game Players On Public Transport 2015 ,		3
15	New Challenges in Display-Saturated Environments. <i>IEEE Pervasive Computing</i> , 2019 , 18, 67-75	1.3	3
14	PGTP: Power aware game transport protocol for multi-player mobile games 2011 ,		3
13	Experiences & Challenges with Server-Side WiFi Indoor Localization Using Existing Infrastructure 2018 ,		3
12	D-Pruner 2018 ,		3
11	Empath-D 2018 ,		2
10	Small Scale Deployment of Seat Occupancy Detectors 2016 ,		2
9	Material Identification and Target Imaging with RFIDs [IoT Connection]. <i>Computer</i> , 2018 , 51, 64-68	1.6	2
8	LpGL 2019 ,		1
7	Examining Augmented Virtuality Impairment Simulation for Mobile App Accessibility Design 2019 ,		1
6	CryptoCurrency Mining on Mobile as an Alternative Monetization Approach 2019 ,		1
5	Cloud-Based Query Evaluation for Energy-Efficient Mobile Sensing 2014 ,		1
4	Gym Usage Behavior & Desired Digital Interventions 2020 ,		1
3	W8-Scope: Fine-Grained, Practical Monitoring of Weight Stack-based Exercises 2020 ,		1
2	Pervasive Computing for Transit and Transport. <i>IEEE Pervasive Computing</i> , 2013 , 12, 14-16	1.3	
1	ACM HotMobile 2013 demo. <i>Mobile Computing and Communications Review</i> , 2013 , 17, 5-6		

