Aleksandra Cerekovic

List of Publications by Year
in descending order

10 papers	118 citations	1478505 6 h-index	1281871 11 g-index
11 all docs	11 docs citations	11 times ranked	111 citing authors

#	Article	IF	Citations
1	How to measure and model QoE for networked games?. Multimedia Systems, 2019, 25, 395-420.	4.7	10
2	Rapport with Virtual Agents: What Do Human Social Cues and Personality Explain?. IEEE Transactions on Affective Computing, 2017, 8, 382-395.	8.3	52
3	Multimodal behavior realization for embodied conversational agents. Multimedia Tools and Applications, 2011, 54, 143-164.	3.9	13
4	A Controller-Based Animation System for Synchronizing and Realizing Human-Like Conversational Behaviors. Lecture Notes in Computer Science, 2010, , 80-91.	1.3	3
5	Toward a multi-culture adaptive virtual tour guide agent with a modular approach. AI and Society, 2009, 24, 225-235.	4.6	9
6	Implementing a Multi-user Tour Guide System with an Embodied Conversational Agent. Lecture Notes in Computer Science, 2009, , 7-18.	1.3	6
7	Integrating embodied conversational agent components with a generic framework. Multiagent and Grid Systems, 2008, 4, 371-386.	0.9	10
8	An agent based multicultural tour guide system with nonverbal user interface. Journal on Multimodal User Interfaces, 2007, 1, 41-48.	2.9	4
9	A Quiz Game Console Based on a Generic Embodied Conversational Agent Framework. Lecture Notes in Computer Science, 2007, , 383-384.	1.3	4
10	Toward a Universal Platform for Integrating Embodied Conversational Agent Components. Lecture Notes in Computer Science, 2006, , 220-226.	1.3	6