

Fabrizio Lamberti

List of Publications by Year in descending order

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Version: 2024-02-01

165
papers

2,493
citations

304743

22
h-index

254184

43
g-index

169
all docs

169
docs citations

169
times ranked

2093
citing authors

#	ARTICLE	IF	CITATIONS
1	Blockchain and Smart Contracts for Insurance: Is the Technology Mature Enough?. Future Internet, 2018, 10, 20.	3.8	339
2	To Blockchain or Not to Blockchain: That Is the Question. IT Professional, 2018, 20, 62-74.	1.5	195
3	A Streaming-Based Solution for Remote Visualization of 3D Graphics on Mobile Devices. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 247-260.	4.4	118
4	A Kinect-based natural interface for quadrotor control. Entertainment Computing, 2013, 4, 179-186.	2.9	100
5	Challenges, Opportunities, and Future Trends of Emerging Techniques for Augmented Reality-Based Maintenance. IEEE Transactions on Emerging Topics in Computing, 2014, 2, 411-421.	4.6	79
6	Building Trust in Autonomous Vehicles: Role of Virtual Reality Driving Simulators in HMI Design. IEEE Transactions on Vehicular Technology, 2019, 68, 9438-9450.	6.3	79
7	A Relation-Based Page Rank Algorithm for Semantic Web Search Engines. IEEE Transactions on Knowledge and Data Engineering, 2009, 21, 123-136.	5.7	78
8	Blockchains Can Work for Car Insurance: Using Smart Contracts and Sensors to Provide On-Demand Coverage. IEEE Consumer Electronics Magazine, 2018, 7, 72-81.	2.3	56
9	CMBFHE: a novel contrast enhancement technique based on cascaded multistep binomial filtering histogram equalization. IEEE Transactions on Consumer Electronics, 2006, 52, 966-974.	3.6	46
10	Augmented Reality Learning Environment for Basic Life Support and Defibrillation Training: Usability Study. Journal of Medical Internet Research, 2020, 22, e14910.	4.3	46
11	Using handheld devices to support augmented reality-based maintenance and assembly tasks. , 2015, , .		40
12	Improving Robustness of Infrared Target Tracking Algorithms Based on Template Matching. IEEE Transactions on Aerospace and Electronic Systems, 2011, 47, 1467-1480.	4.7	39
13	An accelerated remote graphics architecture for PDAS. , 2003, , .		37
14	New Frontiers of Delivery Services Using Drones: A Prototype System Exploiting a Quadcopter for Autonomous Drug Shipments. , 2015, , .		37
15	An Algorithmic and Architectural Study on Montgomery Exponentiation in RNS. IEEE Transactions on Computers, 2012, 61, 1071-1083.	3.4	36
16	A Wii remote-based infrared-optical tracking system. Entertainment Computing, 2010, 1, 119-124.	2.9	33
17	Reducing the Computation Time in (Short Bit-Width) Two's Complement Multipliers. IEEE Transactions on Computers, 2011, 60, 148-156.	3.4	32
18	Towards the adoption of virtual reality training systems for the self-tuition of industrial robot operators: A case study at KUKA. Computers in Industry, 2021, 129, 103446.	9.9	32

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19	How Blockchain, Virtual Reality, and Augmented Reality are Converging, and Why. IEEE Consumer Electronics Magazine, 2021, 10, 6-13.	2.3	29
20	Blockchain or not blockchain, that is the question of the insurance and other sectors. IT Professional, 2017, , 1-1.	1.5	25
21	Virtual Character Animation Based on Affordable Motion Capture and Reconfigurable Tangible Interfaces. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1742-1755.	4.4	25
22	Immersive Virtual Reality-Based Interfaces for Character Animation. IEEE Access, 2019, 7, 125463-125480.	4.2	25
23	A Genetic Algorithm for Target Tracking in FLIR Video Sequences Using Intensity Variation Function. IEEE Transactions on Instrumentation and Measurement, 2009, 58, 3457-3467.	4.7	24
24	Comparing State-of-the-Art and Emerging Augmented Reality Interfaces for Autonomous Vehicle-to-Pedestrian Communication. IEEE Transactions on Vehicular Technology, 2021, 70, 1157-1168.	6.3	24
25	Extensible GUIs for Remote Application Control on Mobile Devices. IEEE Computer Graphics and Applications, 2008, 28, 50-57.	1.2	23
26	Multi-touch user interface evaluation for 3D object manipulation on mobile devices. Journal on Multimodal User Interfaces, 2010, 4, 3-10.	2.9	23
27	Benchmarking unsupervised near-duplicate image detection. Expert Systems With Applications, 2019, 135, 313-326.	7.6	23
28	An Evaluation Testbed for Locomotion in Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1871-1889.	4.4	23
29	A feedback-based control technique for interactive live streaming systems to mobile devices. IEEE Transactions on Consumer Electronics, 2010, 56, 190-197.	3.6	22
30	A 6-DOF ARTag-based tracking system. IEEE Transactions on Consumer Electronics, 2010, 56, 203-210.	3.6	22
31	Advances in Target Detection and Tracking in Forward-Looking InfraRed (FLIR) Imagery. Sensors, 2014, 14, 20297-20303.	3.8	22
32	Using Semantics to Automatically Generate Speech Interfaces for Wearable Virtual and Augmented Reality Applications. IEEE Transactions on Human-Machine Systems, 2017, 47, 152-164.	3.5	21
33	Blockchain Technology Use Cases. Studies in Big Data, 2020, , 91-114.	1.1	21
34	A Movement Analysis System based on Immersive Virtual Reality and Wearable Technology for Sport Training. , 2018, , .		20
35	Automatic Assessment of 3D Modeling Exams. IEEE Transactions on Learning Technologies, 2012, 5, 2-10.	3.2	19
36	A Semantic Recommender System for Adaptive Learning. IT Professional, 2015, 17, 50-58.	1.5	19

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37	Human-Robot Interfaces for Interactive Receptionist Systems and Wayfinding Applications. <i>Robotics</i> , 2018, 7, 56.	3.5	19
38	A Radix-2 Digit-by-Digit Architecture for Cube Root. <i>IEEE Transactions on Computers</i> , 2008, 57, 562-566.	3.4	18
39	A General Approach for Improving RNS Montgomery Exponentiation Using Pre-processing. , 2011, , .		17
40	Job Recruitment and Job Seeking Processes: How Technology Can Help. <i>IT Professional</i> , 2014, 16, 41-49.	1.5	16
41	Supporting Web Analytics by Aggregating User Interaction Data From Heterogeneous Devices Using Viewport-DOM-Based Heat Maps. <i>IEEE Transactions on Industrial Informatics</i> , 2017, 13, 1989-1999.	11.3	16
42	Stress Detection in Computer Users From Keyboard and Mouse Dynamics. <i>IEEE Transactions on Consumer Electronics</i> , 2021, 67, 12-19.	3.6	16
43	A mobile platform for collaborative urban freight transportation. <i>Transportation Research Procedia</i> , 2018, 30, 14-22.	1.5	15
44	Is Immersive Virtual Reality the Ultimate Interface for 3D Animators?. <i>Computer</i> , 2020, 53, 36-45.	1.1	15
45	A kinect-based interface to animate virtual characters. <i>Journal on Multimodal User Interfaces</i> , 2013, 7, 269-279.	2.9	14
46	Mixed-Reality Robotic Games: Design Guidelines for Effective Entertainment With Consumer Robots. <i>IEEE Consumer Electronics Magazine</i> , 2021, 10, 6-16.	2.3	14
47	A Novel Ego-Motion Compensation Strategy for Automatic Target Tracking in FLIR Video Sequences taken from UAVs. <i>IEEE Transactions on Aerospace and Electronic Systems</i> , 2009, 45, 723-734.	4.7	13
48	Semantics-Based Intelligent Human-Computer Interaction. <i>IEEE Intelligent Systems</i> , 2016, 31, 11-21.	4.0	13
49	Spatial Augmented Reality meets robots: Human-machine interaction in cloud-based projected gaming environments. , 2017, , .		13
50	Improving AR-powered remote assistance: a new approach aimed to foster operator's autonomy and optimize the use of skilled resources. <i>International Journal of Advanced Manufacturing Technology</i> , 2021, 114, 3147-3164.	3.0	13
51	An anti-counterfeit mechanism for the application layer in low-cost RFID devices. , 2008, , .		12
52	An open and scalable architecture for delivering 3D shared visualization services to heterogeneous devices. <i>Concurrency Computation Practice and Experience</i> , 2011, 23, 1179-1195.	2.2	12
53	VDHM: Viewport-DOM Based Heat Maps as a Tool for Visually Aggregating Web Users' Interaction Data from Mobile and Heterogeneous Devices. , 2015, , .		12
54	On the Usability of Consumer Locomotion Techniques in Serious Games: Comparing Arm Swinging, Treadmills and Walk-in-Place. , 2019, , .		12

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55	Robust Robot Tracking for Next-Generation Collaborative Robotics-Based Gaming Environments. IEEE Transactions on Emerging Topics in Computing, 2020, 8, 869-882.	4.6	12
56	An automatic computer vision pipeline for the in-line monitoring of freeze-drying processes. Computers in Industry, 2020, 115, 103184.	9.9	12
57	A Multi-role, Multi-user, Multi-technology Virtual Reality-based Road Tunnel Fire Simulator for Training Purposes. , 2021, , .		12
58	An Adaptive Control System to Deliver Interactive Virtual Environment Content to Handheld Devices. Mobile Networks and Applications, 2011, 16, 385-393.	3.3	11
59	Automatic Grading of 3D Computer Animation Laboratory Assignments. IEEE Transactions on Learning Technologies, 2014, 7, 280-290.	3.2	11
60	Low-cost home monitoring using a Java-based embedded computer. , 0, , .		10
61	Mixed Marker-Based/Marker-Less Visual Odometry System for Mobile Robots. International Journal of Advanced Robotic Systems, 2013, 10, 260.	2.1	10
62	Computer-assisted analysis of painting brushstrokes: digital image processing for unsupervised extraction of visible features from van Gogh's works. Eurasip Journal on Image and Video Processing, 2014, 2014, .	2.6	10
63	Mixed Reality-Based User Interaction Feedback for a Hand-Controlled Interface Targeted to Robot Teleoperation. Lecture Notes in Computer Science, 2017, , 447-463.	1.3	10
64	Artificial Intelligence in Consumer Electronics. IEEE Consumer Electronics Magazine, 2020, 9, 46-47.	2.3	9
65	A visual editing tool supporting the production of 3D interactive graphics assets for public exhibitions. International Journal of Human Computer Studies, 2020, 141, 102450.	5.6	8
66	Comparing Algorithms for Aggressive Driving Event Detection Based on Vehicle Motion Data. IEEE Transactions on Vehicular Technology, 2022, 71, 53-68.	6.3	8
67	Automatic ocular artifact rejection based on independent component analysis and eyeblink detection. , 0, , .		7
68	A distributed architecture for searching, retrieving and visualizing complex 3D models on Personal Digital Assistants. International Journal of Human Computer Studies, 2004, 60, 701-716.	5.6	7
69	SocER: Computer graphics meets sports analytics for soccer event recognition. SoftwareX, 2020, 12, 100612.	2.6	7
70	A Kinect-Based Natural Interface for Quadrotor Control. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 48-56.	0.3	7
71	Guest Editorial Introduction to the Special Section on Immersive Virtual Reality Simulation for Vehicular Technology. IEEE Transactions on Vehicular Technology, 2022, 71, 3397-3398.	6.3	7
72	A reconfigurable multi-touch framework for teleoperation tasks. , 2011, , .		6

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73	Point Cloud-Based Automatic Assessment of 3D Computer Animation Courseworks. IEEE Transactions on Learning Technologies, 2017, 10, 532-543.	3.2	6
74	Robotic Gaming and User Interaction: Impact of Autonomous Behaviors and Emotional Features. , 2018, , .		6
75	Holo-BLSD " A Holographic Tool for Self-training and Self-Evaluation of Emergency Response Skills. IEEE Transactions on Emerging Topics in Computing, 2021, 9, 1581-1595.	4.6	6
76	Breast Mass Detection With Faster R-CNN: On the Feasibility of Learning From Noisy Annotations. IEEE Access, 2021, 9, 66163-66175.	4.2	6
77	A Flexible AR-based Training System for Industrial Maintenance. Lecture Notes in Computer Science, 2015, , 314-331.	1.3	6
78	Developing Touch-Less Interfaces to Interact with 3D Contents in Public Exhibitions. Lecture Notes in Computer Science, 2016, , 293-303.	1.3	6
79	Slicing and Dicing Soccer: Automatic Detection of Complex Events from Spatio-Temporal Data. Lecture Notes in Computer Science, 2020, , 107-121.	1.3	6
80	Ubiquitous real-time monitoring of critical-care patients in intensive care units. , 0, , .		5
81	Role of repulsive factors in vascularization dynamics. Physical Review E, 2006, 73, 041917.	2.1	5
82	Web-based 3D visualization for intelligent street lighting. , 2011, , .		5
83	LO-MATCH: A semantic platform for matching migrants' competences with labour market's needs. , 2012, , .		5
84	Adding Pluggable and Personalized Natural Control Capabilities to Existing Applications. Sensors, 2015, 15, 2832-2859.	3.8	5
85	Advanced Interaction and Virtual/Augmented Reality-Part II: A Look at Novel Applications. IEEE Consumer Electronics Magazine, 2018, 7, 62-63.	2.3	5
86	Design and Evaluation of a Mixed-Reality Playground for Child-Robot Games. Multimodal Technologies and Interaction, 2018, 2, 69.	2.5	5
87	RobotQuest: A Robotic Game Based on Projected Mixed Reality and Proximity Interaction. , 2018, , .		5
88	Automatic detection of canonical image orientation by convolutional neural networks. , 2019, , .		5
89	Faster-LTN: A Neuro-Symbolic, End-to-End Object Detection Architecture. Lecture Notes in Computer Science, 2021, , 40-52.	1.3	5
90	Exploring Simulation-Based Virtual Reality as a Mock-Up Tool to Support the Design of First Responders Training. Applied Sciences (Switzerland), 2021, 11, 7527.	2.5	5

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91	Evaluating the Suitability of Several AR Devices and Tools for Industrial Applications. Lecture Notes in Computer Science, 2020, , 248-267.	1.3	5
92	Immersive Virtual Reality-Based Simulation to Support the Design of Natural Human-Robot Interfaces for Service Robotic Applications. Lecture Notes in Computer Science, 2016, , 33-51.	1.3	5
93	A neural network approach to unsupervised segmentation of single-channel MR images. , 0, , .		4
94	Tracking endothelial cells during blood vessel networks assembly using active contours. , 0, , .		4
95	Automatically Mapping Human Skeletons onto Virtual Character Armatures. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2013, , 80-89.	0.3	4
96	Endowing existing desktop applications with customizable body gesture-based interfaces. , 2013, , .		4
97	IVF3: exploiting intensity variation function for high-performance pedestrian tracking in forward-looking infrared imagery. Optical Engineering, 2014, 53, 023105.	1.0	4
98	Joint Traditional and Company-Based Organization of Information Systems and Product Development Courses. , 2015, , .		4
99	Intensity variation function and template matching-based pedestrian tracking in infrared imagery with occlusion detection and recovery. Optical Engineering, 2015, 54, 033106.	1.0	4
100	Sensors for Entertainment. Sensors, 2016, 16, 1102.	3.8	4
101	Tele-operation of Robot Teams: A Comparison of Gamepad-, Mobile Device and Hand Tracking-Based User Interfaces. , 2017, , .		4
102	Enabling autonomous navigation in a commercial off-the-shelf toy robot for robotic gaming. , 2018, , .		4
103	A Multimodal Interface for Virtual Character Animation Based on Live Performance and Natural Language Processing. International Journal of Human-Computer Interaction, 2019, 35, 1655-1671.	4.8	4
104	Investigating Tangible User Interaction in Mixed-Reality Robotic Games. , 2019, , .		4
105	Posing 3D Characters in Virtual Reality Through In-the-Air Sketches. Communications in Computer and Information Science, 2020, , 51-61.	0.5	4
106	A Workflow Analysis for Implementing AR-Based Maintenance Procedures. Lecture Notes in Computer Science, 2014, , 185-200.	1.3	4
107	On Quality of Experience in Remote Visualization on Mobile Devices. International Journal of Mobile Human Computer Interaction, 2010, 2, 1-20.	0.4	4
108	A 6-DOF ARTag-based tracking system. , 2010, , .		3

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109	Controlling generic visualization environments using handheld devices and natural feature tracking. IEEE Transactions on Consumer Electronics, 2011, 57, 848-857.	3.6	3
110	T4T: Tangible interface for tuning 3D object manipulation tools. , 2017, , .		3
111	Mental Workload Assessment for UAV Traffic Control Using Consumer-Grade BCI Equipment. Lecture Notes in Computer Science, 2017, , 60-72.	1.3	3
112	Guest Editorial: Special Section on Computing Education & Learning Technologies. IEEE Transactions on Emerging Topics in Computing, 2018, 6, 5-6.	4.6	3
113	Advanced Interaction and Virtual/Augmented Reality: Making Interaction with Machines More Natural and Effective. IEEE Consumer Electronics Magazine, 2018, 7, 62-63.	2.3	3
114	An Overview of Blockchain-based Applications for Consumer Electronics. , 2019, , .		3
115	Automatic Generation of Affective 3D Virtual Environments from 2D Images. , 2020, , .		3
116	Methods for Neural-Network-Based Segmentation of Magnetic Resonance Images. , 0, , 173-192.		2
117	Integration at Vocational Education and Training Level through Mapped Ontologies. , 2008, , .		2
118	A reconfigurable multi-touch remote control system for teleoperated robots. , 2011, , .		2
119	Enabling Human-Machine Interaction in Projected Virtual Environments Through Camera Tracking of Imperceptible Markers. International Journal of Human-Computer Interaction, 2013, 29, 549-561.	4.8	2
120	A graphical approach for comparing qualifications. , 2014, , .		2
121	An Audio and Image-Based On-Demand Content Annotation Framework for Augmenting the Video Viewing Experience on Mobile Devices. , 2015, , .		2
122	Technology of Smart Contracts. , 2019, , 37-58.		2
123	Evaluating Consumer Interaction Interfaces for 3D Sketching in Virtual Reality. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2021, , 291-306.	0.3	2
124	A Deep Learning Approach for Efficient Registration of Dual View Mammography. Lecture Notes in Computer Science, 2020, , 162-172.	1.3	2
125	Comparing Usability of User Interfaces for Robotic Telepresence. , 2017, , .		2
126	A Multi-touch Solution to Build Personalized Interfaces for the Control of Remote Applications. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 10-19.	0.3	2

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127	A Customizable Virtual Reality Framework for the Rehabilitation of Cognitive Functions. Intelligent Systems Reference Library, 2017, , 61-85.	1.2	2
128	Quantitative analysis of vascular structures geometry using neural networks. , 0, , .		1
129	Tracking Endothelial Cells using Multiframe Point Correspondence. , 2006, 2006, 1964-7.		1
130	Integrating European Qualification Systems with OWL Ontologies. , 2007, , .		1
131	Search and retrieval of multimedia objects over a distributed P2P network for mobile devices. IEEE Wireless Communications, 2009, 16, 42-49.	9.0	1
132	How to move your own applications into the cloud by exploiting interfaces automation and accessibility features. , 2011, , .		1
133	Interleaving local and remote visualization for the energy aware delivery of interactive 3D graphics on mobile devices. , 2012, , .		1
134	Special issue on Remote visualization. Computing and Visualization in Science, 2012, 15, 99-100.	1.2	1
135	Enhanced reading based on virtualization techniques. , 2014, , .		1
136	Guest Editorial: Joint Special Issue on Innovation in Technologies for Educational Computing. IEEE Transactions on Learning Technologies, 2018, 11, 2-4.	3.2	1
137	The Impact of Field of View on Robotic Telepresence Navigation Tasks. Communications in Computer and Information Science, 2019, , 66-81.	0.5	1
138	Look at It This Way: A Comparison of Metaphors for Directing the User's Gaze in eXtended Reality Training Systems. , 2021, , .		1
139	An Automatic 3D Scene Generation Pipeline Based on a Single 2D Image. Lecture Notes in Computer Science, 2021, , 109-117.	1.3	1
140	High-Performance Solutions for Adaptive and Customizable Streaming of Interactive Content to Mobile Devices. Advances in Multimedia and Interactive Technologies Book Series, 2012, , 154-180.	0.2	1
141	An Immersive Visualization Framework for Monitoring, Simulating and Controlling Smart Street Lighting Networks. , 2012, , .		1
142	Adjustable Autonomy for UAV Supervision Applications Through Mental Workload Assessment Techniques. Lecture Notes in Computer Science, 2017, , 32-44.	1.3	1
143	ARSSET: Augmented Reality Support on SET. Lecture Notes in Computer Science, 2017, , 356-376.	1.3	1
144	Automatic Recognition of Sport Events from Spatio-temporal Data: An Application for Virtual Reality-based Training in Basketball. , 2019, , .		1

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145	iNNvestigate-GUI - Explaining Neural Networks Through an Interactive Visualization Tool. Lecture Notes in Computer Science, 2020, , 291-303.	1.3	1
146	Object Tracking Through Residual and Dense LSTMs. Lecture Notes in Computer Science, 2020, , 100-111.	1.3	1
147	National Qualification Systems Integration using Ontologies. , 2006, , 285-289.		1
148	Bot Undercover: On the Use of Conversational Agents to Stimulate Teacher-Students Interaction in Remote Learning. , 2022, , .		1
149	A feedback-based control technique for delivering M-JPEG streams to mobile devices. , 2010, , .		0
150	Interacting with displays through mobile device cameras using scale-invariant features matching. , 2011, , .		0
151	Which Learning Outcomes Should I Acquire? A Bar Chart-Based Semantic System for Visually Comparing Learners' Acquirements with Labor Market Requirements. , 2016, , .		0
152	Guest Editorial: Special Issue on Emerging Trends in Education " Part I. IEEE Transactions on Emerging Topics in Computing, 2016, 4, 382-384.	4.6	0
153	IEEE Consumer Electronics Magazine Call for Articles for a Special Issue. IEEE Consumer Electronics Magazine, 2016, 5, 47-47.	2.3	0
154	HOT: Hold your own tools for AR-based constructive art. , 2017, , .		0
155	Guest Editorial: Special Issue on Emerging Trends in Education " Part II. IEEE Transactions on Emerging Topics in Computing, 2017, 5, 5-6.	4.6	0
156	EA-GLES: An Energy-Aware 3D Graphics Library for Mobile Devices. , 2017, , .		0
157	Extending Upper Limb User Interactions in AR, VR and MR Headsets Employing a Custom-Made Wearable Device. , 2018, , .		0
158	Guest Editorial: Joint Special Issue on "Innovation in Technologies for Educational Computing" IEEE Transactions on Emerging Topics in Computing, 2020, 8, 179-181.	4.6	0
159	Is Learning by Teaching an Effective Approach in Mixed-Reality Robotic Training Systems?. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2021, , 177-190.	0.3	0
160	Special Section on "Emerging and Impacting Trends on Computer Arithmetic" IEEE Transactions on Emerging Topics in Computing, 2021, 9, 1449-1450.	4.6	0
161	Training Medical Communication Skills with Virtual Patients: Literature Review and Directions for Future Research. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2021, , 207-226.	0.3	0
162	A PVM-Based Parallel Implementation of the REYES Image Rendering Architecture. Lecture Notes in Computer Science, 2002, , 165-173.	1.3	0

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163	On the Use of Semantic Technologies to Support Education, Mobility and Employability. Studies in Computational Intelligence, 2013, , 127-150.	0.9	0
164	On Quality of Experience in Remote Visualization on Mobile Devices. , 0, , 1-19.		0
165	Establishing the Technical Activities and Technical Committees of IEEE Consumer Technology Society. IEEE Consumer Electronics Magazine, 2022, , 1-1.	2.3	0