Fabrizio Lamberti

List of Publications by Year
in descending order

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	Comparing Algorithms for Aggressive Driving Event Detection Based on Vehicle Motion Data. IEEE Transactions on Vehicular Technology, 2022, 71, 53-68.	6.3	8
2	Bot Undercover: On the Use of Conversational Agents to Stimulate Teacher-Students Interaction in Remote Learning. , 2022, , .		1
3	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
4	Establishing the Technical Activities and Technical Committees of IEEE Consumer Technology Society. IEEE Consumer Electronics Magazine, 2022, , 1-1.	2.3	0
5	Holo-BLSD â€" 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
6	How Blockchain, Virtual Reality, and Augmented Reality are Converging, and Why. IEEE Consumer Electronics Magazine, 2021, 10, 6-13.	2.3	29
7	An Evaluation Testbed for Locomotion in Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1871-1889.	4.4	23
8	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
9	Faster-LTN: A Neuro-Symbolic, End-to-End Object Detection Architecture. Lecture Notes in Computer Science, 2021, , 40-52.	1.3	5
10	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
11	Stress Detection in Computer Users From Keyboard and Mouse Dynamics. IEEE Transactions on Consumer Electronics, 2021, 67, 12-19.	3.6	16
12	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
13	Improving AR-powered remote assistance: a new approach aimed to foster operatorâ€™s autonomy and optimize the use of skilled resources. International Journal of Advanced Manufacturing Technology, 2021, 114, 3147-3164.	3.0	13
14	Look at It This Way: A Comparison of Metaphors for Directing the User's Gaze in eXtended Reality Training Systems. , 2021, , .		1
15	Special Section on â€œEmerging and Impacting Trends on Computer Arithmeticâ€. IEEE Transactions on Emerging Topics in Computing, 2021, 9, 1449-1450.	4.6	0
16	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
17	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
18	Mixed-Reality Robotic Games: Design Guidelines for Effective Entertainment With Consumer Robots. IEEE Consumer Electronics Magazine, 2021, 10, 6-16.	2.3	14

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19	Breast Mass Detection With Faster R-CNN: On the Feasibility of Learning From Noisy Annotations. IEEE Access, 2021, 9, 66163-66175.	4.2	6
20	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
21	An Automatic 3D Scene Generation Pipeline Based on a Single 2D Image. Lecture Notes in Computer Science, 2021, , 109-117.	1.3	1
22	A Multi-role, Multi-user, Multi-technology Virtual Reality-based Road Tunnel Fire Simulator for Training Purposes. , 2021, , .		12
23	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
24	An automatic computer vision pipeline for the in-line monitoring of freeze-drying processes. Computers in Industry, 2020, 115, 103184.	9.9	12
25	SoccER: Computer graphics meets sports analytics for soccer event recognition. SoftwareX, 2020, 12, 100612.	2.6	7
26	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
27	Artificial Intelligence in Consumer Electronics. IEEE Consumer Electronics Magazine, 2020, 9, 46-47.	2.3	9
28	Guest Editorial: Joint Special Issue on â€œInnovation in Technologies for Educational Computingâ€. IEEE Transactions on Emerging Topics in Computing, 2020, 8, 179-181.	4.6	0
29	Is Immersive Virtual Reality the Ultimate Interface for 3D Animators?. Computer, 2020, 53, 36-45.	1.1	15
30	A Deep Learning Approach for Efficient Registration of Dual View Mammography. Lecture Notes in Computer Science, 2020, , 162-172.	1.3	2
31	Evaluating the Suitability of Several AR Devices and Tools for Industrial Applications. Lecture Notes in Computer Science, 2020, , 248-267.	1.3	5
32	Posing 3D Characters in Virtual Reality Through In-the-Air Sketches. Communications in Computer and Information Science, 2020, , 51-61.	0.5	4
33	Blockchain Technology Use Cases. Studies in Big Data, 2020, , 91-114.	1.1	21
34	Augmented Reality Learning Environment for Basic Life Support and Defibrillation Training: Usability Study. Journal of Medical Internet Research, 2020, 22, e14910.	4.3	46
35	Automatic Generation of Affective 3D Virtual Environments from 2D Images. , 2020, , .		3
36	Slicing and Dicing Soccer: Automatic Detection of Complex Events from Spatio-Temporal Data. Lecture Notes in Computer Science, 2020, , 107-121.	1.3	6

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37	iNNvestigate-GUI - Explaining Neural Networks Through an Interactive Visualization Tool. Lecture Notes in Computer Science, 2020, , 291-303.	1.3	1
38	Object Tracking Through Residual and Dense LSTMs. Lecture Notes in Computer Science, 2020, , 100-111.	1.3	1
39	Technology of Smart Contracts. , 2019, , 37-58.		2
40	Immersive Virtual Reality-Based Interfaces for Character Animation. IEEE Access, 2019, 7, 125463-125480.	4.2	25
41	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
42	Benchmarking unsupervised near-duplicate image detection. Expert Systems With Applications, 2019, 135, 313-326.	7.6	23
43	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
44	The Impact of Field of View on Robotic Telepresence Navigation Tasks. Communications in Computer and Information Science, 2019, , 66-81.	0.5	1
45	Investigating Tangible User Interaction in Mixed-Reality Robotic Games. , 2019, , .		4
46	On the Usability of Consumer Locomotion Techniques in Serious Games: Comparing Arm Swinging, Treadmills and Walk-in-Place. , 2019, , .		12
47	An Overview of Blockchain-based Applications for Consumer Electronics. , 2019, , .		3
48	Automatic detection of canonical image orientation by convolutional neural networks. , 2019, , .		5
49	Automatic Recognition of Sport Events from Spatio-temporal Data: An Application for Virtual Reality-based Training in Basketball. , 2019, , .		1
50	Guest Editorial: Special Section on Computing Education & Learning Technologies. IEEE Transactions on Emerging Topics in Computing, 2018, 6, 5-6.	4.6	3
51	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
52	Enabling autonomous navigation in a commercial off-the-shelf toy robot for robotic gaming. , 2018, , .		4
53	Advanced Interaction and Virtual/Augmented Reality-Part II: A Look at Novel Applications. IEEE Consumer Electronics Magazine, 2018, 7, 62-63.	2.3	5
54	To Blockchain or Not to Blockchain: That Is the Question. IT Professional, 2018, 20, 62-74.	1.5	195

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55	Guest Editorial: Joint Special Issue on Innovation in Technologies for Educational Computing. IEEE Transactions on Learning Technologies, 2018, 11, 2-4.	3.2	1
56	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
57	Design and Evaluation of a Mixed-Reality Playground for Child-Robot Games. Multimodal Technologies and Interaction, 2018, 2, 69.	2.5	5
58	Extending Upper Limb User Interactions in AR, VR and MR Headsets Employing a Custom-Made Wearable Device. , 2018, , .		0
59	Robotic Gaming and User Interaction: Impact of Autonomous Behaviors and Emotional Features. , 2018, , .		6
60	A mobile platform for collaborative urban freight transportation. Transportation Research Procedia, 2018, 30, 14-22.	1.5	15
61	RobotQuest: A Robotic Game Based on Projected Mixed Reality and Proximity Interaction. , 2018, , .		5
62	A Movement Analysis System based on Immersive Virtual Reality and Wearable Technology for Sport Training. , 2018, , .		20
63	Human-Robot Interfaces for Interactive Receptionist Systems and Wayfinding Applications. Robotics, 2018, 7, 56.	3.5	19
64	Blockchain and Smart Contracts for Insurance: Is the Technology Mature Enough?. Future Internet, 2018, 10, 20.	3.8	339
65	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
66	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
67	Supporting Web Analytics by Aggregating User Interaction Data From Heterogeneous Devices Using Viewport-DOM-Based Heat Maps. IEEE Transactions on Industrial Informatics, 2017, 13, 1989-1999.	11.3	16
68	HOT: Hold your own tools for AR-based constructive art. , 2017, , .		0
69	Blockchain or not blockchain, that is the question of the insurance and other sectors. IT Professional, 2017, , 1-1.	1.5	25
70	Spatial Augmented Reality meets robots: Human-machine interaction in cloud-based projected gaming environments. , 2017, , .		13
71	Guest Editorial: Special Issue on Emerging Trends in Education â€" Part II. IEEE Transactions on Emerging Topics in Computing, 2017, 5, 5-6.	4.6	0
72	T4T: Tangible interface for tuning 3D object manipulation tools. , 2017, , .		3

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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	Mental Workload Assessment for UAV Traffic Control Using Consumer-Grade BCI Equipment. Lecture Notes in Computer Science, 2017, , 60-72.	1.3	3
75	Tele-operation of Robot Teams: A Comparison of Gamepad-, Mobile Device and Hand Tracking-Based User Interfaces. , 2017, , .		4
76	EA-GLES: An Energy-Aware 3D Graphics Library for Mobile Devices. , 2017, , .		0
77	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
78	Comparing Usability of User Interfaces for Robotic Telepresence. , 2017, , .		2
79	A Customizable Virtual Reality Framework for the Rehabilitation of Cognitive Functions. Intelligent Systems Reference Library, 2017, , 61-85.	1.2	2
80	Adjustable Autonomy for UAV Supervision Applications Through Mental Workload Assessment Techniques. Lecture Notes in Computer Science, 2017, , 32-44.	1.3	1
81	ARSSET: Augmented Reality Support on SET. Lecture Notes in Computer Science, 2017, , 356-376.	1.3	1
82	Sensors for Entertainment. Sensors, 2016, 16, 1102.	3.8	4
83	Which Learning Outcomes Should I Acquire? A Bar Chart-Based Semantic System for Visually Comparing Learners' Acquirements with Labor Market Requirements. , 2016, , .		0
84	Guest Editorial: Special Issue on Emerging Trends in Education â€" Part I. IEEE Transactions on Emerging Topics in Computing, 2016, 4, 382-384.	4.6	0
85	IEEE Consumer Electronics Magazine Call for Articles for a Special Issue. IEEE Consumer Electronics Magazine, 2016, 5, 47-47.	2.3	0
86	Semantics-Based Intelligent Human-Computer Interaction. IEEE Intelligent Systems, 2016, 31, 11-21.	4.0	13
87	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
88	Developing Touch-Less Interfaces to Interact with 3D Contents in Public Exhibitions. Lecture Notes in Computer Science, 2016, , 293-303.	1.3	6
89	VDHM: Viewport-DOM Based Heat Maps as a Tool for Visually Aggregating Web Users' Interaction Data from Mobile and Heterogeneous Devices. , 2015, , .		12
90	Joint Traditional and Company-Based Organization of Information Systems and Product Development Courses. , 2015, , .		4

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91	New Frontiers of Delivery Services Using Drones: A Prototype System Exploiting a Quadcopter for Autonomous Drug Shipments. , 2015, , .		37
92	An Audio and Image-Based On-Demand Content Annotation Framework for Augmenting the Video Viewing Experience on Mobile Devices. , 2015, , .		2
93	Adding Pluggable and Personalized Natural Control Capabilities to Existing Applications. Sensors, 2015, 15, 2832-2859.	3.8	5
94	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
95	A Semantic Recommender System for Adaptive Learning. IT Professional, 2015, 17, 50-58.	1.5	19
96	Using handheld devices to sup port augmented reality-based maintenance and assembly tasks. , 2015, , .		40
97	A Flexible AR-based Training System for Industrial Maintenance. Lecture Notes in Computer Science, 2015, , 314-331.	1.3	6
98	Automatic Grading of 3D Computer Animation Laboratory Assignments. IEEE Transactions on Learning Technologies, 2014, 7, 280-290.	3.2	11
99	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
100	Advances in Target Detection and Tracking in Forward-Looking InfraRed (FLIR) Imagery. Sensors, 2014, 14, 20297-20303.	3.8	22
101	Job Recruitment and Job Seeking Processes: How Technology Can Help. IT Professional, 2014, 16, 41-49.	1.5	16
102	A graphical approach for comparing qualifications. , 2014, , .		2
103	IVF3: exploiting intensity variation function for high-performance pedestrian tracking in forward-looking infrared imagery. Optical Engineering, 2014, 53, 023105.	1.0	4
104	Computer-assisted analysis of painting brushstrokes: digital image processing for unsupervised extraction of visible features from van Goghâ€™s works. Eurasip Journal on Image and Video Processing, 2014, 2014, .	2.6	10
105	Enhanced reading based on virtualization techniques. , 2014, , .		1
106	A Workflow Analysis for Implementing AR-Based Maintenance Procedures. Lecture Notes in Computer Science, 2014, , 185-200.	1.3	4
107	A kinect-based interface to animate virtual characters. Journal on Multimodal User Interfaces, 2013, 7, 269-279.	2.9	14
108	Enabling Humanâ€"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

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109	A Kinect-based natural interface for quadrotor control. Entertainment Computing, 2013, 4, 179-186.	2.9	100
110	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
111	Endowing existing desktop applications with customizable body gesture-based interfaces. , 2013, , .		4
112	Mixed Marker-Based/Marker-Less Visual Odometry System for Mobile Robots. International Journal of Advanced Robotic Systems, 2013, 10, 260.	2.1	10
113	On the Use of Semantic Technologies to Support Education, Mobility and Employability. Studies in Computational Intelligence, 2013, , 127-150.	0.9	0
114	LO-MATCH: A semantic platform for matching migrants' competences with labour market's needs. , 2012, , .		5
115	Interleaving local and remote visualization for the energy aware delivery of interactive 3D graphics on mobile devices. , 2012, , .		1
116	Special issue on Remote visualization. Computing and Visualization in Science, 2012, 15, 99-100.	1.2	1
117	An Algorithmic and Architectural Study on Montgomery Exponentiation in RNS. IEEE Transactions on Computers, 2012, 61, 1071-1083.	3.4	36
118	Automatic Assessment of 3D Modeling Exams. IEEE Transactions on Learning Technologies, 2012, 5, 2-10.	3.2	19
119	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
120	An Immersive Visualization Framework for Monitoring, Simulating and Controlling Smart Street Lighting Networks. , 2012, , .		1
121	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
122	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
123	A General Approach for Improving RNS Montgomery Exponentiation Using Pre-processing. , 2011, , .		17
124	Reducing the Computation Time in (Short Bit-Width) Two's Complement Multipliers. IEEE Transactions on Computers, 2011, 60, 148-156.	3.4	32
125	Controlling generic visualization environments using handheld devices and natural feature tracking. IEEE Transactions on Consumer Electronics, 2011, 57, 848-857.	3.6	3
126	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

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127	A reconfigurable multi-touch framework for teleoperation tasks. , 2011, , .		6
128	An Adaptive Control System to Deliver Interactive Virtual Environment Content to Handheld Devices. Mobile Networks and Applications, 2011, 16, 385-393.	3.3	11
129	An open and scalable architecture for delivering 3D shared visualization services to heterogeneous devices. Concurrency Computation Practice and Experience, 2011, 23, 1179-1195.	2.2	12
130	How to move your own applications into the cloud by exploiting interfaces automation and accessibility features. , 2011, , .		1
131	Interacting with displays through mobile device cameras using scale-invariant features matching. , 2011, , .		0
132	A reconfigurable multi-touch remote control system for teleoperated robots. , 2011, , .		2
133	Web-based 3D visualization for intelligent street lighting. , 2011, , .		5
134	Multi-touch user interface evaluation for 3D object manipulation on mobile devices. Journal on Multimodal User Interfaces, 2010, 4, 3-10.	2.9	23
135	A 6-DOF ARTag-based tracking system. , 2010, , .		3
136	A Wii remote-based infrared-optical tracking system. Entertainment Computing, 2010, 1, 119-124.	2.9	33
137	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
138	A 6-DOF ARTag-based tracking system. IEEE Transactions on Consumer Electronics, 2010, 56, 203-210.	3.6	22
139	A feedback-based control technique for delivering M-JPEG streams to mobile devices. , 2010, , .		0
140	On Quality of Experience in Remote Visualization on Mobile Devices. International Journal of Mobile Human Computer Interaction, 2010, 2, 1-20.	0.4	4
141	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
142	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
143	A Novel Ego-Motion Compensation Strategy for Automatic Target Tracking in FLIR Video Sequences taken from UAVs. IEEE Transactions on Aerospace and Electronic Systems, 2009, 45, 723-734.	4.7	13
144	Search and retrieval of multimedia objects over a distributed P2P network for mobile devices. IEEE Wireless Communications, 2009, 16, 42-49.	9.0	1

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145	Extensible GUIs for Remote Application Control on Mobile Devices. IEEE Computer Graphics and Applications, 2008, 28, 50-57.	1.2	23
146	A Radix-2 Digit-by-Digit Architecture for Cube Root. IEEE Transactions on Computers, 2008, 57, 562-566.	3.4	18
147	Integration at Vocational Education and Training Level through Mapped Ontologies. , 2008, , .		2
148	An anti-counterfeit mechanism for the application layer in low-cost RFID devices. , 2008, , .		12
149	Integrating European Qualification Systems with OWL Ontologies. , 2007, , .		1
150	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
151	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
152	Tracking Endothelial Cells using Multiframe Point Correspondence. , 2006, 2006, 1964-7.		1
153	Role of repulsive factors in vascularization dynamics. Physical Review E, 2006, 73, 041917.	2.1	5
154	National Qualification Systems Integration using Ontologies. , 2006, , 285-289.		1
155	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
156	An accelerated remote graphics architecture for PDAS. , 2003, , .		37
157	A PVM-Based Parallel Implementation of the REYES Image Rendering Architecture. Lecture Notes in Computer Science, 2002, , 165-173.	1.3	0
158	Automatic ocular artifact rejection based on independent component analysis and eyeblink detection. , 0, , .		7
159	Low-cost home monitoring using a Java-based embedded computer. , 0, , .		10
160	A neural network approach to unsupervised segmentation of single-channel MR images. , 0, , .		4
161	Ubiquitous real-time monitoring of critical-care patients in intensive care units. , 0, , .		5
162	Quantitative analysis of vascular structures geometry using neural networks. , 0, , .		1

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163	Tracking endothelial cells during blood vessel networks assembly using active contours. , 0, , .		4
164	Methods for Neural-Network-Based Segmentation of Magnetic Resonance Images. , 0, , 173-192.		2
165	On Quality of Experience in Remote Visualization on Mobile Devices. , 0, , 1-19.		0