

Loris Sauter

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1459280/publications.pdf>

Version: 2024-02-01

16
papers

273
citations

1307594

7
h-index

1474206

9
g-index

16
all docs

16
docs citations

16
times ranked

68
citing authors

#	ARTICLE	IF	CITATIONS
1	Is the Reign of Interactive Search Eternal? Findings from the Video Browser Showdown 2020. ACM Transactions on Multimedia Computing, Communications and Applications, 2021, 17, 1-26.	4.3	38
2	Combining Boolean and Multimedia Retrieval in vitivr for Large-Scale Video Search. Lecture Notes in Computer Science, 2020, , 760-765.	1.3	28
3	Interactive Lifelog Retrieval with vitivr. , 2020, , .		25
4	Towards Explainable Interactive Multi-modal Video Retrieval with Vitivr. Lecture Notes in Computer Science, 2021, , 435-440.	1.3	24
5	Interactive Multimodal Lifelog Retrieval with vitivr at LSC 2021. , 2021, , .		22
6	A System for Interactive Multimedia Retrieval Evaluations. Lecture Notes in Computer Science, 2021, , 385-390.	1.3	18
7	Exploring Intuitive Lifelog Retrieval and Interaction Modes in Virtual Reality with vitivr-VR. , 2021, , .		16
8	Exploring Cultural Heritage in Augmented Reality with GoFind!. , 2018, , .		15
9	Multi-Stage Queries and Temporal Scoring in Vitivr. , 2020, , .		15
10	VIRTUE. , 2019, , .		14
11	Competitive Interactive Video Retrieval in Virtual Reality with vitivr-VR. Lecture Notes in Computer Science, 2021, , 441-447.	1.3	13
12	Multi-modal Interactive Video Retrieval withÂTemporal Queries. Lecture Notes in Computer Science, 2022, , 493-498.	1.3	12
13	Multi-modal Video Retrieval inÂVirtual Reality withÂvitivr-VR. Lecture Notes in Computer Science, 2022, , 499-504.	1.3	11
14	vitivr at the Lifelog Search Challenge 2022. , 2022, , .		11
15	On the User-Centric Comparative Remote Evaluation of Interactive Video Search Systems. IEEE MultiMedia, 2021, 28, 18-28.	1.7	9
16	City-Stories: Combining Entity Linking, Multimedia Retrieval, and Crowdsourcing to Make Historical Data Accessible. Lecture Notes in Computer Science, 2021, , 521-524.	1.3	2