

Muhammad Shahid Anwar

List of Publications by Year in descending order

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13
papers

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163
citing authors

#	ARTICLE	IF	CITATIONS
1	An Effective Data-Collection Scheme with ALIV Path Planning in Underwater Wireless Sensor Networks. <i>Wireless Communications and Mobile Computing</i> , 2022, 2022, 1-19.	1.2	2
2	An efficient method for generating assembly precedence constraints on 3D models based on a block sequence structure. <i>CAD Computer Aided Design</i> , 2020, 118, 102773.	2.7	8
3	Evaluating the Factors Affecting QoE of 360-Degree Videos and Cybersickness Levels Predictions in Virtual Reality. <i>Electronics (Switzerland)</i> , 2020, 9, 1530.	3.1	20
4	Subjective QoE of 360-Degree Virtual Reality Videos and Machine Learning Predictions. <i>IEEE Access</i> , 2020, 8, 148084-148099.	4.2	42
5	Measuring quality of experience for 360-degree videos in virtual reality. <i>Science China Information Sciences</i> , 2020, 63, 1.	4.3	12
6	Impact of the Impairment in 360-Degree Videos on Users VR Involvement and Machine Learning-Based QoE Predictions. <i>IEEE Access</i> , 2020, 8, 204585-204596.	4.2	7
7	Deep Network for the Iterative Estimations of Studentsâ€™ Cognitive Skills. <i>IEEE Access</i> , 2020, 8, 103100-103113.	4.2	4
8	A Multi-Layer Cluster Based Energy Efficient Routing Scheme for UWSNs. <i>IEEE Access</i> , 2019, 7, 77398-77410.	4.2	59
9	Impact of Stalling on QoE for 360-degree Virtual Reality Videos. , 2019, , .		3
10	An Interactive Virtual Training System for Assembly and Disassembly Based on Precedence Constraints. <i>Lecture Notes in Computer Science</i> , 2019, , 81-93.	1.3	4
11	User Profile Analysis for Enhancing QoE of 360 Panoramic Video in Virtual Reality Environment. , 2018, , .		10
12	Applicability Analysis on Three Interaction Paradigms in Immersive VR Environment. , 2018, , .		2
13	A Multilayer Prediction Approach for the Student Cognitive Skills Measurement. <i>IEEE Access</i> , 2018, 6, 57470-57484.	4.2	15