

Paula Viana

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1651726/publications.pdf>

Version: 2024-02-01

35
papers

163
citations

1478505

6
h-index

1281871

11
g-index

35
all docs

35
docs citations

35
times ranked

130
citing authors

#	ARTICLE	IF	CITATIONS
1	Tuning metadata for better movie content-based recommendation systems. Multimedia Tools and Applications, 2015, 74, 7015-7036.	3.9	47
2	TV Recommendation and Personalization Systems: Integrating Broadcast and Video On demand Services. Advances in Electrical and Computer Engineering, 2014, 14, 115-120.	0.9	15
3	A collaborative approach for semantic time-based video annotation using gamification. Human-centric Computing and Information Sciences, 2017, 7, .	6.1	13
4	Symbolic Music Generation Conditioned on Continuous-Valued Emotions. IEEE Access, 2022, 10, 44617-44626.	4.2	12
5	A Hybrid Approach for Personalized News Recommendation in a Mobility Scenario Using Long-Short User Interest. International Journal on Artificial Intelligence Tools, 2017, 26, 1760012.	1.0	11
6	TAG4VD. , 2013, , .		10
7	Emotion Identification in Movies through Facial Expression Recognition. Applied Sciences (Switzerland), 2021, 11, 6827.	2.5	8
8	A semantic management model to enable the integrated management of media and devices. Multimedia Tools and Applications, 2010, 49, 37-62.	3.9	5
9	Using the crowd to boost video annotation processes. , 2015, , .		5
10	A hybrid recommendation system for news in a mobile environment. , 2016, , .		5
11	GymApp: A Real Time Physical Activity Trainer on Wearable Devices. , 2018, , .		4
12	Automatized Solution for Over-the-Air (OTA) Testing and Validation of Automotive Radar Sensors. , 2019, , .		4
13	Semantic Storytelling Automation: A Context-Aware and Metadata-Driven Approach. , 2020, , .		3
14	Guest Editorial: Immersive Media Experiences. Multimedia Tools and Applications, 2016, 75, 12285-12290.	3.9	2
15	Improving Youtube video retrieval by integrating crowdsourced timed metadata. Journal of Intelligent and Fuzzy Systems, 2019, 37, 7207-7221.	1.4	2
16	SmoothMV. , 2021, , .		2
17	Automatic TV Logo Identification for Advertisement Detection without Prior Data. Applied Sciences (Switzerland), 2021, 11, 7494.	2.5	2
18	Predictive multi-view content buffering applied to interactive streaming system. Electronics Letters, 2019, 55, 837-839.	1.0	2

#	ARTICLE	IF	CITATIONS
19	Aprender la Física a través de anotaciones de vídeos en línea. <i>Education in the Knowledge Society</i> , 0, 21, 21.	2.0	2
20	Immersive media experiences. , 2013, , .		1
21	ImmersiveMe'14. , 2014, , .		1
22	Audiovisual Annotation in the Study of Physics. , 2018, , .		1
23	Inferring Contextual Data from Real-World Photography. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 853-862.	0.6	1
24	YouTube Timed Metadata Enrichment Using a Collaborative Approach. <i>Lecture Notes in Computer Science</i> , 2019, , 131-141.	1.3	1
25	The ASSET Architecture "Integrating Media Applications and Products through a Unified API. <i>Smpte Motion Imaging Journal</i> , 2004, 113, 307-312.	0.2	1
26	Improving Audiovisual Content Annotation Through a Semi-automated Process Based on Deep Learning. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 66-75.	0.6	1
27	Photo2Video: Semantic-Aware Deep Learning-Based Video Generation from Still Content. <i>Journal of Imaging</i> , 2022, 8, 68.	3.0	1
28	Automated Adequacy Assessment of Cervical Cytology Samples Using Deep Learning. <i>Lecture Notes in Computer Science</i> , 2022, , 156-170.	1.3	1
29	<title>PC-based architecture to access remote image databases</title>. , 1993, 1977, 68.		0
30	<title>Case study on the use of agent technology for the management of networked multimedia systems</title>. , 2000, , .		0
31	The Semantics of Movie Metadata: Enhancing User Profiling for Hybrid Recommendation. <i>Advances in Intelligent Systems and Computing</i> , 2017, , 328-338.	0.6	0
32	Consumer Attitudes toward News Delivering: An Experimental Evaluation of the Use and Efficacy of Personalized Recommendations. <i>Information (Switzerland)</i> , 2020, 11, 350.	2.9	0
33	ImmersiveMe'15. , 2015, , .		0
34	STRATEGIES TO HELP STUDENTS ACQUIRE KNOWLEDGE IN PHYSICS THROUGH AUDIOVISUAL WEB RESOURCES. , 2019, , .		0
35	Improving word embeddings in Portuguese: increasing accuracy while reducing the size of the corpus. <i>PeerJ Computer Science</i> , 0, 8, e964.	4.5	0