

# 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	Photo2Video: Semantic-Aware Deep Learning-Based Video Generation from Still Content. Journal of Imaging, 2022, 8, 68.	3.0	1
2	Symbolic Music Generation Conditioned on Continuous-Valued Emotions. IEEE Access, 2022, 10, 44617-44626.	4.2	12
3	Automated Adequacy Assessment of Cervical Cytology Samples Using Deep Learning. Lecture Notes in Computer Science, 2022, , 156-170.	1.3	1
4	Inferring Contextual Data from Real-World Photography. Advances in Intelligent Systems and Computing, 2021, , 853-862.	0.6	1
5	SmoothMV. , 2021, , .		2
6	Emotion Identification in Movies through Facial Expression Recognition. Applied Sciences (Switzerland), 2021, 11, 6827.	2.5	8
7	Automatic TV Logo Identification for Advertisement Detection without Prior Data. Applied Sciences (Switzerland), 2021, 11, 7494.	2.5	2
8	Consumer Attitudes toward News Delivering: An Experimental Evaluation of the Use and Efficacy of Personalized Recommendations. Information (Switzerland), 2020, 11, 350.	2.9	0
9	Semantic Storytelling Automation: A Context-Aware and Metadata-Driven Approach. , 2020, , .		3
10	Improving Audiovisual Content Annotation Through a Semi-automated Process Based on Deep Learning. Advances in Intelligent Systems and Computing, 2020, , 66-75.	0.6	1
11	Automatized Solution for Over-the-Air (OTA) Testing and Validation of Automotive Radar Sensors. , 2019, , .		4
12	Improving Youtube video retrieval by integrating crowdsourced timed metadata. Journal of Intelligent and Fuzzy Systems, 2019, 37, 7207-7221.	1.4	2
13	YouTube Timed Metadata Enrichment Using a Collaborative Approach. Lecture Notes in Computer Science, 2019, , 131-141.	1.3	1
14	Predictive multi-view content buffering applied to interactive streaming system. Electronics Letters, 2019, 55, 837-839.	1.0	2
15	STRATEGIES TO HELP STUDENTS ACQUIRE KNOWLEDGE IN PHYSICS THROUGH AUDIOVISUAL WEB RESOURCES. , 2019, , .		0
16	Audiovisual Annotation in the Study of Physics. , 2018, , .		1
17	GymApp: A Real Time Physical Activity Trainer on Wearable Devices. , 2018, , .		4
18	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

#	ARTICLE	IF	CITATIONS
19	A collaborative approach for semantic time-based video annotation using gamification. Human-centric Computing and Information Sciences, 2017, 7, .	6.1	13
20	The Semantics of Movie Metadata: Enhancing User Profiling for Hybrid Recommendation. Advances in Intelligent Systems and Computing, 2017, , 328-338.	0.6	0
21	A hybrid recommendation system for news in a mobile environment. , 2016, , .		5
22	Guest Editorial: Immersive Media Experiences. Multimedia Tools and Applications, 2016, 75, 12285-12290.	3.9	2
23	Using the crowd to boost video annotation processes. , 2015, , .		5
24	Tuning metadata for better movie content-based recommendation systems. Multimedia Tools and Applications, 2015, 74, 7015-7036.	3.9	47
25	ImmersiveMe'15. , 2015, , .		0
26	ImmersiveMe'14. , 2014, , .		1
27	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
28	TAG4VD. , 2013, , .		10
29	Immersive media experiences. , 2013, , .		1
30	A semantic management model to enable the integrated management of media and devices. Multimedia Tools and Applications, 2010, 49, 37-62.	3.9	5
31	The ASSET Architecture"Integrating Media Applications and Products through a Unified API. Smpte Motion Imaging Journal, 2004, 113, 307-312.	0.2	1
32	<title>Case study on the use of agent technology for the management of networked multimedia systems</title>. , 2000, , .		0
33	<title>PC-based architecture to access remote image databases</title>. , 1993, 1977, 68.		0
34	Aprender la FÃsica a travÃ©s de anotaciones de vÃdeos en lÃnea. Education in the Knowledge Society, 0, 21, 21.	2.0	2
35	Improving word embeddings in Portuguese: increasing accuracy while reducing the size of the corpus. PeerJ Computer Science, 0, 8, e964.	4.5	0