

Manolo Hina

List of Publications by Year in descending order

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Version: 2024-02-01

29
papers

81
citations

1937685

4
h-index

1872680

6
g-index

30
all docs

30
docs citations

30
times ranked

45
citing authors

#	ARTICLE	IF	CITATIONS
1	CASA: An Alternative Smartphone-Based ADAS. International Journal of Information Technology and Decision Making, 2022, 21, 273-313.	3.9	4
2	Computational Intelligence in Intelligent Transportation Systems: An Overview. EAI/Springer Innovations in Communication and Computing, 2022, , 27-43.	1.1	4
3	Knowledge-Based Approach for the Perception Enhancement of a Vehicle. Journal of Sensor and Actuator Networks, 2021, 10, 66.	3.9	1
4	Knowledge Representation for Driving Context Cognition in a Smartphone-based ADAS. , 2021, , .		0
5	Machine Learning-Assisted Cognition of Driving Context and Avoidance of Road Obstacles. Communications in Computer and Information Science, 2020, , 137-160.	0.5	0
6	Machine Learning Techniques for Cognition of Driving Context. , 2019, , .		1
7	Solving Graph Coloring Problem Using an Enhanced Binary Dragonfly Algorithm. International Journal of Swarm Intelligence Research, 2019, 10, 23-45.	0.7	11
8	A Fuzzy Logic-Based Method for Evaluating AAL Systems. International Journal of Distributed Systems and Technologies, 2019, 10, 59-77.	0.7	1
9	Signal Processing, Control and Coordination in an Intelligent Connected Vehicle. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 32-43.	0.3	0
10	Robotic Interaction for Assistance to Autistic Children. , 2018, , .		0
11	CASA: Safe and Green Driving Assistance System for Real-Time Driving Events. Lecture Notes in Networks and Systems, 2018, , 987-1002.	0.7	4
12	Ontological and Machine Learning Approaches for Managing Driving Context in Intelligent Transportation. , 2017, , .		5
13	Techniques for cognition of driving context for safe driving application. , 2016, , .		6
14	Secured data processing, notification and transmission in a human-vehicle interaction system. , 2016, , .		5
15	Serious Gaming. , 2016, , .		3
16	Multimodal Fusion, Fission and Virtual Reality Simulation for an Ambient Robotic Intelligence. Procedia Computer Science, 2015, 52, 218-225.	2.0	12
17	Towards Self-Optimization of a Pervasive Computing Task. Procedia Computer Science, 2012, 10, 1057-1063.	2.0	0
18	Patterns Architecture for Fusion Engines. Lecture Notes in Computer Science, 2011, , 261-265.	1.3	0

#	ARTICLE	IF	CITATIONS
19	Autonomic Communication in Pervasive Multimodal Multimedia Computing System. , 2009, , 251-283.		1
20	Task Migration in a Pervasive Multimodal Multimedia Computing System for Visually-Impaired Users. , 2007, , 459-471.		2
21	Machine Learning-Assisted Device Selection in a Context-Sensitive Ubiquitous Multimodal Multimedia Computing System. , 2006, , .		2
22	Attribute-Driven Design of Incremental Learning Component of a Ubiquitous Multimodal Multimedia Computing System. , 2006, , .		3
23	The LATIS Pervasive Patient Subsystem: Towards a Pervasive Healthcare System. , 2006, , .		1
24	Self-Management Considerations in Designing a Pervasive Multimodal Multimedia Computing System. , 2006, , .		0
25	Information Access in a Multimodal Multimedia Computing System for Mobile Visually-Impaired Users. , 2006, , .		0
26	A Paradigm of a Pervasive Multimodal Multimedia Computing System for the Visually-Impaired Users. Lecture Notes in Computer Science, 2006, , 620-633.	1.3	2
27	A Ubiquitous Context-sensitive Multimodal Multimedia Computing System and Its Machine Learning-based Reconfiguration at the Architectural Level. , 0, , .		2
28	A context-sensitive incremental learning paradigm of an ubiquitous multimodal multimedia computing system. , 0, , .		7
29	Design of an Incremental Machine Learning Component of a Ubiquitous Multimodal Multimedia Computing System. , 0, , .		4