

Conrad S Tucker

List of Publications by Year in descending order

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56
papers

1,342
citations

393982

19
h-index

395343

33
g-index

57
all docs

57
docs citations

57
times ranked

1181
citing authors

#	ARTICLE	IF	CITATIONS
1	An ensemble heterogeneous classification methodology for discovering health-related knowledge in social media messages. <i>Journal of Biomedical Informatics</i> , 2014, 49, 255-268.	2.5	95
2	An unsupervised machine learning model for discovering latent infectious diseases using social media data. <i>Journal of Biomedical Informatics</i> , 2017, 66, 82-94.	2.5	92
3	The effects of player type on performance: A gamification case study. <i>Computers in Human Behavior</i> , 2019, 91, 333-345.	5.1	87
4	Quantifying Product Favorability and Extracting Notable Product Features Using Large Scale Social Media Data. <i>Journal of Computing and Information Science in Engineering</i> , 2015, 15, .	1.7	77
5	An unsupervised machine learning method for discovering patient clusters based on genetic signatures. <i>Journal of Biomedical Informatics</i> , 2018, 85, 30-39.	2.5	71
6	Machine learning classification of medication adherence in patients with movement disorders using non-wearable sensors. <i>Computers in Biology and Medicine</i> , 2015, 66, 120-134.	3.9	68
7	Automated Discovery of Lead Users and Latent Product Features by Mining Large Scale Social Media Networks. <i>Journal of Mechanical Design, Transactions of the ASME</i> , 2015, 137, .	1.7	63
8	Machine learning classification of design team members' body language patterns for real time emotional state detection. <i>Design Studies</i> , 2015, 39, 100-127.	1.9	51
9	3D Design Using Generative Adversarial Networks and Physics-Based Validation. <i>Journal of Mechanical Design, Transactions of the ASME</i> , 2020, 142, .	1.7	49
10	Trend Mining for Predictive Product Design. <i>Journal of Mechanical Design, Transactions of the ASME</i> , 2011, 133, .	1.7	44
11	A machine learning approach to product review disambiguation based on function, form and behavior classification. <i>Decision Support Systems</i> , 2017, 97, 81-91.	3.5	44
12	Bounded Kalman filter method for motion-robust, non-contact heart rate estimation. <i>Biomedical Optics Express</i> , 2018, 9, 873.	1.5	40
13	Evaluation of biases in remote photoplethysmography methods. <i>Npj Digital Medicine</i> , 2021, 4, 91.	5.7	39
14	Fad or Here to Stay: Predicting Product Market Adoption and Longevity Using Large Scale, Social Media Data. , 2013, , .		37
15	How are you feeling?: A personalized methodology for predicting mental states from temporally observable physical and behavioral information. <i>Journal of Biomedical Informatics</i> , 2017, 68, 1-19.	2.5	33
16	Increasing the veracity of event detection on social media networks through user trust modeling. , 2014, , .		27
17	Knowledge discovery of game design features by mining user-generated feedback. <i>Computers in Human Behavior</i> , 2016, 60, 361-371.	5.1	27
18	Toward Personalized Adaptive Gamification: A Machine Learning Model for Predicting Performance. <i>IEEE Transactions on Games</i> , 2020, 12, 155-168.	1.2	27

#	ARTICLE	IF	CITATIONS
19	A Bayesian Sampling Method for Product Feature Extraction From Large-Scale Textual Data. Journal of Mechanical Design, Transactions of the ASME, 2016, 138, .	1.7	26
20	Discovering Next Generation Product Innovations by Identifying Lead User Preferences Expressed Through Large Scale Social Media Data. , 2014, , .		23
21	A Convolutional Neural Network Model for Predicting a Product's Function, Given Its Form. Journal of Mechanical Design, Transactions of the ASME, 2017, 139, .	1.7	22
22	Discovering health-related knowledge in social media using ensembles of heterogeneous features. , 2013, , .		20
23	An automated approach to quantifying functional interactions by mining large-scale product specification data. Journal of Engineering Design, 2016, 27, 1-24.	1.1	20
24	A data mining methodology for predicting early stage Parkinson's disease using non-invasive, high-dimensional gait sensor data. IIE Transactions on Healthcare Systems Engineering, 2015, 5, 238-254.	0.8	17
25	A quantitative method for evaluating the complexity of implementing and performing game features in physically-interactive gamified applications. Computers in Human Behavior, 2017, 71, 42-58.	5.1	17
26	Assessing causal claims about complex engineered systems with quantitative data: internal, external, and construct validity. Systems Engineering, 2017, 20, 483-496.	1.6	15
27	Automatic Facial Feature Extraction for Predicting Designers' Comfort With Engineering Equipment During Prototype Creation. Journal of Mechanical Design, Transactions of the ASME, 2017, 139, .	1.7	14
28	A semantic network model for measuring engagement and performance in online learning platforms. Computer Applications in Engineering Education, 2018, 26, 1481-1492.	2.2	14
29	Modeling Individual-Level Infection Dynamics Using Social Network Information. , 2015, , .		14
30	An Investigation of Surrogate Models for Efficient Performance-Based Decoding of 3D Point Clouds. Journal of Mechanical Design, Transactions of the ASME, 2019, 141, .	1.7	13
31	Mitigating Online Product Rating Biases Through the Discovery of Optimistic, Pessimistic, and Realistic Reviewers. Journal of Mechanical Design, Transactions of the ASME, 2017, 139, .	1.7	12
32	Using Large-Scale Social Media Networks as a Scalable Sensing System for Modeling Real-Time Energy Utilization Patterns. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2017, 47, 2627-2640.	5.9	11
33	Automated Discovery of Product Feature Inferences Within Large-Scale Implicit Social Media Data. Journal of Computing and Information Science in Engineering, 2018, 18, .	1.7	11
34	Product Resynthesis: Knowledge Discovery of the Value of End-of-Life Assemblies and Subassemblies. Journal of Mechanical Design, Transactions of the ASME, 2014, 136, .	1.7	10
35	An Unsupervised Machine Learning Approach to Assessing Designer Performance During Physical Prototyping. Journal of Computing and Information Science in Engineering, 2018, 18, .	1.7	10
36	Generative adversarial networks for increasing the veracity of big data. , 2017, , .		9

#	ARTICLE	IF	CITATIONS
37	Modeling the Semantic Structure of Textually Derived Learning Content and its Impact on Recipients' Response States. Journal of Mechanical Design, Transactions of the ASME, 2016, 138, .	1.7	8
38	Mining Twitter data for causal links between tweets and real-world outcomes. Expert Systems With Applications: X, 2019, 3, 100007.	4.6	8
39	Detection of System Compromise in Additive Manufacturing Using Video Motion Magnification. Journal of Mechanical Design, Transactions of the ASME, 2020, 142, .	1.7	8
40	Evaluating the cost-effectiveness of an early detection of Parkinson's disease through innovative technology. Engineering Economist, 2017, 62, 180-196.	0.3	7
41	Exposure to Digital and Hands-on Delivery Modes in Engineering Design Education and Their Impact on Task Completion Efficiency. Journal of Integrated Design and Process Science, 2017, 21, 61-78.	0.2	7
42	Random Forest Modeling for Survival Analysis of Cancer Recurrences. , 2019, , .		7
43	A Bisociative Design Framework for Knowledge Discovery Across Seemingly Unrelated Product Domains. , 2012, , .		6
44	Discovering Discontinuity in Big Financial Transaction Data. ACM Transactions on Management Information Systems, 2018, 9, 1-26.	2.1	6
45	Node classification using kernel propagation in graph neural networks. Expert Systems With Applications, 2021, 174, 114655.	4.4	6
46	Exploring the Link Between Task Complexity and Students'™ Affective States During Engineering Laboratory Activities. , 2016, , .		5
47	Automated discovery of product preferences in ubiquitous social media data: A case study of automobile market. , 2016, , .		4
48	From Mining Affective States to Mining Facial Keypoint Data: The Quest Towards Personalized Feedback. , 2017, , .		4
49	Exploring the correlation between new function attributes mined from different product domains and market sales. Engineering Economist, 2018, 63, 113-142.	0.3	3
50	A sparsity preserving genetic algorithm for extracting diverse functional 3D designs from deep generative neural networks. Design Science, 2020, 6, .	1.1	3
51	Quantifying Emotional States Based on Body Language Data Using Non Invasive Sensors. , 2014, , .		2
52	Mining Facial Keypoint Data: The Quest Toward Personalized Engineering Applications. , 2019, , 97-112.		2
53	A Privacy Preserving Data Mining Methodology for Dynamically Predicting Emerging Human Threats. , 2013, , .		1
54	Board # 91 :When to Provide Feedback? Exploring Human-Co-Robot Interactions in Engineering Environments. , 0, , .		1

#	ARTICLE	IF	CITATIONS
55	Quantifying the Mismatch Between Course Content and Students' Dialogue in Online Learning Environments. , 2017, , .		0
56	Classification of unlabeled online media. Scientific Reports, 2021, 11, 6908.	1.6	0