Chelsea Dobbins

List of Publications by Year
in descending order

49 papers	826 citations	777949 13 h-index	685536 24 g-index
50 all docs	50 docs citations	50 times ranked	988 citing authors

#	Article	IF	Citations
1	The influence of a neuroadaptive game as a distraction from pain: a fNIRS study. , 2022, , 95-116.		0
2	Effects of interacting with facial expressions and controllers in different virtual environments on presence, usability, affect, and neurophysiological signals. International Journal of Human Computer Studies, 2022, 160, 102762.	3.7	3
3	Analysis of Biometric Sensor Data for Predicting Fatigue: A Framework Towards Reducing Work-Related Musculoskeletal Disorders in Aviation Manufacturing Workers. , 2021, 2021, 6928-6932.		0
4	Classification of Game Demand and the Presence of Experimental Pain Using Functional Near-Infrared Spectroscopy. Frontiers in Neuroergonomics, 2021, 2, .	0.6	1
5	Understanding Smartwatch Battery Utilization in the Wild. Sensors, 2020, 20, 3784.	2.1	5
6	Public vs media opinion on robots and their evolution over recent years. CCF Transactions on Pervasive Computing and Interaction, 2020, 2, 189-205.	1.7	11
7	Deep COLA: A Deep COmpetitive Learning Algorithm for Future Home Energy Management Systems. IEEE Transactions on Emerging Topics in Computational Intelligence, 2020, , 1-11.	3.4	2
8	Neurophysiological Effects of Presence in Calm Virtual Environments. , 2020, , .		4
9	Computer games as distraction from PAIN: Effects of hardware and difficulty on pain tolerance and subjective IMMERSION. International Journal of Human Computer Studies, 2020, 139, 102427.	3.7	15
10	Personal informatics and negative emotions during commuter driving: Effects of data visualization on cardiovascular reactivity & mood. International Journal of Human Computer Studies, 2020, 144, 102499.	3.7	15
11	Utilization of Neurophysiological Data to Classify Player Immersion to Distract from Pain. Lecture Notes in Computer Science, 2020, , 756-774.	1.0	0
12	A Neurophysiological Approach for Measuring Presence in Immersive Virtual Environments. , 2020, , .		8
13	Signal Processing of Multimodal Mobile Lifelogging Data Towards Detecting Stress in Real-World Driving. IEEE Transactions on Mobile Computing, 2019, 18, 632-644.	3.9	30
14	EmotionAware'19 â€“ 3rd International Workshop on Emotion Awareness for Pervasive Computing with Mobile and Wearable Devices - Welcome and Committees. , 2019, , .		0
15	Detecting and Visualizing Context and Stress via a Fuzzy Rule-Based System During Commuter Driving. , 2019, , .		6
16	Indexing Multivariate Mobile Data through Spatio-Temporal Event Detection and Clustering. Sensors, 2019, 19, 448.	2.1	18
17	Detecting Negative Emotions During Real-Life Driving via Dynamically Labelled Physiological Data. , 2018, , .		4
18	Towards Clustering of Mobile and Smartwatch Accelerometer Data for Physical Activity Recognition. Informatics, 2018, 5, 29.	2.4	32

#	Article	IF	Citations
19	A Lifelogging Platform Towards Detecting Negative Emotions in Everyday Life using Wearable Devices. , 2018, , .		12
20	A natural language query interface for searching personal information on smartwatches. , 2017, , .		7
21	MyWallMate: An Investigation into the use of Mobile Technology in Enhancing Student Engagement. TechTrends, 2017, 61, 541-549.	1.4	25
22	A mobile lifelogging platform to measure anxiety and anger during real-life driving. , 2017, , .		8
23	Detecting physical activity within lifelogs towards preventing obesity and aiding ambient assisted living. Neurocomputing, 2017, 230, 110-132.	3.5	53
24	Lifelogging Technologies to Detect Negative Emotions Associated with Cardiovascular Disease. , 2016, , 27-44.		3
25	Scalable Daily Human Behavioral Pattern Mining from Multivariate Temporal Data. IEEE Transactions on Knowledge and Data Engineering, 2016, 28, 3098-3112.	4.0	75
26	Advanced artificial neural network classification for detecting preterm births using EHG records. Neurocomputing, 2016, 188, 42-49.	3.5	71
27	Lesson Learned from Collecting Quantified Self Information via Mobile and Wearable Devices. Journal of Sensor and Actuator Networks, 2015, 4, 315-335.	2.3	100
28	The utilization of data analysis techniques in predicting student performance in massive open online courses (MOOCs). Research and Practice in Technology Enhanced Learning, 2015, 10, 10.	1.9	46
29	Knowledge extraction using probabilistic reasoning: An artificial neural network approach. , 2015, , .		0
30	Clustering of Physical Activities for Quantified Self and mHealth Applications. , 2015, , .		8
31	Digital Memories Based Mobile User Authentication for IoT. , 2015, , .		14
32	Artificial Intelligence for Detecting Preterm Uterine Activity in Gynecology and Obstetric Care. , 2015, , .		17
33	Educational crowdsourcing to support the learning of computer programming. Research and Practice in Technology Enhanced Learning, 2015, 10, 13.	1.9	13
34	A user-centred approach to reducing sedentary behaviour. , 2014, , .		4
35	Creating human digital memories with the aid of pervasive mobile devices. Pervasive and Mobile Computing, 2014, 12, 160-178.	2.1	14
36	The Big Data Obstacle of Lifelogging. , 2014, , .		2

#	Article	IF	Citations
37	Advance Artificial Neural Network Classification Techniques Using EHG for Detecting Preterm Births. , 2014, , .		10
38	Capturing Human Digital Memories for Assisting Memory Recall. Human-computer Interaction Series, 2014, , 211-234.	0.4	2
39	Exploiting linked data to create rich human digital memories. Computer Communications, 2013, 36, 1639-1656.	3.1	8
40	Creating human digital memories for a richer recall of life experiences. , 2013, , .		6
41	A Machine Learning Algorithm for Searching Vectorised RDF Data. , 2013, , .		5
42	Monitoring and Reducing Sedentary Behavior in the Elderly with the Aid of Human Digital Memories. Telemedicine Journal and E-Health, 2013, 19, 173-185.	1.6	4
43	Prediction of Preterm Deliveries from EHG Signals Using Machine Learning. PLoS ONE, 2013, 8, e77154.	1.1	130
44	Remotely monitoring and preventing the development of pressure ulcers with the aid of human digital memories. , 2012, , .		6
45	Monitoring and measuring physical activity and sedentary behaviour. International Journal of Healthcare Technology and Management, 2012, 13, 283.	0.1	4
46	Augmenting human digital memories with physiological data. , 2012, , .		4
47	Capturing and sharing human digital memories with the aid of ubiquitous Peer-to-Peer mobile services. , 2012, , .		7
48	Monitoring and measuring sedentary behaviour with the aid of human digital memories. , 2012, , .		12
49	The Influence of Game Demand on Distraction from Experimental Pain: A fNIRS Study. Frontiers in Human Neuroscience, 0, 12, .	1.0	0