

Gokce Nur Yilmaz

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2402077/publications.pdf>

Version: 2024-02-01

13
papers

41
citations

2258059

3
h-index

1872680

6
g-index

13
all docs

13
docs citations

13
times ranked

33
citing authors

#	ARTICLE	IF	CITATIONS
1	A no reference depth perception assessment metric for 3D video. Multimedia Tools and Applications, 2015, 74, 6937-6950.	3.9	13
2	Seamless video access for mobile devices by content-aware utility-based adaptation. Multimedia Tools and Applications, 2014, 70, 689-719.	3.9	6
3	Blind video quality assessment via spatiotemporal statistical analysis of adaptive cube size 3D-DCT coefficients. IET Image Processing, 2020, 14, 845-852.	2.5	5
4	A bit rate adaptation model for 3D video. Multidimensional Systems and Signal Processing, 2016, 27, 201-215.	2.6	3
5	A depth perception evaluation metric for immersive 3D video services. , 2017, , .		3
6	A depth perception evaluation metric for immersive user experience towards 3D multimedia services. Multimedia Systems, 2019, 25, 253-261.	4.7	3
7	3D video bit rate adaptation decision taking using ambient illumination context. Engineering Science and Technology, an International Journal, 2014, 17, 105-115.	3.2	2
8	Depth perception prediction of 3D video QoE for future internet services. , 2018, , .		2
9	DEPTH PERCEPTION PREDICTION OF 3D VIDEO FOR ENSURING ADVANCED MULTIMEDIA SERVICES. , 2018, , .		2
10	Context and content based scalable video adaptation for ubiquitous multimedia communication services. Multimedia Tools and Applications, 2021, 80, 7987-8013.	3.9	1
11	Low Light Image Enhancement on Mobile Devices by Using Dehazing. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2022, , 57-67.	0.3	1
12	Structural Depth estimation via Depth Maps of 3 Dimensional videos. , 2016, , .		0
13	A novel depth perception prediction metric for advanced multimedia applications. Multimedia Systems, 2019, 25, 723-730.	4.7	0