# Alexander Agung Santoso Gunawan

## List of Publications by Year
in descending order

| 55 | 464 | 840776 | 888059 |
|---|---|---|---|
| papers | citations | 11 | 17 |
| | | h-index | g-index |

| 58 | 58 | 58 | 301 |
|---|---|---|---|
| all docs | docs citations | times ranked | citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | Music Recommender System Based on Genre using Convolutional Recurrent Neural Networks. Procedia Computer Science, 2019, 157, 99-109. | 2.0 | 52 |
| 2 | Fast Object Detection for Quadcopter Drone Using Deep Learning. , 2018, , . | | 38 |
| 3 | GNSS-based navigation systems of autonomous drone for delivering items. Journal of Big Data, 2019, 6, . | 11.0 | 38 |
| 4 | Face Expression Detection on Kinect Using Active Appearance Model and Fuzzy Logic. Procedia Computer Science, 2015, 59, 268-274. | 2.0 | 28 |
| 5 | A Review and Progress of Research on Autonomous Drone in Agriculture, Delivering Items and Geographical Information Systems (GIS). , 2019, , . | | 27 |
| 6 | Using Video Games to Improve Capabilities in Decision Making and Cognitive Skill: A Literature Review. Procedia Computer Science, 2021, 179, 211-221. | 2.0 | 26 |
| 7 | A Systematic Literature Review: Learning with Visual by The Help of Augmented Reality Helps Students Learn Better. Procedia Computer Science, 2021, 179, 144-152. | 2.0 | 24 |
| 8 | Automatic Music Generator Using Recurrent Neural Network. International Journal of Computational Intelligence Systems, 2020, 13, 645. | 2.7 | 16 |
| 9 | Brainwave Classification of Visual Stimuli Based on Low Cost EEG Spectrogram Using DenseNet. Procedia Computer Science, 2018, 135, 128-139. | 2.0 | 13 |
| 10 | Detection of Vehicle Position and Speed using Camera Calibration and Image Projection Methods. Procedia Computer Science, 2019, 157, 255-265. | 2.0 | 13 |
| 11 | Fiscal decentralization analysis that affect economic performance using geographically weighted regression (GWR). Procedia Computer Science, 2021, 179, 399-406. | 2.0 | 13 |
| 12 | Indonesian Question Answering System for Solving Arithmetic Word Problems on Intelligent Humanoid Robot. Procedia Computer Science, 2018, 135, 719-726. | 2.0 | 12 |
| 13 | Multi-sperm tracking using Hungarian Kalman Filter on low frame rate video. , 2016, , . | | 11 |
| 14 | Development of Urine Hydration System Based on Urine Color and Support Vector Machine. Procedia Computer Science, 2018, 135, 481-489. | 2.0 | 11 |
| 15 | Development of Smart Trolley System Based on Android Smartphone Sensors. Procedia Computer Science, 2019, 157, 629-637. | 2.0 | 11 |
| 16 | Forecasting Social Distancing impact on COVID-19 in Jakarta using SIRD Model. Procedia Computer Science, 2021, 179, 662-669. | 2.0 | 11 |
| 17 | A literature review: Feasibility Study of technology to improve shopping experience. Procedia Computer Science, 2021, 179, 468-479. | 2.0 | 9 |
| 18 | Visual Tracking for Abrupt Motions of Human Sperm Using Smoothing Stochastic Approximate Monte Carlo. Procedia Computer Science, 2015, 59, 64-72. | 2.0 | 8 |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 19 | Distribution Cost Optimization Using Pigeon Inspired Optimization Method with Reverse Learning Mechanism. Procedia Computer Science, 2021, 179, 920-929. | 2.0 | 8 |
| 20 | Simulation Model of Bus Rapid Transit. EPJ Web of Conferences, 2014, 68, 00021. | 0.3 | 7 |
| 21 | GEOMETRIC DEEP PARTICLE FILTER FOR MOTORCYCLE TRACKING: DEVELOPMENT OF INTELLIGENT TRAFFIC SYSTEM IN JAKARTA. International Journal on Smart Sensing and Intelligent Systems, 2015, 8, 429-463. | 0.7 | 7 |
| 22 | Android-Based Wireless Controller for Military Robot Using Bluetooth Technology. , 2019, , . | | 6 |
| 23 | Semantic Image Segmentation for Building Detection in Urban Area with Aerial Photograph Image using U-Net Models. , 2020, , . | | 6 |
| 24 | Human Sperm tracking using Particle Swarm Optimization combined with Smoothing Stochastic sampling on low frame rate video. , 2015, , . | | 5 |
| 25 | Anita: Intelligent Humanoid Robot with Self-Learning Capability Using Indonesian Language. , 2019, , . | | 5 |
| 26 | Dynamic swarm particle for fast motion vehicle tracking. ETRI Journal, 2020, 42, 54-66. | 2.0 | 5 |
| 27 | Handling illumination variation in face recognition using multiscale retinex. , 2016, , . | | 4 |
| 28 | Spatial data mining for predicting of unobserved zinc pollutant using ordinary point Kriging. , 2016, , . | | 4 |
| 29 | Fast brain control systems for electric wheelchair using support vector machine. Proceedings of SPIE, 2016, , . | 0.8 | 4 |
| 30 | Development of Affordable and Powerful Swarm Mobile Robot Based on Smartphone Android and IOIO board. Procedia Computer Science, 2017, 116, 342-350. | 2.0 | 4 |
| 31 | Audio Influence on Game Atmosphere during Various Game Events. Procedia Computer Science, 2021, 179, 222-231. | 2.0 | 4 |
| 32 | Developing recommender systems for personalized email with big data. , 2016, , . | | 3 |
| 33 | Development of coffee maker service robot using speech and face recognition systems using POMDP. Proceedings of SPIE, 2016, , . | 0.8 | 3 |
| 34 | Implementation of Blind Speech Separation for Intelligent Humanoid Robot using DUET Method. Procedia Computer Science, 2017, 116, 87-98. | 2.0 | 3 |
| 35 | Behavior Correlation between Games in First-Person Shooter Genre based on Personality Traits. Procedia Computer Science, 2021, 179, 185-194. | 2.0 | 3 |
| 36 | Machine Learning-based Approach on Dealing with Binary Classification Problem in Imbalanced Financial Data. , 2022, , . | | 3 |

| # | ARTICLE | IF | CITATIONS |
|---|---------|-----|-----------|
| 37 | Tracking efficiency measurement of dynamic models on geometric particle filter using KLD-resampling. , 2014, , . | | 2 |
| 38 | Improving the accuracy of real-time traffic data gathered by the Floating Car Data method. , 2014, , . | | 2 |
| 39 | Blind speech separation system for humanoid robot with FastICA for audio filtering and separation. , 2016, , . | | 2 |
| 40 | The Impact of E-Transport Platforms' Gojek and Grab UI/UX Design to User Preference in Indonesia. , 2021, , . | | 2 |
| 41 | The Influence of UI UX Design to Number of Users Between â€˜Lineâ€™ and â€˜Whatsappâ€™. , 2021, , . | | 2 |
| 42 | Line Follower Smart Trolley System V2 using RFID. , 2021, , . | | 2 |
| 43 | Development of Fractal Pattern Making Application using L-System for Enhanced Machine Controller. EPJ Web of Conferences, 2014, 68, 00032. | 0.3 | 1 |
| 44 | Fast and Optimal Visual Tracking based on Spectral Method. Procedia Computer Science, 2017, 116, 571-578. | 2.0 | 1 |
| 45 | Pengembangan Program Aplikasi Enhanced Machine Control dengan Python untuk Metode Interpolasi Newton. ComTech, 2012, 3, 154. | 0.5 | 1 |
| 46 | The Effect of UI/UX Design on User Satisfaction in Online Art Gallery. , 2021, , . | | 1 |
| 47 | Blockchain Technology behind Cryptocurrency and Bitcoin for Commercial Transactions. , 2021, , . | | 1 |
| 48 | Accurate visual tracking by combining Bayesian and evolutionary optimization framework. , 2016, , . | | 0 |
| 49 | Android-based framework for business expedition third party with google API : Case study. , 2017, , . | | 0 |
| 50 | Inferring the level of visibility from hazy images. International Journal of Business Intelligence and Data Mining, 2020, 16, 177. | 0.2 | 0 |
| 51 | Development of Stock Market Price Application to Predict Purchase and Sales Decisions Using Proximal Policy Optimization Method. , 2021, , . | | 0 |
| 52 | Factors that Affect Data Gathered Using Interviews for Requirements Gathering. , 2021, , . | | 0 |
| 53 | Development of Portable Temperature and Air Quality Detector for Preventing Covid-19. , 2021, , . | | 0 |
| 54 | Utilization Big Data and GPS to Help E-TLE System in The Cities of Indonesia. , 2021, , . | | 0 |

| # | ARTICLE | IF | CITATIONS |
|---|---------|----|-----------|
| 55 | Visual Traffic Surveillance Using Feature Point Approach. Procedia Engineering, 2012, 50, 354-360. | 1.2 | 0 |