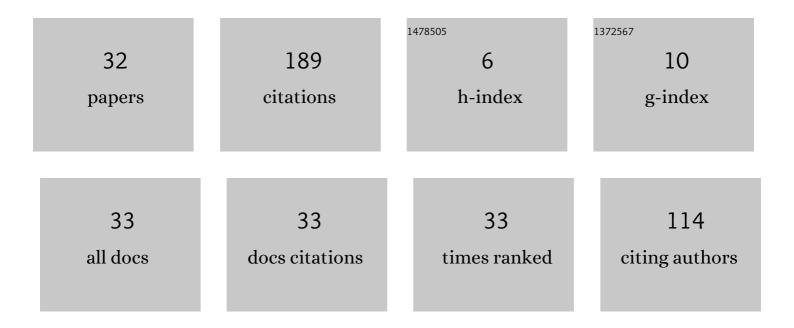
Fazle Rabbi

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/299453/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	Extremely Randomized Trees With Privacy Preservation for Distributed Structured Health Data. IEEE Access, 2022, 10, 6010-6027.	4.2	15
2	A Reference Architecture for Data-Driven and Adaptive Internet-Delivered Psychological Treatment Systems: Software Architecture Development and Validation Study. JMIR Human Factors, 2022, 9, e31029.	2.0	1
3	Privacy preserving distributed extremely randomized trees. , 2021, , .		9
4	Scalable Privacy-Preserving Distributed Extremely Randomized Trees for Structured Data With Multiple Colluding Parties. , 2021, , .		4
5	Challenges and possible solutions in cross-disciplinary and cross-sectorial research teams within the domain of e-mental health. Journal of Enabling Technologies, 2021, 15, 241-251.	1.2	7
6	Diversity-Aware Anonymization for Structured Health Data. , 2021, 2021, 2148-2154.		6
7	Monitoring Motor Activity Data for Detecting Patients' Depression Using Data Augmentation and Privacy-Preserving Distributed Learning. , 2021, 2021, 2163-2169.		5
8	Adaptation of IDPT System Based on Patient-Authored Text Data using NLP. , 2020, , .		15
9	Model-Driven Automatic Question Generation for a Gamified Clinical Guideline Training System. Communications in Computer and Information Science, 2020, , 227-245.	0.5	1
10	A GraphQL approach to Healthcare Information Exchange with HL7 FHIR. Procedia Computer Science, 2019, 160, 338-345.	2.0	28
11	An Architectural Design for Self-Reporting E-Health Systems. , 2019, , .		13
12	A Model Driven Approach to the Development of Gamified Interactive Clinical Practice Guidelines. , 2019, , .		4
13	Analysis and Evaluation of Conformance Preserving Graph Transformation Rules. Communications in Computer and Information Science, 2019, , 284-307.	0.5	0
14	A Model Driven Approach to the Design of a Gamified e-Learning System for Clinical Guidelines. Studies in Health Technology and Informatics, 2019, 264, 734-738.	0.3	1
15	Static Analysis of Conformance Preserving Model Transformation Rules. , 2018, , .		3
16	A Model Driven Engineering Approach for Heterogeneous Model Composition. Communications in Computer and Information Science, 2018, , 198-221.	0.5	0
17	An MDE Approach for Modelling and Reasoning About Multi-agent Systems. Lecture Notes in Computer Science, 2017, , 49-57.	1.3	0
18	Optimizing Distributed Resource Allocation using Epistemic Game Theory: A Model-driven Engineering Approach. , 2017, , .		1

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#	Article	IF	CITATIONS
19	Towards a categorical approach for meta-modelling epistemic game theory. , 2016, , .		5
20	Challenges for technology innovation in health care. , 2016, , .		1
21	A Bottom up Approach for Synchronous User Interaction Design and Workflow Modelling. Procedia Computer Science, 2016, 98, 340-347.	2.0	3
22	Diagrammatic Development of Domain Specific Modelling Languages with WebDPF. International Journal of Information System Modeling and Design, 2016, 7, 93-114.	1.1	2
23	WebDPF: A Web-based Metamodelling and Model Transformation Environment. , 2016, , .		7
24	User-Friendly UIs for the Execution of Clinical Practice Guidelines. , 2014, , .		0
25	Co-ordination of Multiple Metamodels, with Application to Healthcare Systems. Procedia Computer Science, 2014, 37, 473-480.	2.0	9
26	A User-friendly Tool for Model Checking Healthcare Workflows. Procedia Computer Science, 2013, 21, 317-326.	2.0	8
27	A Model Slicing Method for Workflow Verification. Electronic Notes in Theoretical Computer Science, 2013, 295, 79-93.	0.9	6
28	A scalable ontology reasoner via incremental materialization. , 2013, , .		3
29	T â–j: A Domain Specific Language for Rapid Workflow Development. Lecture Notes in Computer Science, 2012, , 36-52.	1.3	7
30	Compensable WorkFlow Nets. Lecture Notes in Computer Science, 2010, , 122-137.	1.3	16
31	YAWL2DVE: An Automated Translator for Workflow Verification. , 2010, , .		7
32	User-centred design of clinical dashboards for guided iCBT. Innovations in Systems and Software Engineering, 0, , 1.	2.1	2