

Bige Tuncer

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3039254/publications.pdf>

Version: 2024-02-01

31
papers

660
citations

840776

11
h-index

677142

22
g-index

31
all docs

31
docs citations

31
times ranked

860
citing authors

#	ARTICLE	IF	CITATIONS
1	Using image recognition to automate assessment of cultural ecosystem services from social media photographs. <i>Ecosystem Services</i> , 2018, 31, 318-325.	5.4	167
2	Urban sensing: Using smartphones for transportation mode classification. <i>Computers, Environment and Urban Systems</i> , 2015, 53, 76-86.	7.1	108
3	Understanding Urban Human Mobility through Crowdsensed Data. <i>IEEE Communications Magazine</i> , 2018, 56, 52-59.	6.1	90
4	Differentiating parametric design: Digital workflows in contemporary architecture and construction. <i>Design Studies</i> , 2017, 52, 173-197.	3.1	59
5	Public spaces and happiness: Evidence from a large-scale field experiment. <i>Health and Place</i> , 2019, 56, 9-18.	3.3	46
6	Exploring the effect of urban features and immediate environment on body responses. <i>Urban Forestry and Urban Greening</i> , 2019, 43, 126365.	5.3	27
7	Gesture and speech elicitation for 3D CAD modeling in conceptual design. <i>Automation in Construction</i> , 2019, 106, 102847.	9.8	21
8	A Synergetic Orchestration of Objects, Data, and Services to Enable Smart Cities. <i>IEEE Internet of Things Journal</i> , 2019, 6, 10496-10507.	8.7	18
9	Harnessing Multi-Source Data about Public Sentiments and Activities for Informed Design. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2019, 31, 343-356.	5.7	16
10	An electronic design assistance tool for case-based representation of designs. <i>Automation in Construction</i> , 1997, 6, 265-274.	9.8	15
11	Typological Descriptions as Generative Guides for Historical Architecture. <i>Nexus Network Journal</i> , 2015, 17, 785-805.	0.7	11
12	A smart learning ecosystem design for delivering Data-driven Thinking in STEM education. <i>Smart Learning Environments</i> , 2021, 8, .	7.6	11
13	Exploring public sentiments for livable places based on a crowd-calibrated sentiment analysis mechanism. , 2016, , .		8
14	Visualization and Decision Support Tools in Urban Planning. <i>Communications in Computer and Information Science</i> , 2012, , 279-298.	0.5	8
15	Exploring the utilization of places through a scalable "Activities in Places" analysis mechanism. , 2016, , .		7
16	A 2D and 3D Indoor Mapping Approach for Virtual Navigation Services. , 2017, , .		7
17	Body responses towards a morning walk in a tropical city. <i>Landscape Research</i> , 2020, 45, 966-983.	1.6	6
18	Informed Design Platform: Interpreting "Big Data" to Adaptive Place Designs. , 2016, , .		5

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19	Speech analysis for conceptual CAD modeling using multi-modal interfaces: An investigation into Architects' and Engineers' speech preferences. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2019, 33, 275-288.	1.1	5
20	Identification of building floors in a 3D city model. , 2017, , .		4
21	Data-driven thinking for measuring the human experience in the built environment. <i>International Journal of Architectural Computing</i> , 2022, 20, 316-333.	1.5	4
22	Multiple-Perspective Clustering of Passive Wi-Fi Sensing Trajectory Data. <i>IEEE Transactions on Big Data</i> , 2022, 8, 1312-1325.	6.1	4
23	SAPAM. , 2016, , .		3
24	3D-4D visualisation of IoT data from Singapore's National Science Experiment. <i>Journal of Spatial Science</i> , 2020, , 1-19.	1.5	3
25	A Framework for the Identification of Human Vertical Displacement Activity Based on Multi-Sensor Data. <i>IEEE Sensors Journal</i> , 2022, 22, 8011-8029.	4.7	3
26	A digital precedent library for classical period Ottoman mosques. <i>Journal of Design Research</i> , 2013, 11, 351.	0.1	1
27	IJAC 2017: Special ACADIA edited issue. <i>International Journal of Architectural Computing</i> , 2017, 15, 3-5.	1.5	1
28	A transformative engineering and architecture education. , 2020, , .		1
29	A Phenotype-Based Representation that Quantifies Aesthetic Variables. <i>Communications in Computer and Information Science</i> , 2022, , 250-267.	0.5	1
30	Iterative Design of a Sensor Network for the Evaluation of Pedestrian Facility Design Using Agent-Based Simulations. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2015, , 110-117.	0.3	0
31	Art Places and Their Impact on Property Prices of Condominiums in Singapore. <i>Communications in Computer and Information Science</i> , 2022, , 107-124.	0.5	0