

Matthias Hirth

List of Publications by Year in descending order

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53
papers

922
citations

1305906

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57
all docs

57
docs citations

57
times ranked

793
citing authors

#	ARTICLE	IF	CITATIONS
1	Towards speech quality assessment using a crowdsourcing approach: evaluation of standardized methods. Quality and User Experience, 2021, 6, 1.	2.8	14
2	Using Attention Testing to Select Crowdsourced Workers and Research Participants. Social Science Computer Review, 2021, 39, 84-104.	2.6	20
3	Subjective perception of craniofacial growth asymmetries in patients with deformational plagiocephaly. Clinical Oral Investigations, 2021, 25, 525-537.	1.4	2
4	Relationship Status: It's Complicated. Using APM as a QoE-qualifying Tempo Metric. , 2021, , .		1
5	Performance Evaluation of Hybrid Crowdsensing and Fixed Sensor Systems for Event Detection in Urban Environments. Sensors, 2021, 21, 5880.	2.1	4
6	The Crowd Thinks Aloud: Crowdsourcing Usability Testing with the Thinking Aloud Method. Lecture Notes in Computer Science, 2021, , 24-39.	1.0	2
7	On the Impact of COVID-19 on Subjective Digital Media Quality Assessment. , 2021, , .		4
8	In vitro vs in vivo: does the study's interface design influence crowdsourced video QoE?. Quality and User Experience, 2020, 6, 1.	2.8	3
9	Impact of the Number of Votes on the Reliability and Validity of Subjective Speech Quality Assessment in the Crowdsourcing Approach. , 2020, , .		7
10	Personal Task Design Preferences of Crowdworkers. , 2020, , .		1
11	Crowd-Based Assessment of Deformational Cranial Asymmetries. IFIP Advances in Information and Communication Technology, 2020, , 145-157.	0.5	2
12	Correction to: Crowd-Based Assessment of Deformational Cranial Asymmetries. IFIP Advances in Information and Communication Technology, 2020, , C1-C4.	0.5	0
13	In Vivo or in Vitro? Influence of the Study Design on Crowdsourced Video QoE. , 2019, , .		2
14	Crowd-based Study of Gameplay Impairments and Player Performance in DOTA 2. , 2019, , .		4
15	CrowdWatcher: an open-source platform to catch the eye of the crowd. Quality and User Experience, 2019, 4, 1.	2.8	1
16	Task Scheduling on Crowdsourcing Platforms for Enabling Completion Time SLAs. , 2019, , .		3
17	Identification of Delay Thresholds Representing the Perceived Quality of Enterprise Applications. , 2018, , .		1
18	Performance Evaluation of Mobile Crowdsensing for Event Detection. , 2018, , .		3

#	ARTICLE	IF	CITATIONS
19	On use of crowdsourcing for H.264/AVC and H.265/HEVC video quality evaluation. , 2017, , .		4
20	Crowdsourcing Quality of Experience Experiments. Lecture Notes in Computer Science, 2017, , 154-190.	1.0	16
21	Designing a Survey Tool for Monitoring Enterprise QoE. , 2017, , .		1
22	Collecting subjective ratings in enterprise environments. , 2017, , .		0
23	Crowdsourcing Technology to Support Academic Research. Lecture Notes in Computer Science, 2017, , 70-95.	1.0	7
24	Correlating QoE and Technical Parameters of an SAP System in an Enterprise Environment. , 2016, , .		5
25	ERWIN - enabling the reproducible investigation of waiting times for arbitrary workflows. , 2016, , .		3
26	Eye Tracker in the Wild. , 2015, , .		6
27	MicroTrails. , 2015, , .		4
28	Modeling crowdsourcing platforms to enable workforce dimensioning. , 2015, , .		7
29	Bridging the gap between eye tracking and crowdsourcing. Proceedings of SPIE, 2015, , .	0.8	9
30	Text Categorization for Deriving the Application Quality in Enterprises Using Ticketing Systems. Lecture Notes in Computer Science, 2015, , 325-336.	1.0	6
31	Crowdsourced network measurements: Benefits and best practices. Computer Networks, 2015, 90, 85-98.	3.2	18
32	Analyzing the Impact of Delay and Packet Loss on Google Docs. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2015, , 211-224.	0.2	0
33	Performance model for waiting times in cloud file synchronization services. , 2014, , .		1
34	Survey of web-based crowdsourcing frameworks for subjective quality assessment. , 2014, , .		22
35	Is affective crowdsourcing reliable?. , 2014, , .		3
36	Predicting result quality in Crowdsourcing using application layer monitoring. , 2014, , .		21

#	ARTICLE	IF	CITATIONS
37	Best Practices for QoE Crowdstesting: QoE Assessment With Crowdsourcing. IEEE Transactions on Multimedia, 2014, 16, 541-558.	5.2	271
38	On the computation of entropy production in stationary social networks. Social Network Analysis and Mining, 2014, 4, 1.	1.9	2
39	Increasing the Coverage of Vantage Points in Distributed Active Network Measurements by Crowdsourcing. Lecture Notes in Computer Science, 2014, , 151-161.	1.0	5
40	Gamification Framework for Personalized Surveys on Relationships in Online Social Networks. , 2013, , .		3
41	Analyzing costs and accuracy of validation mechanisms for crowdsourcing platforms. Mathematical and Computer Modelling, 2013, 57, 2918-2932.	2.0	81
42	Crowdsourcing and its Impact on Future Internet Usage. IT - Information Technology, 2013, 55, 139-145.	0.6	3
43	Entropy Production in Stationary Social Networks. Studies in Computational Intelligence, 2013, , 47-58.	0.7	2
44	Wikipedia and its network of authors from a social network perspective. , 2012, , .		1
45	Cost-Optimal Validation Mechanisms and Cheat-Detection for Crowdsourcing Platforms. , 2011, , .		27
46	Anatomy of a Crowdsourcing Platform - Using the Example of Microworkers.com. , 2011, , .		88
47	Aquarema in action: Improving the YouTube QoE in wireless mesh networks. , 2011, , .		16
48	Quantification of YouTube QoE via Crowdsourcing. , 2011, , .		170
49	AquareYoum: Application- and Quality of Experience-Aware Resource Management for YouTube in Wireless Mesh Networks. PIK - Praxis Der Informationsverarbeitung Und Kommunikation, 2011, 34, .	0.2	4
50	Measuring one-way delay in wireless mesh networks. , 2009, , .		2
51	Unemployment and Online Labor. SSRN Electronic Journal, 0, , .	0.4	9
52	Need for Speed? On QoE for File Storage Services. , 0, , .		5
53	Analyzing the Usability and User Experience of an Adaptive Geographic Information System. , 0, , .		1