

Michal Ptaszynski

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3310576/publications.pdf>

Version: 2024-02-01

32
papers

310
citations

1162367

8
h-index

940134

16
g-index

33
all docs

33
docs citations

33
times ranked

194
citing authors

#	ARTICLE	IF	CITATIONS
1	A Method of Supplementing Reviews to Less-Known Tourist Spots Using Geotagged Tweets. Applied Sciences (Switzerland), 2022, 12, 2321.	1.3	2
2	Transfer language selection for zero-shot cross-lingual abusive language detection. Information Processing and Management, 2022, 59, 102981.	5.4	12
3	Does change in ethical education influence core moral values? Towards history- and culture-aware morality model with application in automatic moral reasoning. Cognitive Systems Research, 2021, 66, 89-99.	1.9	8
4	Predicting Increase in Demand for Public Buses in University Students Daily Life Needs: Case Study Based on a City in Japan. Sustainability, 2021, 13, 5137.	1.6	3
5	Development of a dialogue-based guidance system for narrow area navigation. Information Processing and Management, 2021, 58, 102542.	5.4	4
6	Deep Learning for Information Triage on Twitter. Applied Sciences (Switzerland), 2021, 11, 6340.	1.3	6
7	Can you fool AI by doing a 180? – A case study on authorship analysis of texts by Arata Osada. Information Processing and Management, 2021, 58, 102644.	5.4	0
8	Improving classifier training efficiency for automatic cyberbullying detection with Feature Density. Information Processing and Management, 2021, 58, 102616.	5.4	26
9	Looking for Razors and Needles in a Haystack: Multifaceted Analysis of Suicidal Declarations on Social Media – A Pragmalinguistic Approach. International Journal of Environmental Research and Public Health, 2021, 18, 11759.	1.2	7
10	A method for automatic estimation of meaning ambiguity of emoticons based on their linguistic expressibility. Cognitive Systems Research, 2020, 59, 103-113.	1.9	2
11	Automatically Estimating Meaning Ambiguity of Emoticons. Advances in Intelligent Systems and Computing, 2020, , 411-416.	0.5	0
12	HEMOS: A novel deep learning-based fine-grained humor detecting method for sentiment analysis of social media. Information Processing and Management, 2020, 57, 102290.	5.4	49
13	Towards Better Text Processing Tools for the Ainu Language. Lecture Notes in Computer Science, 2020, , 131-145.	1.0	0
14	Language Sense and Communication on Computer. Advances in Human-Computer Interaction, 2019, 2019, 1-2.	1.8	0
15	MiNgMatch – A Fast N-gram Model for Word Segmentation of the Ainu Language. Information (Switzerland), 2019, 10, 317.	1.7	3
16	Improving Basic Natural Language Processing Tools for the Ainu Language. Information (Switzerland), 2019, 10, 329.	1.7	3
17	Quality Improvement of a Gear Transmission by Means of Genetic Algorithm. Quality Production Improvement - QPI, 2019, 1, 386-393.	0.2	0
18	Emoticon-Aware Recurrent Neural Network Model for Chinese Sentiment Analysis. , 2018, , .		8

#	ARTICLE	IF	CITATIONS
19	Sustainable cyberbullying detection with category-maximized relevance of harmful phrases and double-filtered automatic optimization. <i>International Journal of Child-Computer Interaction</i> , 2016, 8, 15-30.	2.5	40
20	A Method for Extraction of Future Reference Sentences Based on Semantic Role Labeling. <i>IEICE Transactions on Information and Systems</i> , 2016, E99.D, 514-524.	0.4	6
21	Toward curling informatics — Digital scorebook development and game information analysis. , 2015, , .		4
22	A System for Recommendation of Accommodation Facilities Adaptable to User Interest. <i>Intelligent Systems Reference Library</i> , 2015, , 107-118.	1.0	1
23	Automatically annotating a five-billion-word corpus of Japanese blogs for sentiment and affect analysis. <i>Computer Speech and Language</i> , 2014, 28, 38-55.	2.9	24
24	Part-of-speech tagger for Ainu language based on higher order Hidden Markov Model. <i>Expert Systems With Applications</i> , 2012, 39, 11576-11582.	4.4	9
25	Reducing Excessive Amounts of Data: Multiple Web Queries for Generation of Pun Candidates. <i>Advances in Artificial Intelligence</i> , 2011, 2011, 1-12.	0.9	2
26	CAO: A Fully Automatic Emoticon Analysis System Based on Theory of Kinesics. <i>IEEE Transactions on Affective Computing</i> , 2010, 1, 46-59.	5.7	45
27	An Automatic Evaluation Method for Conversational Agents Based on Affect-as-Information Theory. <i>Journal of Japan Society for Fuzzy Theory and Intelligent Informatics</i> , 2010, 22, 73-89.	0.0	2
28	Activating Humans with Humor-A Dialogue System That Users Want to Interact with. <i>IEICE Transactions on Information and Systems</i> , 2009, E92-D, 2394-2401.	0.4	14
29	A System for Affect Analysis of Utterances in Japanese Supported with Web Mining. <i>Journal of Japan Society for Fuzzy Theory and Intelligent Informatics</i> , 2009, 21, 194-213.	0.0	21
30	Affect-as-Information Approach to a Sentiment Analysis Based Evaluation of Conversational Agents. , 2008, , .		1
31	Straight thinking straight from the net - on the web-based intelligent talking toy development. <i>Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics</i> , 2008, , .	0.0	6
32	Affect as Information about Users' Attitudes to Conversational Agents. , 2008, , .		2