Young Bin Kim

List of Publications by Year
in descending order

25 papers	560 citations	1163117 8 h-index	642732 23 g-index
26 all docs	26 docs citations	26 times ranked	511 citing authors

#	Article	IF	Citations
1	Predicting Fluctuations in Cryptocurrency Transactions Based on User Comments and Replies. PLoS ONE, 2016, 11, e0161197.	2.5	179
2	RetainVis: Visual Analytics with Interpretable and Interactive Recurrent Neural Networks on Electronic Medical Records. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 299-309.	4.4	167
3	When Bitcoin encounters information in an online forum: Using text mining to analyse user opinions and predict value fluctuation. PLoS ONE, 2017, 12, e0177630.	2.5	63
4	TrafficBERT: Pre-trained model with large-scale data for long-range traffic flow forecasting. Expert Systems With Applications, 2021, 186, 115738.	7.6	26
5	Poster-Based Multiple Movie Genre Classification Using Inter-Channel Features. IEEE Access, 2020, 8, 66615-66624.	4.2	17
6	Virtual World Currency Value Fluctuation Prediction System Based on User Sentiment Analysis. PLoS ONE, 2015, 10, e0132944.	2.5	16
7	Automatic player behavior analysis system using trajectory data in a massive multiplayer online game. Multimedia Tools and Applications, 2013, 66, 383-404.	3.9	14
8	Playtesting in Match 3 Game Using Strategic Plays via Reinforcement Learning. IEEE Access, 2020, 8, 51593-51600.	4.2	12
9	Whose Opinion Matters? Analyzing Relationships Between Bitcoin Prices and User Groups in Online Community. Social Science Computer Review, 2020, 38, 686-702.	4.2	9
10	Analyzing repetitive action in game based on sequence pattern matching. Journal of Real-Time Image Processing, 2014, 9, 523-530.	3.5	7
11	Sequential Recommendations on Board-Game Platforms. Symmetry, 2020, 12, 210.	2.2	7
12	Efficiently detecting outlying behavior in video-game players. PeerJ, 2015, 3, e1502.	2.0	6
13	Layout placement optimization methods using repeated user interface sequence patterns for client applications. Information Visualization, 2019, 18, 357-370.	1.9	5
14	Facilitating the Development of Deep Learning Models with Visual Analytics for Electronic Health Records. International Journal of Environmental Research and Public Health, 2020, 17, 8303.	2.6	5
15	Predicting the Currency Market in Online Gaming via Lexicon-Based Analysis on Its Online Forum. Complexity, 2017, 2017, 1-10.	1.6	4
16	Learning Representation of Secondary Effects for Fire-Flake Animation. IEEE Access, 2021, 9, 17620-17630.	4.2	4
17	Sequential Recommendations on GitHub Repository. Applied Sciences (Switzerland), 2021, 11, 1585.	2.5	4
18	Automated Spatiotemporal Classification Based on Smartphone App Logs. Electronics (Switzerland), 2020, 9, 755.	3.1	3

#	Article	IF	Citations
19	Visual simulation of rapidly freezing water based on crystallization. Computer Animation and Virtual Worlds, 2017, 28, e1767.	1.2	2
20	Korean Historical Documents Analysis with Improved Dynamic Word Embedding. Applied Sciences (Switzerland), 2020, 10, 7939.	2.5	2
21	Regional Patch-Based Feature Interpolation Method for Effective Regularization. IEEE Access, 2020, 8, 33658-33665.	4.2	2
22	Predicting Virtual World User Population Fluctuations with Deep Learning. PLoS ONE, 2016, 11, e0167153.	2.5	2
23	Robust handling of clumping and stiffness in wet hair animation. Computer Animation and Virtual Worlds, 2017, 28, e1796.	1.2	1
24	Visual Simulation of Detailed Turbulent Water by Preserving the Thin Sheets of Fluid. Symmetry, 2018, 10, 502.	2.2	1
25	Automatic Chinese Meme Generation Using Deep Neural Networks. IEEE Access, 2021, 9, 152657-152667.	4.2	1