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	Learning Representation of Secondary Effects for Fire-Flake Animation. IEEE Access, 2021, 9, 17620-17630.	4.2	4
2	Sequential Recommendations on GitHub Repository. Applied Sciences (Switzerland), 2021, 11, 1585.	2.5	4
3	TrafficBERT: Pre-trained model with large-scale data for long-range traffic flow forecasting. Expert Systems With Applications, 2021, 186, 115738.	7.6	26
4	Automatic Chinese Meme Generation Using Deep Neural Networks. IEEE Access, 2021, 9, 152657-152667.	4.2	1
5	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
6	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
7	Korean Historical Documents Analysis with Improved Dynamic Word Embedding. Applied Sciences (Switzerland), 2020, 10, 7939.	2.5	2
8	Automated Spatiotemporal Classification Based on Smartphone App Logs. Electronics (Switzerland), 2020, 9, 755.	3.1	3
9	Playtesting in Match 3 Game Using Strategic Plays via Reinforcement Learning. IEEE Access, 2020, 8, 51593-51600.	4.2	12
10	Sequential Recommendations on Board-Game Platforms. Symmetry, 2020, 12, 210.	2.2	7
11	Regional Patch-Based Feature Interpolation Method for Effective Regularization. IEEE Access, 2020, 8, 33658-33665.	4.2	2
12	Poster-Based Multiple Movie Genre Classification Using Inter-Channel Features. IEEE Access, 2020, 8, 66615-66624.	4.2	17
13	Layout placement optimization methods using repeated user interface sequence patterns for client applications. Information Visualization, 2019, 18, 357-370.	1.9	5
14	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
15	Visual Simulation of Detailed Turbulent Water by Preserving the Thin Sheets of Fluid. Symmetry, 2018, 10, 502.	2.2	1
16	Visual simulation of rapidly freezing water based on crystallization. Computer Animation and Virtual Worlds, 2017, 28, e1767.	1.2	2
17	Robust handling of clumping and stiffness in wet hair animation. Computer Animation and Virtual Worlds, 2017, 28, e1796.	1.2	1
18	Predicting the Currency Market in Online Gaming via Lexicon-Based Analysis on Its Online Forum. Complexity, 2017, 2017, 1-10.	1.6	4

#	ARTICLE	IF	CITATIONS
19	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
20	Predicting Fluctuations in Cryptocurrency Transactions Based on User Comments and Replies. PLoS ONE, 2016, 11, e0161197.	2.5	179
21	Predicting Virtual World User Population Fluctuations with Deep Learning. PLoS ONE, 2016, 11, e0167153.	2.5	2
22	Virtual World Currency Value Fluctuation Prediction System Based on User Sentiment Analysis. PLoS ONE, 2015, 10, e0132944.	2.5	16
23	Efficiently detecting outlying behavior in video-game players. PeerJ, 2015, 3, e1502.	2.0	6
24	Analyzing repetitive action in game based on sequence pattern matching. Journal of Real-Time Image Processing, 2014, 9, 523-530.	3.5	7
25	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