Andry Chowanda

List of Publications by Year
in descending order

36 papers	403 citations	933264 10 h-index	887953 17 g-index
38 all docs	38 docs citations	38 times ranked	179 citing authors

#	Article	IF	Citations
1	Emotion dataset from Indonesian public opinion. Data in Brief, 2022, , 108465.	0.5	1
2	Exploring Text-based Emotions Recognition Machine Learning Techniques on Social Media Conversation. Procedia Computer Science, 2021, 179, 821-828.	1.2	23
3	Linear and Nonlinear Model of Brain Tumor Growth Simulation Using Finite Difference Method. Procedia Computer Science, 2021, 179, 297-304.	1.2	2
4	Enhancing Player Experience in Game With Affective Computing. Procedia Computer Science, 2021, 179, 781-788.	1.2	9
5	Mapping and 3D modelling using quadrotor drone and GIS software. Journal of Big Data, 2021, 8, .	6.9	16
6	Text based personality prediction from multiple social media data sources using pre-trained language model and model averaging. Journal of Big Data, 2021, 8, .	6.9	39
7	Designing Serious Games to Teach Ethics to Young Children. Procedia Computer Science, 2021, 179, 813-820.	1.2	6
8	The Mobile Life Simulator for Introducing the Career as a Professional Player in E-Sport. Procedia Computer Science, 2021, 179, 656-661.	1.2	3
9	Separable convolutional neural networks for facial expressions recognition. Journal of Big Data, 2021, 8, .	6.9	5
10	Spatiotemporal Features Learning from Song for Emotions Recognition with Time Distributed CNN. , 2021, , .		1
11	The Adventure of BipBop: An Android App Pathfinding Adventure Game. Advances in Science, Technology and Engineering Systems, 2020, 5, 299-304.	0.4	1
12	Classification of Wing Chun Basic Hand Movement using Virtual Reality for Wing Chun Training Simulation System. Advances in Science, Technology and Engineering Systems, 2020, 6, 250-256.	0.4	0
13	Deep Learning for Visual Indonesian Place Classification with Convolutional Neural Networks. Procedia Computer Science, 2019, 157, 436-443.	1.2	3
14	Designing an Emotionally Realistic Chatbot Framework to Enhance Its Believability with AIML and Information States. Procedia Computer Science, 2019, 157, 621-628.	1.2	21
15	Enhancing Game Experience with Facial Expression Recognition as Dynamic Balancing. Procedia Computer Science, 2019, 157, 388-395.	1.2	19
16	Implementation of Optical Character Recognition using Tesseract with the Javanese Script Target in Android Application. Procedia Computer Science, 2019, 157, 499-505.	1.2	22
17	Spatial autoregressive (SAR) model for average expenditure of Papua Province. Procedia Computer Science, 2019, 157, 537-542.	1.2	7
18	GNSS-based navigation systems of autonomous drone for delivering items. Journal of Big Data, 2019, 6, .	6.9	38

#	Article	IF	Citations
19	Design Thinking for Computational Creativity â€" a Case Study of International Exchanges Using Game and Animation (2014-Recent). , 2019, , .		1
20	A Review and Progress of Research on Autonomous Drone in Agriculture, Delivering Items and Geographical Information Systems (GIS). , 2019, , .		27
21	Forming of Dyadic Conversation Dataset for Bahasa Indonesia. Procedia Computer Science, 2018, 135, 315-322.	1.2	2
22	Facial Expression Recognition as Dynamic Game Balancing System. Procedia Computer Science, 2018, 135, 361-368.	1.2	10
23	NYAM: An Android Based Application for Food Finding Using GPS. Procedia Computer Science, 2018, 135, 393-399.	1.2	5
24	Teaching Social Critique to Adults with A Desktop Horror Myth Game. Procedia Computer Science, 2018, 135, 624-631.	1.2	3
25	Generative Indonesian Conversation Model using Recurrent Neural Network with Attention Mechanism. Procedia Computer Science, 2018, 135, 433-440.	1.2	6
26	Fast Object Detection for Quadcopter Drone Using Deep Learning. , 2018, , .		38
27	Multi-modal Asian Conversation Mobile Video Dataset for Recognition Task. International Journal of Electrical and Computer Engineering, 2018, 8, 4042.	0.5	7
28	Location-based game to enhance playerâ€™s experience in survival horror game. Procedia Computer Science, 2017, 116, 206-213.	1.2	9
29	Recurrent Neural Network to Deep Learn Conversation in Indonesian. Procedia Computer Science, 2017, 116, 579-586.	1.2	15
30	Customer Attitudes Towards e-Money: A Qualitative Study of Consumers in Jakarta. Advanced Science Letters, 2017, 23, 2713-2717.	0.2	0
31	Unlock Screen Application Design Using Face Expression on Android Smartphone. MATEC Web of Conferences, 2016, 54, 05001.	0.1	9
32	Topic Switch Models for Dialogue Management in Virtual Humans. Lecture Notes in Computer Science, 2016, , 407-411.	1.0	10
33	Playing with Social and Emotional Game Companions. Lecture Notes in Computer Science, 2016, , 85-95.	1.0	22
34	ERiSA: Building Emotionally Realistic Social Game-Agents Companions. Lecture Notes in Computer Science, 2014, , 134-143.	1.0	20
35	Emowars: Interactive Game Input Menggunakan Ekspresi Wajah. ComTech, 2013, 4, 1009.	0.5	1
36	Perancangan Game Kartu Interaktif Berbasis Android Menggunakan Augmented Reality. ComTech, 2011, 2, 726.	0.5	2