Matteo Spezialetti

List of Publications by Year
in descending order

		623734	677142
37 papers	705 citations	14 h-index	22 g-index
38 all docs	38 docs citations	38 times ranked	740 citing authors

#	Article	IF	Citations
1	Integration of a BCI with a Hand Tracking System and a Motorized Robotic Arm to Improve Decoding of Brain Signals Related to Hand and Finger Movements. Lecture Notes in Computer Science, 2021, , 305-315.	1.3	1
2	A Deep Learning Approach for Mood Recognition from Wearable Data. , 2020, , .		8
3	Personalized models for facial emotion recognition through transfer learning. Multimedia Tools and Applications, 2020, 79, 35811-35828.	3.9	17
4	Entropy and Compression: A Simple Proof of an Inequality of Khinchin-Ornstein-Shields. Problems of Information Transmission, 2020, 56, 13-22.	0.5	0
5	Administrating Cognitive Tests Through HRI: An Application of an Automatic Scoring System Through Visual Analysis. Lecture Notes in Computer Science, 2020, , 369-380.	1.3	3
6	Emotion Recognition for Human-Robot Interaction: Recent Advances and Future Perspectives. Frontiers in Robotics and AI, 2020, 7, 532279.	3.2	88
7	Self-induced emotions as alternative paradigm for driving brain–computer interfaces. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2019, 7, 512-519.	1.9	3
8	A Brain Computer Interface by EEG Signals from Self-induced Emotions. Lecture Notes in Computational Vision and Biomechanics, 2018, , 713-721.	0.5	4
9	Forces Calculation Module for the Leap-Based Virtual Glove. , 2018, , .		0
10	Hand movement parameters calculated by the LEAP based Virtual Glove. , 2018, , .		3
11	BCI driven by self-induced emotions: a multi-class study. , 2018, , .		1
12	Characterization of a Virtual Glove for Hand Rehabilitation Based on Orthogonal LEAP Controllers. Lecture Notes in Computer Science, 2018, , 190-203.	1.3	0
13	Towards EEG-based BCI driven by emotions for addressing BCI-Illiteracy: a meta-analytic review. Behaviour and Information Technology, 2018, 37, 855-871.	4.0	21
14	Measurements by A LEAP-Based Virtual Glove for the Hand Rehabilitation. Sensors, 2018, 18, 834.	3.8	25
15	Design of a Classification Strategy for Light Microscopy Images of the Human Liver. Lecture Notes in Computer Science, 2017, , 626-636.	1.3	1
16	A Virtual Glove System for the Hand Rehabilitation based on Two Orthogonal LEAP Motion Controllers. , 2017, , .		15
17	A Virtual System for Balance Control Assessment at Home. Communications in Computer and Information Science, 2017, , 12-25.	0.5	0
18	Iterative Adaptive Sparse Sampling Method for Magnetic Resonance Imaging. , 2017, , .		2

#	Article	IF	Citations
19	An Affective BCI Driven by Self-induced Emotions for People with Severe Neurological Disorders. Lecture Notes in Computer Science, 2017, , 155-162.	1.3	1
20	Prefrontal Cortex Activation Upon a Demanding Virtual Hand-Controlled Task: A New Frontier for Neuroergonomics. Frontiers in Human Neuroscience, 2016, 10, 53.	2.0	33
21	A novel semi-immersive virtual reality visuo-motor task activates ventrolateral prefrontal cortex: a functional near-infrared spectroscopy study. Journal of Neural Engineering, 2016, 13, 036002.	3.5	20
22	A Classification Algorithm for Electroencephalography Signals by Self-Induced Emotional Stimuli. IEEE Transactions on Cybernetics, 2016, 46, 3171-3180.	9.5	39
23	A Modular Framework for EEG Web Based Binary Brain Computer Interfaces to Recover Communication Abilities in Impaired People. Journal of Medical Systems, 2016, 40, 34.	3.6	15
24	Classification of Emotional Signals from the DEAP dataset. , 2016, , .		19
25	A virtual system for postural stability assessment based on a TOF camera and a mirror. , 2015, , .		4
26	Basis for the implementation of an EEG-based single-trial binary brain computer interface through the disgust produced by remembering unpleasant odors. Neurocomputing, 2015, 160, 308-318.	5.9	41
27	Classification strategies for a single-trial binary Brain Computer Interface based on remembering unpleasant odors. , 2015, 2015, 7019-22.		8
28	A virtual ball task driven by forearm movements for neuro-rehabilitation. , 2015, , .		15
29	EEG-detected olfactory imagery to reveal covert consciousness in minimally conscious state. Brain Injury, 2015, 29, 1729-1735.	1.2	25
30	A real-time classification algorithm for EEG-based BCI driven by self-induced emotions. Computer Methods and Programs in Biomedicine, 2015, 122, 293-303.	4.7	72
31	A Poll Oriented Classifier for Affective Brain Computer Interfaces. , 2015, , .		5
32	A semi-immersive virtual reality incremental swing balance task activates prefrontal cortex: A functional near-infrared spectroscopy study. NeuroImage, 2014, 85, 451-460.	4.2	91
33	A low-cost real time virtual system for postural stability assessment at home. Computer Methods and Programs in Biomedicine, 2014, 117, 322-333.	4.7	26
34	Prefrontal Cortex Activated Bilaterally by a Tilt Board Balance Task: A Functional Near-Infrared Spectroscopy Study in a Semi-Immersive Virtual Reality Environment. Brain Topography, 2014, 27, 353-365.	1.8	44
35	Adaptive Sampling and Non Linear Reconstruction for Cardiac Magnetic Resonance Imaging. Lecture Notes in Computer Science, 2014, , 24-35.	1.3	1
36	Time-of-Flight Camera Based Virtual Reality Interaction for Balance Rehabilitation Purposes. Lecture Notes in Computer Science, 2014, , 363-374.	1.3	1

#	Article	IF	Citations
37	Design of an efficient framework for fast prototyping of customized human–computer interfaces and virtual environments for rehabilitation. Computer Methods and Programs in Biomedicine, 2013, 110, 490-502.	4.7	53