

Bo Wan

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4028873/publications.pdf>

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18
papers

156
citations

1307594

7
h-index

1474206

9
g-index

18
all docs

18
docs citations

18
times ranked

105
citing authors

#	ARTICLE	IF	CITATIONS
1	Measuring the Impacts of Virtual Reality Games on Cognitive Ability Using EEG Signals and Game Performance Data. IEEE Access, 2021, 9, 18326-18344.	4.2	29
2	Fast and Efficient Facial Expression Recognition Using a Gabor Convolutional Network. IEEE Signal Processing Letters, 2020, 27, 1954-1958.	3.6	25
3	Investigating the Effectiveness of Virtual Reality for Culture Learning. International Journal of Human-Computer Interaction, 2021, 37, 1771-1781.	4.8	21
4	A new subtle hand gestures recognition algorithm based on EMG and FSR. , 2017, , .		17
5	Contourlet-CNN for SAR Image Despeckling. Remote Sensing, 2021, 13, 764.	4.0	13
6	Robust joint learning network: improved deep representation learning for person re-identification. Multimedia Tools and Applications, 2019, 78, 24187-24203.	3.9	12
7	VM Performance Maximization and PM Load Balancing Virtual Machine Placement in Cloud. , 2020, , .		10
8	Latency Aligning Task-Related Component Analysis Using Wave Propagation for Enhancing SSVEP-Based BCIs. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2022, 30, 851-859.	4.9	10
9	Popularity-Based and Version-Aware Caching Scheme at Edge Servers for Multi-Version VoD Systems. IEEE Transactions on Circuits and Systems for Video Technology, 2021, 31, 1234-1248.	8.3	9
10	High confidence detection for moving target in aerial video. IET Image Processing, 2019, 13, 2724-2734.	2.5	4
11	Differential privacy location data release based on quadtree in mobile edge computing. Transactions on Emerging Telecommunications Technologies, 2022, 33, e3972.	3.9	2
12	An Integrity Protection Scheme Based on Binary Multi-granularity Incremental Tree for Embedded Computing Platform. , 2019, , .		1
13	A Novel SSVEP-based Word Speller Based on Sliding Multi-Window Strategy. , 2021, , .		1
14	A Mapping-based Dynamic Semi-Online Task Scheduling Method for Minimizing Energy in Edge Computing. , 2021, , .		1
15	An Energy-Efficient Task Scheduling Strategy Based on Improved Fireworks Algorithm in Heterogeneous Cloud. , 2021, , .		1
16	Retrieving point cloud models of target objects in a scene from photographed images. Multimedia Tools and Applications, 2021, 80, 6311-6328.	3.9	0
17	Triplet Network with Multi-level Feature Fusion for Object Tracking. , 2020, , .		0
18	KDLPCCA-Based Projection for Feature Extraction in SSVEP-Based Brain-Computer Interfaces. Journal of Shanghai Jiaotong University (Science), 0, , 1.	0.9	0