

Shinjin Kang

List of Publications by Year in descending order

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7
papers

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citations

2258059

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2053705

5
g-index

7
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7
docs citations

7
times ranked

26
citing authors

#	ARTICLE	IF	CITATIONS
1	Instance Segmentation Method of User Interface Component of Games. Applied Sciences (Switzerland), 2020, 10, 6502.	2.5	2
2	A Survey on Churn Analysis in Various Business Domains. IEEE Access, 2020, 8, 220816-220839.	4.2	43
3	A visual-physiology multimodal system for detecting outlier behavior of participants in a reality TV show. International Journal of Distributed Sensor Networks, 2019, 15, 155014771986488.	2.2	11
4	Layout placement optimization methods using repeated user interface sequence patterns for client applications. Information Visualization, 2019, 18, 357-370.	1.9	5
5	Predicting the Currency Market in Online Gaming via Lexicon-Based Analysis on Its Online Forum. Complexity, 2017, 2017, 1-10.	1.6	4
6	Sequential UI behaviour prediction system based on long short-term memory networks. Behaviour and Information Technology, 0, , 1-12.	4.0	3
7	Pleasure"arousal"outlier model for quantitative evaluation of game experiences. Journal of Supercomputing, 0, , .	3.6	0