

Andres Navarro Cadavid

List of Publications by Year in descending order

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Version: 2024-02-01

102
papers

374
citations

1163117

8
h-index

1058476

14
g-index

105
all docs

105
docs citations

105
times ranked

368
citing authors

#	ARTICLE	IF	CITATIONS
1	Energy-Aware Routing for Software-Defined Multihop Wireless Sensor Networks. IEEE Sensors Journal, 2021, 21, 10174-10182.	4.7	45
2	Objective Arm Swing Analysis in Early-Stage Parkinson's Disease Using an RGB-D Camera (Kinect®)1. Journal of Parkinson's Disease, 2018, 8, 563-570.	2.8	24
3	Revisión de metodologías Ágiles para el desarrollo de software. Prospectiva, 2014, 11, 30.	0.2	18
4	A reliability assessment software using Kinect to complement the clinical evaluation of Parkinson's disease. , 2015, 2015, 6860-3.		17
5	Framework for malware analysis in Android. Sistemas Y Telemática, 2016, 14, 45-56.	0.1	15
6	Developing mobile health applications for neglected tropical disease research. PLoS Neglected Tropical Diseases, 2018, 12, e0006791.	3.0	14
7	Acceptability and usability of a mobile application for management and surveillance of vector-borne diseases in Colombia: An implementation study. PLoS ONE, 2020, 15, e0233269.	2.5	13
8	Open Source 3D Game Engines for Serious Games Modeling. , 0, , .		11
9	DVB Coverage Prediction Using Game Engine Based Ray-Tracing Techniques. , 2011, , .		10
10	Analysis of Heuristic Uniform Theory of Diffraction Coefficients for Electromagnetic Scattering Prediction. International Journal of Antennas and Propagation, 2018, 2018, 1-11.	1.2	10
11	Wristbands Containing Accelerometers for Objective Arm Swing Analysis in Patients with Parkinson's Disease. Sensors, 2020, 20, 4339.	3.8	10
12	Adaptation and performance of a mobile application for early detection of cutaneous leishmaniasis. PLoS Neglected Tropical Diseases, 2021, 15, e0008989.	3.0	10
13	Measurement-based ray-tracing models calibration in urban environments. , 2012, , .		9
14	Using 3-D Video Game Technology in Channel Modeling. IEEE Access, 2014, 2, 1652-1659.	4.2	9
15	Exploring Machine Learning to Analyze Parkinson's Disease Patients. , 2018, , .		9
16	VECTOS: An Integrated System for Monitoring Risk Factors Associated With Urban Arbovirus Transmission. Global Health, Science and Practice, 2019, 7, 128-137.	1.7	9
17	A Proposal to Improve Ray Launching Techniques. IEEE Antennas and Wireless Propagation Letters, 2019, 18, 143-146.	4.0	9
18	Vertical Handoff Algorithms — A new approach for performance evaluation. , 2010, , .		8

#	ARTICLE	IF	CITATIONS
19	Applicability of Game Engine for Ray Tracing Techniques in a Complex Urban Environment. , 2010, , .		8
20	Availability of TV White Spaces Using Spectrum Occupancy Information and Coverage Maps. IEEE Latin America Transactions, 2016, 14, 2588-2591.	1.6	8
21	Age Matters: Objective Gait Assessment in Early Parkinsonâ€™s Disease Using an RGB-D Camera. Parkinson's Disease, 2019, 2019, 1-9.	1.1	8
22	Cognitive radio â€œ State of the Art. Sistemas Y TelemÃ¡tica, 2011, 9, 31.	0.1	7
23	Using game engines in ray tracing physics. , 2010, , .		6
24	Machine learning classifiers for android malware analysis. , 2016, , .		5
25	Automatic Gait Phases Detection in Parkinson Disease: A Comparative Study. , 2020, 2020, 798-802.		5
26	Adaptive planning of 3G/4G systems using Q-analysis or polyhedral dynamics. , 0, , .		4
27	A statistical channel model for on body Area networks in Ultra Wide Band Communications. , 2009, , .		4
28	A 3D Game Tool for Mobile Networks Planning. , 2010, , .		4
29	Game engines ray-tracing models for indoor channel modeling. , 2014, , .		4
30	Smart Tracking and Wearables: Techniques in Gait Analysis and Movement in Pathological Aging. , 0, , .		4
31	Software platform for services in Colombian cities using the Living Labs approach. , 2011, , .		3
32	Using 3D game engines and GPU for ray launching based channel modeling in indoor. , 2014, , .		3
33	Emitter Location Using Power Difference of Arrival. , 2018, , .		3
34	Automated Gait Analysis using a Kinect Camera and Wavelets. , 2018, , .		3
35	Features to Detect Android Malware. , 2018, , .		3
36	Handset based automatic network re-selection system for GSM/GPRS and WiFi. , 2008, , .		2

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37	A novel SNR estimation algorithm for MB OFDM ultra wide band communications. , 2009, , .		2
38	Work in progress — Serious 3D game for mobile networks planning. , 2010, , .		2
39	Performance evaluation of Vertical Handoff Algorithms. , 2010, , .		2
40	Spectrum Monitoring System and Benchmarking of Mobile Networks Using Open Software Radios SIMONES. IEEE Latin America Transactions, 2015, 13, 3592-3597.	1.6	2
41	A flexible mid-term frequency domain scheduler for resource allocation in HetNets based on the SINR requested by users. Computer Networks, 2015, 79, 247-262.	5.1	2
42	Data management plan for a community-level study of the hidden burden of cutaneous leishmaniasis in Colombia. BMC Research Notes, 2021, 14, 213.	1.4	2
43	Some Comparison between Propagation Models in Cost 2100 Cali Reference Scenario. Sistemas Y Telemtica, 2009, 7, 33.	0.1	2
44	SafeCandy: System for security, analysis and validation in Android. Sistemas Y Telemtica, 2015, 13, 89-102.	0.1	2
45	Propagation Models Trials for TV White Spaces in Colombian Rain Forest. , 2022, , .		2
46	A novel correlation adaptive receiver structure for high speed transmissions in ultra wide band systems with realistic channel estimation. IEEE Journal on Selected Areas in Communications, 2009, 27, 1341-1346.	14.0	1
47	Frequency UWB Channel. , 0, , .		1
48	Statistical adjustment of empirical propagation path loss models to the COST 2100 Cali reference scenario. , 2012, , .		1
49	Kroster-MHP Game for Digital TV. Developing Process, Design, and Programming Considerations Against Technical Issues. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 166-175.	0.9	1
50	TEST: Serious games for radio communications learning. , 2013, , .		1
51	A new method for spectrum monitoring networks design. , 2013, , .		1
52	Spectrum monitoring system and benchmarking of mobile networks using open software radios SIMONES. , 2014, , .		1
53	Heuristic UTD coefficients for radiowave coverage prediction in a urban scenario. , 2015, , .		1
54	Heuristic UTD coefficients applied for the channel characterization in an andean scenario. , 2015, , .		1

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55	Global Resource Scheduler in a Mobile Communications System Featuring Heterogeneous Architecture. IEEE Latin America Transactions, 2015, 13, 3544-3549.	1.6	1
56	Simulation and analysis of compressed sensing technique as sampling and data compression and reconstruction of signals using convex programming. , 2016, , .		1
57	Spectrum Occupancy Measurements Using Cyclostationary Detection in GNU Radio. , 2018, , .		1
58	Using Wavelets for Gait and Arm Swing Analysis. , 2019, , .		1
59	Saturdays-in-Motion: Education and Empowerment through an Interdisciplinary Team Approach for Parkinson's Disease in Cali-Colombia. Parkinson's Disease, 2020, 2020, 1-9.	1.1	1
60	Modified Two-Ray Model with UTD and Atmospheric Effects. , 2020, , .		1
61	A Modified Two-Ray Model with UTD and Atmospheric Effects: Analysis of Reflected Ray Over Sloping Terrain. , 2021, , .		1
62	Body Area Networks. Advances in Wireless Technologies and Telecommunication Book Series, 2011, , 61-91.	0.4	1
63	Evaluation and selection method of network simulation tools. Sistemas Y Telemática, 2011, 9, 55.	0.1	1
64	Security control for website defacement. Sistemas Y Telemática, 2017, 15, 45-55.	0.1	1
65	Measurement-based ray-tracing models calibration of the permittivity and conductivity in indoor environments. , 2018, 20, 41-51.		1
66	Ciberseguridad: un enfoque desde la ciencia de datos. , 2018, , .		1
67	Technological models of municipal wireless networks based on hybrid WiFi/WiMAX mesh networks: a proposal to Colombian municipalities. , 2009, , .		0
68	Performance analysis of scheduling algorithms in Next Generation Networks. , 2010, , .		0
69	Identification of the variables causing the delay in changing channel IPTV service - State of the art. , 2012, , .		0
70	A novel approach to optimal resource allocation in HETnets based on the CINR requested by users. , 2013, , .		0
71	Using game engines and graphic technologies for ray-tracing in future wireless. , 2014, , .		0
72	Comparison of Uniform Theory of Diffraction Coefficients for Delay Spread and Angle Spread Estimation Using Game Engines in MIMO. , 2015, , .		0

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73	Prediction of Delay Spread Using Ray Tracing and Game Engine Based on Measurement. , 2015, , .		0
74	Interference detection in centralized cooperative spectrum sensing from sub-Nyquist samples. , 2016, , .		0
75	Delay spread estimation in 4,2GHz band using game ray based method. , 2016, , .		0
76	Delay spread in mmwave bands for indoor using Game Engines 3D Ray based Tools. , 2016, , .		0
77	Comparison of exact solution and high frequency asymptotic methods in the canonical wedge diffraction problem. , 2017, , .		0
78	Broadcast Emitters Localization Using Power Difference of Arrival. , 2018, , .		0
79	Implementation of Spectrum Occupancy Measurements Using Cyclostationary Detection. , 2018, , .		0
80	Scattering Model for Ray Launching Tool, and Validation in 5.4GHz Indoor. , 2018, , .		0
81	High Frequency Methods Based in Parabolic Equation and Ray Launching in Electromagnetic Waves Propagation Predictions. , 2018, , .		0
82	Procedural Placement of Existing Building Models in Virtual Cities. , 2019, , .		0
83	Celgis Game: Viral Learning Experience with a Radio Planning Serious Game. , 2019, , .		0
84	Automatic 3D Urban Installation Generation in Virtual Cities. , 2019, , .		0
85	GPU Acceleration and Game Engines for Wireless Channel Estimation in Millimeter Waves. Electronics (Switzerland), 2019, 8, 1121.	3.1	0
86	Markovian Models in GSM900 Mobile Cellular Communication Systems. Sistemas Y Telemática, 2003, 1, 37.	0.1	0
87	Graphic Tool for Wireless Networks Modeling, based in Indoor Signal Propagation Models. Sistemas Y Telemática, 2004, 2, 95.	0.1	0
88	Implementation and Verification of Saunders-Bonar Uniform Model in Java Language on the City of Cali. Sistemas Y Telemática, 2005, 3, 43.	0.1	0
89	The adventures of an IT Leader. Sistemas Y Telemática, 2012, 9, 95.	0.1	0
90	Measures based calibration of 3D ray-tracing models in Andean outdoor environments. Sistemas Y Telemática, 2012, 10, 43.	0.1	0

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91	Software to take and process field data in dengue's control programs. Design issues. <i>Sistemas Y Telemática</i> , 2012, 10, 201.	0.1	0
92	From the Videogame to the Reality: Interactive System for Road Safety. <i>Sistemas Y Telemática</i> , 2012, 10, 37.	0.1	0
93	TDT - Estado del arte. <i>Ingenium</i> , 2013, 7, 11.	0.2	0
94	3D TV Broadcasting over DVB-T/T2. <i>Sistemas Y Telemática</i> , 2013, 11, 51.	0.1	0
95	Modeling wireless channel employing ray tracing techniques: A systematic review. <i>Sistemas Y Telemática</i> , 2014, 12, 87.	0.1	0
96	Exact solution and high frequency asymptotic methods in the wedge diffraction problem. <i>Sistemas Y Telemática</i> , 2016, 14, 9-28.	0.1	0
97	Antidefacement. <i>Sistemas Y Telemática</i> , 2016, 14, 9-27.	0.1	0
98	Identificación de marcadores clínicos, cognitivos y motores en pacientes con enfermedad de Parkinson en estadios tempranos: evaluación clínica complementada con un dispositivo de análisis del movimiento. , 2019, , .		0
99	Movilidad " Gestión de espectro " Agricultura de precisión. , 2019, , .		0
100	An Adjusted Propagation Model for Wireless Sensor Networks in Corn Fields. , 2020, , .		0
101	Monitores dinámicos de software " Despliegue de software " Monitoreo de espectro. , 2020, , .		0
102	Métodos deterministas. Del problema canónico al modelado de propagación. , 2020, , .		0