

Hemant Purohit

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4585224/publications.pdf>

Version: 2024-02-01

49
papers

569
citations

1039880

9
h-index

996849

15
g-index

51
all docs

51
docs citations

51
times ranked

431
citing authors

#	ARTICLE	IF	CITATIONS
1	Identifying Seekers and Suppliers in Social Media Communities to Support Crisis Coordination. Computer Supported Cooperative Work, 2014, 23, 513-545.	1.9	72
2	Emergency-relief coordination on social media: Automatically matching resource requests and offers. First Monday, 0, , .	0.6	69
3	What kind of #conversation is Twitter? Mining #psycholinguistic cues for emergency coordination. Computers in Human Behavior, 2013, 29, 2438-2447.	5.1	61
4	Intent Classification of Short-Text on Social Media. , 2015, , .		39
5	Twitris: A System for Collective Social Intelligence. , 2014, , 2240-2253.		24
6	Social-EOC: Serviceability Model to Rank Social Media Requests for Emergency Operation Centers. , 2018, , .		21
7	Big Data and Emergency Management: Concepts, Methodologies, and Applications. IEEE Transactions on Big Data, 2020, , 1-1.	4.4	18
8	Generating Hard to Comprehend Fake Documents for Defensive Cyber Deception. IEEE Intelligent Systems, 2018, 33, 16-25.	4.0	14
9	Sex, Lies, and Stereotypes: Gendered Implications of Fake News for Women in Politics. Public Integrity, 2019, 21, 491-502.	0.8	14
10	User Behavior Modelling for Fake Information Mitigation on Social Web. Lecture Notes in Computer Science, 2019, , 234-244.	1.0	14
11	“She Lied” Social construction, rape myth prevalence in social media, and sexual assault policy. , 2019, 2, 80-96.		14
12	Evaluating Semantic Feature Representations to Efficiently Detect Hate Intent on Social Media. , 2020, , .		14
13	Ranking and grouping social media requests for emergency services using serviceability model. Social Network Analysis and Mining, 2020, 10, 1.	1.9	13
14	How Diverse Users and Activities Trigger Connective Action via Social Media: Lessons from the Twitter Hashtag Campaign #ILookLikeAnEngineer. , 2018, , .		13
15	Gender-based violence in 140 characters or fewer: A #BigData case study of Twitter. First Monday, 0, , .	0.6	13
16	Towards Next Generation Knowledge Graphs for Disaster Management. , 2019, , .		12
17	Challenges to Transforming Unconventional Social Media Data into Actionable Knowledge for Public Health Systems During Disasters. Disaster Medicine and Public Health Preparedness, 2020, 14, 352-359.	0.7	11
18	Intent Mining for the Good, Bad, and Ugly Use of Social Web: Concepts, Methods, and Challenges. Lecture Notes in Social Networks, 2019, , 3-18.	0.8	11

#	ARTICLE	IF	CITATIONS
19	Relevancy Classification of Multimodal Social Media Streams for Emergency Services. , 2019, , .		10
20	Fake Document Generation for Cyber Deception by Manipulating Text Comprehensibility. IEEE Systems Journal, 2021, 15, 835-845.	2.9	10
21	Distributional Semantics Approach to Detect Intent in Twitter Conversations on Sexual Assaults. , 2018, , .		9
22	Assisting coordination during crisis. , 2014, , .		8
23	CitizenHelper-Adaptive: Expert-Augmented Streaming Analytics System for Emergency Services and Humanitarian Organizations. , 2018, , .		8
24	Multi-stage Deep Classifier Cascades for Open World Recognition. , 2019, , .		7
25	User Taglines: Alternative Presentations of Expertise and Interest in Social Media. , 2012, , .		6
26	D-Sieve. , 2015, , .		6
27	Ranking of Social Media Alerts with Workload Bounds in Emergency Operation Centers. , 2018, , .		6
28	Mining Help Intent on Twitter During Disasters via Transfer Learning with Sparse Coding. Lecture Notes in Computer Science, 2018, , 141-153.	1.0	6
29	Twitris: A System for Collective Social Intelligence. , 2018, , 3212-3234.		5
30	Social Media Mining for Disaster Management and Community Resilience. , 2020, , 93-107.		5
31	Efficient Detection of Multilingual Hate Speech by Using Interactive Attention Network with Minimal Human Feedback. , 2021, , .		4
32	When the Bad is Good and the Good is Bad: Understanding Cyber Social Health Through Online Behavioral Change. IEEE Internet Computing, 2021, 25, 6-11.	3.2	4
33	Empowering Crisis Response-Led Citizen Communities. Advances in IT Personnel and Project Management, 2016, , 270-292.	0.3	4
34	Toward Wearable Devices for Multiteam Systems Learning. , 2019, , 79-95.		3
35	Generic architecture of a social media-driven intervention support system for smart cities. , 2018, , .		2
36	More Than an Engineer. , 2018, , .		2

#	ARTICLE	IF	CITATIONS
37	Real-Time Inference of User Types to Assist with more Inclusive and Diverse Social Media Activism Campaigns. , 2018, , .		2
38	Social media campaigns addressing gender-based violence: Policy entrepreneurship and advocacy networks. , 2020, 3, 122-133.		2
39	Designing a Multimodal Analytics System to Improve Emergency Response Training. Lecture Notes in Computer Science, 2019, , 89-100.	1.0	2
40	How social media supports hashtag activism through multivocality: A case study of #ILookLikeanEngineer. First Monday, 0, , .	0.6	2
41	Twitris: A System for Collective Social Intelligence. , 2017, , 1-23.		2
42	Discovering Requirements for the Technology Design to Support Disaster Resilience Analytics. International Journal of Information Systems for Crisis Response and Management, 2019, 11, 20-37.	0.7	1
43	Modeling human annotation errors to design bias-aware systems for social stream processing. , 2019, , .		1
44	Reports on the 2015 AAAI Spring Symposium Series. AI Magazine, 2015, 36, 113-119.	1.4	0
45	When the Bad Is Good and the Good Is Bad: Understanding Cyber Social Health Through Online Behavioral Change. IEEE Internet Computing, 2021, 25, 46-47.	3.2	0
46	Improving Diversity in Engineering: A Data-Driven Approach to Support Resource Mobilization and Participation in Hashtag Activism Campaigns. , 2021, , .		0
47	Diversity-Based Generalization for Unsupervised Text Classification Under Domain Shift. Lecture Notes in Computer Science, 2021, , 657-672.	1.0	0
48	Empowering Crisis Response-Led Citizen Communities. , 2019, , 1202-1223.		0
49	VUER: A model for rating videos to curate content for learning. Education and Information Technologies, 0, , 1.	3.5	0