

Tien-Tuan Dao

List of Publications by Year in descending order

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Version: 2024-02-01

80
papers

614
citations

758635

12
h-index

752256

20
g-index

91
all docs

91
docs citations

91
times ranked

518
citing authors

#	ARTICLE	IF	CITATIONS
1	From deep learning to transfer learning for the prediction of skeletal muscle forces. <i>Medical and Biological Engineering and Computing</i> , 2019, 57, 1049-1058.	1.6	46
2	Estimation of accuracy of patient-specific musculoskeletal modelling: case study on a post polio residual paralysis subject. <i>Computer Methods in Biomechanics and Biomedical Engineering</i> , 2012, 15, 745-751.	0.9	43
3	A New Multi-Sensor Fusion Scheme to Improve the Accuracy of Knee Flexion Kinematics for Functional Rehabilitation Movements. <i>Sensors</i> , 2016, 16, 1914.	2.1	43
4	A Systematic Review of Continuum Modeling of Skeletal Muscles: Current Trends, Limitations, and Recommendations. <i>Applied Bionics and Biomechanics</i> , 2018, 2018, 1-17.	0.5	27
5	On the Relative Relevance of Subject-Specific Geometries and Degeneration-Specific Mechanical Properties for the Study of Cell Death in Human Intervertebral Disk Models. <i>Frontiers in Bioengineering and Biotechnology</i> , 2015, 3, 5.	2.0	26
6	Multimodal medical imaging (CT and dynamic MRI) data and computer-graphics multi-physical model for the estimation of patient specific lumbar spine muscle forces. <i>Data and Knowledge Engineering</i> , 2015, 96-97, 3-18.	2.1	22
7	Interactive and Connected Rehabilitation Systems for E-Health. <i>Irbm</i> , 2016, 37, 289-296.	3.7	19
8	MRI-based finite element modeling of facial mimics: a case study on the paired zygomaticus major muscles. <i>Computer Methods in Biomechanics and Biomedical Engineering</i> , 2017, 20, 919-928.	0.9	18
9	A Systematic Review of Real-Time Medical Simulations with Soft-Tissue Deformation: Computational Approaches, Interaction Devices, System Architectures, and Clinical Validations. <i>Applied Bionics and Biomechanics</i> , 2020, 2020, 1-30.	0.5	18
10	Rehabilitation-Oriented Serious Game Development and Evaluation Guidelines for Musculoskeletal Disorders. <i>JMIR Serious Games</i> , 2017, 5, e14.	1.7	17
11	Knowledge-based personalized search engine for the Web-based Human Musculoskeletal System Resources (HMSR) in biomechanics. <i>Journal of Biomedical Informatics</i> , 2013, 46, 160-173.	2.5	14
12	IMAGE-BASED SKELETAL MUSCLE COORDINATION: CASE STUDY ON A SUBJECT SPECIFIC FACIAL MIMIC SIMULATION. <i>Journal of Mechanics in Medicine and Biology</i> , 2018, 18, 1850020.	0.3	13
13	Real-time computer vision system for tracking simultaneously subject-specific rigid head and non-rigid facial mimic movements using a contactless sensor and system of systems approach. <i>Computer Methods and Programs in Biomedicine</i> , 2020, 191, 105410.	2.6	13
14	Serious game and functional rehabilitation for the lower limbs. <i>European Research in Telemedicine</i> , 2016, 5, 65-69.	0.6	12
15	Fast Soft Tissue Deformation and Stump-Socket Interaction Toward a Computer-Aided Design System for Lower Limb Prostheses. <i>Irbm</i> , 2020, 41, 276-285.	3.7	12
16	Kinect-driven Patient-specific Head, Skull, and Muscle Network Modelling for Facial Palsy Patients. <i>Computer Methods and Programs in Biomedicine</i> , 2021, 200, 105846.	2.6	11
17	Computer-Aided Decision System for the Clubfeet Deformities. <i>Advances in Experimental Medicine and Biology</i> , 2011, 696, 623-635.	0.8	11
18	Quantitative analysis of annulus fibrosus and nucleus pulposus derived from T2 mapping, diffusion-weighted and diffusion tensor MR imaging. <i>Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization</i> , 2013, 1, 138-146.	1.3	9

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19	ASSESSMENT OF PARAMETER UNCERTAINTY IN RIGID MUSCULOSKELETAL SIMULATION USING A PROBABILISTIC APPROACH. Journal of Musculoskeletal Research, 2015, 18, 1550013.	0.1	9
20	RIGID MUSCULOSKELETAL MODELS OF THE HUMAN BODY SYSTEMS: A REVIEW. Journal of Musculoskeletal Research, 2016, 19, 1630001.	0.1	9
21	Feasibility study of a serious game based on Kinect system for functional rehabilitation of the lower limbs. European Research in Telemedicine, 2016, 5, 97-104.	0.6	9
22	Human locomotion with reinforcement learning using bioinspired reward reshaping strategies. Medical and Biological Engineering and Computing, 2021, 59, 243-256.	1.6	9
23	An Early Stage Researcher's Primer on Systems Medicine Terminology. Network and Systems Medicine, 2021, 4, 2-50.	2.7	9
24	HyperMSM: A new MSM variant for efficient simulation of dynamic soft-tissue deformations. Computer Methods and Programs in Biomedicine, 2022, 216, 106659.	2.6	9
25	Multimodal Medical Imaging Fusion for Patient Specific Musculoskeletal Modeling of the Lumbar Spine System in Functional Posture. Journal of Medical and Biological Engineering, 2017, 37, 739-749.	1.0	8
26	A statistical shape modeling approach for predicting subject-specific human skull from head surface. Medical and Biological Engineering and Computing, 2020, 58, 2355-2373.	1.6	8
27	GAMEREHAB@HOME: A New Engineering System Using Serious Game and Multisensor Fusion for Functional Rehabilitation at Home. IEEE Transactions on Games, 2021, 13, 89-98.	1.2	8
28	Ontology of the musculo-skeletal system of the lower limbs. Annual International Conference of the IEEE Engineering in Medicine and Biology Society, 2007, 2007, 386-9.	0.5	7
29	A robust protocol for the creation of patient-specific finite element models of the musculoskeletal system from medical imaging data. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2015, 3, 136-146.	1.3	7
30	Musculoskeletal Simulation for Assessment of Effect of Movement-Based Structure-Modifying Treatment Strategies. Journal of Computational Medicine, 2015, 2015, 1-12.	0.3	7
31	Serious game for functional rehabilitation. , 2015, , .		7
32	Computer-aided parametric prosthetic socket design based on real-time soft tissue deformation and an inverse approach. Visual Computer, 2022, 38, 919-937.	2.5	7
33	Enhanced facial expression recognition using 3D point sets and geometric deep learning. Medical and Biological Engineering and Computing, 2021, 59, 1235-1244.	1.6	7
34	ESTIMATION OF MUSCLE FORCE DERIVED FROM IN VIVO MR ELASTOGRAPHY TESTS: A PRELIMINARY STUDY. Journal of Musculoskeletal Research, 2013, 16, 1350015.	0.1	6
35	Enhanced Musculoskeletal Modeling for Prediction of Intervertebral Disc Stress Within Annulus Fibrosus and Nucleus Pulposus Regions During Flexion Movement. Journal of Medical and Biological Engineering, 2016, 36, 583-593.	1.0	6
36	Advanced computational workflow for the multi-scale modeling of the bone metabolic processes. Medical and Biological Engineering and Computing, 2017, 55, 923-933.	1.6	6

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37	Real-Time Rehabilitation System of Systems for Monitoring the Biomechanical Feedbacks of the Musculoskeletal System. <i>Advances in Intelligent Systems and Computing</i> , 2015, , 553-565.	0.5	6
38	Recurrent neural network to predict hyperelastic constitutive behaviors of the skeletal muscle. <i>Medical and Biological Engineering and Computing</i> , 2022, 60, 1177-1185.	1.6	6
39	Reinforcement learning coupled with finite element modeling for facial motion learning. <i>Computer Methods and Programs in Biomedicine</i> , 2022, 221, 106904.	2.6	6
40	In vivo characterization of morphological properties and contact areas of the rat cartilage derived from high-resolution MRI. <i>Irbm</i> , 2011, 32, 204-213.	3.7	5
41	Analysis of shear wave propagation derived from MR elastography in 3D thigh skeletal muscle using subject specific finite element model. , 2014, 2014, 4026-9.		4
42	Upper Limb Musculoskeletal Modeling for Human-Exoskeleton Interaction. , 2019, , .		4
43	Estimation of Patient Specific Lumbar Spine Muscle Forces Using Multi-physical Musculoskeletal Model and Dynamic MRI. <i>Advances in Intelligent Systems and Computing</i> , 2014, , 411-422.	0.5	4
44	Deep reinforcement learning coupled with musculoskeletal modelling for a better understanding of elderly falls. <i>Medical and Biological Engineering and Computing</i> , 2022, 60, 1745-1761.	1.6	4
45	Clinical validated computer-aided decision system to the clubfeet deformities. , 2009, 2009, 6230-3.		3
46	Influence of anthropometrical and geometrical parameters of the bones and muscles on musculoskeletal model of the lower limbs. <i>Computer Methods in Biomechanics and Biomedical Engineering</i> , 2009, 12, 91-92.	0.9	3
47	A Hertzian Integrated Contact Model of the Total Knee Replacement Implant for the Estimation of Joint Contact Forces. <i>Journal of Computational Medicine</i> , 2015, 2015, 1-9.	0.3	3
48	Predictive Model Based on the Evidence Theory for Assessing Critical Micelle Concentration Property. <i>Communications in Computer and Information Science</i> , 2016, , 510-522.	0.4	3
49	A CONSISTENT DATA FUSION APPROACH FOR UNCERTAINTY QUANTIFICATION IN RIGID MUSCULOSKELETAL SIMULATION. <i>Journal of Mechanics in Medicine and Biology</i> , 2017, 17, 1750062.	0.3	3
50	Visual Sensor Fusion With Error Compensation Strategy Toward a Rapid and Low-Cost 3D Scanning System for the Lower Residual Limb. <i>IEEE Sensors Journal</i> , 2020, 20, 15043-15052.	2.4	3
51	Computer-aided decision system to diagnose pathologies concerning the musculo-skeletal system of the lower limbs. <i>Computer Methods in Biomechanics and Biomedical Engineering</i> , 2008, 11, 73-74.	0.9	2
52	Mining over a Reliable Evidential Database: Application on Amphiphilic Chemical Database. , 2015, , .		2
53	Argumentation Framework Based on Evidence Theory. <i>Communications in Computer and Information Science</i> , 2016, , 253-264.	0.4	2
54	Bounded Support and Confidence over Evidential Databases. <i>Procedia Computer Science</i> , 2016, 80, 1822-1833.	1.2	2

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55	Hybrid Rigid-Deformable Model for Prediction of Neighboring Intervertebral Disk Loads During Flexion Movement After Lumbar Interbody Fusion at L3â€“4 Level. Journal of Biomechanical Engineering, 2017, 139, .	0.6	2
56	Serious Games for Home Based Rehabilitation: Inertial Sensor Energy Consumption. Irbm, 2018, 39, 440-444.	3.7	2
57	Cognitive and functional rehabilitation using serious games and a system of systems approach. , 2018, , .		2
58	Real-time Subject-specific Head and Facial Mimic Animation System using a Contactless Kinect Sensor and System of Systems Approach*. , 2019, 2019, 6132-6135.		2
59	Clustering of Children with Cerebral Palsy with Prior Biomechanical Knowledge Fused from Multiple Data Sources. Lecture Notes in Computer Science, 2016, , 359-370.	1.0	2
60	Knowledge-Based System for Orthopedic Pediatric Disorders. IFMBE Proceedings, 2011, , 125-128.	0.2	2
61	Expert Opinion Extraction from a Biomedical Database. Lecture Notes in Computer Science, 2017, , 135-145.	1.0	2
62	CALCULATION OF IN VIVO MUSCLE FORCES DERIVED FROM MR ELASTOGRAPHY. Journal of Biomechanics, 2012, 45, S489.	0.9	1
63	A NON INVASIVE PROTOCOL FOR THE ESTIMATION OF 3D LUMBAR SPINE SHAPE IN STANDING POSITION. Journal of Biomechanics, 2012, 45, S598.	0.9	1
64	Uncertainty modeling of input data for a biomechanical system of systems. , 2013, 2013, 4581-4.		1
65	Facial Mimics Simulation using MRI and Finite Element Analysis. , 2013, 2013, 4585-8.		1
66	Exploring various orientation measurement approaches applied to a serious game system for functional rehabilitation. , 2016, 2016, 1987-1990.		1
67	Material-driven mesh of the lumbar spine derived from CT data. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2018, 6, 128-136.	1.3	1
68	Crack Propagation in the Tibia Bone within Total Knee Replacement Using the eXtended Finite Element Method. Applied Sciences (Switzerland), 2021, 11, 4435.	1.3	1
69	Predictive Mathematical Models based on Data Mining Methods of the Pathologies of the Lower Limbs. IFMBE Proceedings, 2009, , 1803-1807.	0.2	1
70	Enhanced head-skull shape learning using statistical modeling and topological features. Medical and Biological Engineering and Computing, 2022, 60, 559-581.	1.6	1
71	Global Analysis of Three-Dimensional Shape Symmetry: Human Heads (Part I). , 2022, , 27-35.		1
72	A Deep Learning Approach for Predicting Subject-Specific Human Skull Shape from Head Toward a Decision Support System for Home-Based Facial Rehabilitation. Irbm, 2022, , .	3.7	1

#	ARTICLE	IF	CITATIONS
73	Contribution aux bonnes pratiques en recherche biomédicale : acteurs et processus de publication. IRBM News, 2007, 28, 1-6.	0.1	0
74	Computer-aided decision system for the clubfeet deformities. Computer Methods in Biomechanics and Biomedical Engineering, 2009, 12, 89-90.	0.9	0
75	Sensitivity of the anthropometrical and geometrical parameters of the bones and muscles on a musculoskeletal model of the lower limbs. , 2009, 2009, 5251-4.		0
76	Subject Specific Modeling of the Muscle Activation: Application to the Facial Mimics. Advances in Intelligent Systems and Computing, 2014, , 423-433.	0.5	0
77	In vivo assessment of nervous fiber distribution in the intervertebral disc. , 2014, 2014, 2364-7.		0
78	A Method for Uncertainty Elicitation of Experts Using Belief Function. Studies in Computational Intelligence, 2018, , 39-49.	0.7	0
79	Knowledge Extraction From Medical Imaging for Advanced Patient-Specific Musculoskeletal Models. , 2019, , 135-142.		0
80	Ontology-based Computer-Aided Decision System: a new architecture and application concerning the musculoskeletal system of the lower limbs. IFMBE Proceedings, 2009, , 1540-1543.	0.2	0