

Chen Sheng-wei

List of Publications by Year in descending order

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52
papers

1,169
citations

686830

13
h-index

713013

21
g-index

52
all docs

52
docs citations

52
times ranked

1184
citing authors

#	ARTICLE	IF	CITATIONS
1	360° Video Viewing Dataset in Head-Mounted Virtual Reality. , 2017, , .		144
2	A Survey on Cloud Gaming: Future of Computer Games. IEEE Access, 2016, 4, 7605-7620.	2.6	131
3	Automation of the kidney function prediction and classification through ultrasound-based kidney imaging using deep learning. Npj Digital Medicine, 2019, 2, 29.	5.7	117
4	Synthesizing electronic health records using improved generative adversarial networks. Journal of the American Medical Informatics Association: JAMIA, 2019, 26, 228-241.	2.2	105
5	Placing Virtual Machines to Optimize Cloud Gaming Experience. IEEE Transactions on Cloud Computing, 2015, 3, 42-53.	3.1	92
6	A Survey of Emerging Concepts and Challenges for QoE Management of Multimedia Services. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-29.	3.0	67
7	Could Skype be more satisfying? a QoE-centric study of the FEC mechanism in an internet-scale VoIP system. IEEE Network, 2010, 24, 42-48.	4.9	58
8	Effect of Network Quality on Player Departure Behavior in Online Games. IEEE Transactions on Parallel and Distributed Systems, 2009, 20, 593-606.	4.0	53
9	The Future of Cloud Gaming [Point of View]. Proceedings of the IEEE, 2016, 104, 687-691.	16.4	53
10	Cloud gaming onward: research opportunities and outlook. , 2014, , .		29
11	Inferring Speech Activity from Encrypted Skype Traffic. , 2008, , .		24
12	DroneFace. , 2017, , .		23
13	Online game QoE evaluation using paired comparisons. , 2010, , .		22
14	A machine learning approach for predicting urine output after fluid administration. Computer Methods and Programs in Biomedicine, 2019, 177, 155-159.	2.6	20
15	KissKissBan. SICKDD Explorations: Newsletter of the Special Interest Group (SIG) on Knowledge Discovery & Data Mining, 2010, 12, 21-24.	3.2	17
16	Radar chart: scanning for satisfactory QoE in QoS dimensions. IEEE Network, 2012, 26, 25-31.	4.9	16
17	Active Learning for Crowdsourced QoE Modeling. IEEE Transactions on Multimedia, 2018, 20, 3337-3352.	5.2	15
18	Finding Self-Similarities in Opportunistic People Networks. , 2007, , .		14

#	ARTICLE	IF	CITATIONS
19	On prophesying online gamer departure. , 2009, , .		14
20	On the challenge and design of transport protocols for MMORPGs. Multimedia Tools and Applications, 2009, 45, 7-32.	2.6	13
21	QoE-aware virtual machine placement for cloud games. , 2013, , .		13
22	A spatial publish subscribe overlay for massively multiuser virtual environments. , 2010, , .		12
23	VSO: Self-Organizing Spatial Publish Subscribe. , 2011, , .		10
24	On the battle between lag and online gamers. , 2011, , .		9
25	DevilTyper. Computers in Entertainment, 2011, 9, 1-14.	1.2	8
26	Look at Me! Correcting Eye Gaze in Live Video Communication. ACM Transactions on Multimedia Computing, Communications and Applications, 2019, 15, 1-21.	3.0	8
27	Predicting financial trouble using call dataâ€”On social capital, phone logs, and financial trouble. PLoS ONE, 2018, 13, e0191863.	1.1	8
28	Predicting the helpfulness of game reviews: A case study on the Steam store. Journal of Intelligent and Fuzzy Systems, 2019, 36, 4731-4742.	0.8	7
29	Radar chart: Scanning for high QoE in QoS dimensions. , 2010, , .		6
30	GPU consolidation for cloud games: Are we there yet?. , 2014, , .		6
31	An Analytical Approach to Optimizing the Utility of ESP Games. , 2008, , .		5
32	A Collusion-Resistant Automation Scheme for Social Moderation Systems. , 2009, , .		5
33	An Analytical Study of Puzzle Selection Strategies for the ESP Game. , 2008, , .		4
34	Rapid Detection of Constant-Packet-Rate Flows. , 2008, , .		4
35	The design of puzzle selection strategies for GWAP systems. Concurrency Computation Practice and Experience, 2010, 22, n/a-n/a.	1.4	4
36	What Can the Temporal Social Behavior Tell Us? An Estimation of Vertex-Betweenness Using Dynamic Social Information. , 2010, , .		4

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37	Dude, the source of lags is on your computer. , 2013, , .		4
38	PFraudDetector: A Parallelized Graph Mining Approach for Efficient Fraudulent Phone Call Detection. , 2016, , .		4
39	Pomics: A Computer-Aided Storytelling System with Automatic Picture-to-Comics Composition. , 2012, , .		3
40	Are all games equally cloud-gaming-friendly? An electromyographic approach. , 2012, , .		3
41	Measuring the client performance and energy consumption in mobile cloud gaming. , 2014, , .		3
42	H-index Sequences across Fields. , 2016, , .		3
43	TERMS: textual emotion recognition in multidimensional space. Applied Intelligence, 2023, 53, 2673-2693.	3.3	3
44	Privacy Crisis Due to Crisis Response on the Web. , 2011, , .		1
45	Deployment Issues of Voronoi Self-Organizing Overlays. , 2011, , .		1
46	Forecasting online game addictiveness. , 2012, , .		1
47	A Social Diffusion Model with an Application on Election Simulation. Scientific World Journal, The, 2014, 2014, 1-14.	0.8	1
48	Efficient and Robust Convolutional Neural Networks via Channel Prioritization and Path Ensemble. , 2019, , .		1
49	Social Interaction Scaling for Contact Networks. Sustainability, 2019, 11, 2545.	1.6	1
50	Bayesian piggyback control for improving real-time communication quality. , 2011, , .		0
51	On the Tiny Yet Real Happiness Phenomenon in the Mobile Games Market. , 2016, , .		0
52	Truncated SVD-based Feature Engineering for Short Video Understanding and Recommendation. , 2019, , .		0