

# Jai E Jung

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/509135/publications.pdf>

Version: 2024-02-01

16  
papers

310  
citations

933447

10  
h-index

996975

15  
g-index

16  
all docs

16  
docs citations

16  
times ranked

319  
citing authors

#	ARTICLE	IF	CITATIONS
1	Spatio-temporal query contextualization for microtext retrieval in social media. <i>Concurrency Computation Practice and Experience</i> , 2018, 30, e4458.	2.2	3
2	Owner-Borrower Model for Recommenders in O2O Services. <i>Mobile Networks and Applications</i> , 2018, 23, 1089-1096.	3.3	0
3	Serendipity-based storification: from lifelogging to storytelling. <i>Multimedia Tools and Applications</i> , 2017, 76, 10345-10356.	3.9	4
4	A computational model of transmedia ecosystem for story-based contents. <i>Multimedia Tools and Applications</i> , 2017, 76, 10371-10388.	3.9	13
5	Statistical approach for figurative sentiment analysis on Social Networking Services: a case study on Twitter. <i>Multimedia Tools and Applications</i> , 2017, 76, 8901-8914.	3.9	18
6	Discovering Social Bursts by Using Link Analytics on Large-Scale Social Networks. <i>Mobile Networks and Applications</i> , 2017, 22, 625-633.	3.3	3
7	Mobile Application for Archaeological Site Image Content Retrieval and Automated Generating Image Descriptions with Neural Network. <i>Mobile Networks and Applications</i> , 2017, 22, 642-649.	3.3	11
8	Towards Ontological Approach on Trust-Aware Ambient Services. <i>IEEE Access</i> , 2017, 5, 1589-1599.	4.2	20
9	Real-Time Traffic Flow Management Based on Inter-Object Communication: a Case Study at Intersection. <i>Mobile Networks and Applications</i> , 2017, 22, 613-624.	3.3	30
10	Identifying and ranking cultural heritage resources on geotagged social media for smart cultural tourism services. <i>Personal and Ubiquitous Computing</i> , 2017, 21, 267-279.	2.8	45
11	Event-Driven Trust Refreshment on Ambient Services. <i>IEEE Access</i> , 2017, 5, 4664-4670.	4.2	16
12	Game theoretic approach on Real-time decision making for IoT-based traffic light control. <i>Concurrency Computation Practice and Experience</i> , 2017, 29, e4077.	2.2	45
13	Exploiting character networks for movie summarization. <i>Multimedia Tools and Applications</i> , 2017, 76, 10357-10369.	3.9	28
14	Understanding Customer Experience Diffusion on Social Networking Services by Big Data Analytics. <i>Mobile Networks and Applications</i> , 2017, 22, 605-612.	3.3	34
15	A Novel Ranking Model for a Large-Scale Scientific Publication. <i>Mobile Networks and Applications</i> , 2015, 20, 508-520.	3.3	2
16	Weighted Similarity Schemes for High Scalability in User-Based Collaborative Filtering. <i>Mobile Networks and Applications</i> , 2015, 20, 497-507.	3.3	38