Marco Morana

List of Publications by Year
in descending order

16 papers	**474** citations	1163117 **8** h-index	1372567 **10** g-index
16 all docs	**16** docs citations	**16** times ranked	**559** citing authors

#	Article	IF	Citations
1	Human Activity Recognition Process Using 3-D Posture Data. IEEE Transactions on Human-Machine Systems, 2015, 45, 586-597.	3.5	274
2	A framework for real-time Twitter data analysis. Computer Communications, 2016, 73, 236-242.	5.1	50
3	A Fog-Based Application for Human Activity Recognition Using Personal Smart Devices. ACM Transactions on Internet Technology, 2019, 19, 1-20.	4.4	33
4	A fog-based hybrid intelligent system for energy saving in smart buildings. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 2793-2807.	4.9	23
5	Smartphone Data Analysis for Human Activity Recognition. Lecture Notes in Computer Science, 2017, , 58-71.	1.3	19
6	Twitter analysis for real-time malware discovery. , 2017, , .		15
7	SMCP: a Secure Mobile Crowdsensing Protocol for fog-based applications. Human-centric Computing and Information Sciences, 2020, 10, .	6.1	12
8	User Activity Recognition via Kinect in an Ambient Intelligence Scenario. IERI Procedia, 2014, 7, 49-54.	0.3	10
9	Smart Assistance for Students and People Living in a Campus. , 2019, , .		10
10	SecureBallot: A secure open source e-Voting system. Journal of Network and Computer Applications, 2021, 191, 103165.	9.1	8
11	A Framework for Parallel Assessment of Reputation Management Systems. , 2016, , .		7
12	A Simulation Framework for Evaluating Distributed Reputation Management Systems. Advances in Intelligent Systems and Computing, 2016, , 247-254.	0.6	6
13	Human Mobility Simulator for Smart Applications. , 2019, , .		2
14	A multi-agent system for itinerary suggestion in smart environments. CAAI Transactions on Intelligence Technology, 0, , .	8.1	2
15	Adversarial Machine Learning in e-Health: Attacking a Smart Prescription System. Lecture Notes in Computer Science, 2022, , 490-502.	1.3	2
16	A Federated Learning Approach for Distributed Human Activity Recognition. , 2022, , .		1