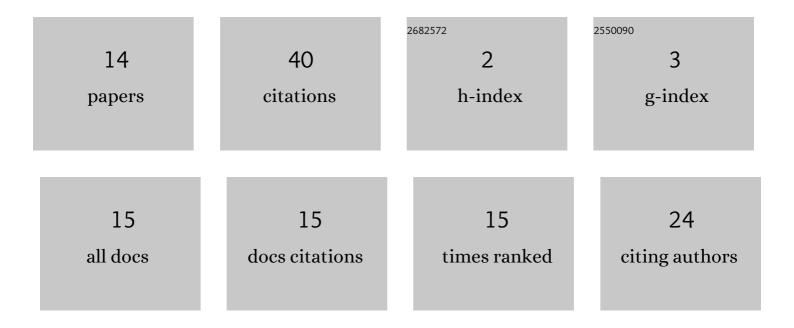
Glauco Amorim

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Designing screen layout in multimedia applications through integer programming and metaheuristic. RAIRO - Operations Research, 2021, 55, 3379-3397.	1.8	0
2	Using Multisensory Content to Impact the Quality of Experience of Reading Digital Books. ACM Transactions on Multimedia Computing, Communications and Applications, 2021, 17, 1-18.	4.3	3
3	Providing adjustable and dynamic spatial layouts for multimedia applications with STyLe. Multimedia Tools and Applications, 2020, 79, 25989-26021.	3.9	1
4	Interactive 360-degree Videos in Ginga-NCL Using Head-Mounted-Displays as Second Screen Devices. , 2020, , .		1
5	A proposal for supporting sensory effect rendering in ginga-NCL. , 2019, , .		2
6	Adding temporal semantic to textual media objects with eye tracking technology. , 2019, , .		1
7	Evaluating the Influence of Mulsemedia Content in Reading. , 2018, , .		6
8	Multiplatform Suite for Collection and Management of Mobile Devices Data. , 2018, , .		0
9	Modeling sensory effects as first-class entities in multimedia applications. , 2018, , .		15
10	XTemplate 4.0: Providing Adaptive Layouts and Nested Templates for Hypermedia Documents. Lecture Notes in Computer Science, 2016, , 642-653.	1.3	3
11	Adaptive Layouts and Nesting Templates for Hypermedia Composite Templates. , 2015, , .		1
12	Adaptive layouts for authoring NCL programs. , 2013, , .		4
13	Integrated Dataset of Brazilian Flights. , 0, , .		2
14	A horizontal partitioningâ€based method for frequent pattern mining in transport timetable. Expert Systems, 0, , e12881.	4.5	0