

# Graña Bressan

## List of Publications by Year in descending order

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Version: 2024-02-01

57  
papers

583  
citations

1307594

7  
h-index

996975

15  
g-index

57  
all docs

57  
docs citations

57  
times ranked

507  
citing authors

#	ARTICLE	IF	CITATIONS
1	Age Groups Classification in Social Network Using Deep Learning. IEEE Access, 2017, 5, 10805-10816.	4.2	77
2	Music recommendation system based on user's sentiments extracted from social networks. IEEE Transactions on Consumer Electronics, 2015, 61, 359-367.	3.6	70
3	Quality metric to assess video streaming service over TCP considering temporal location of pauses. IEEE Transactions on Consumer Electronics, 2012, 58, 985-992.	3.6	50
4	Video Quality Metric for Streaming Service Using DASH Standard. IEEE Transactions on Broadcasting, 2016, 62, 628-639.	3.2	46
5	The impact of video-quality-level switching on user quality of experience in dynamic adaptive streaming over HTTP. Eurasip Journal on Wireless Communications and Networking, 2014, 2014, .	2.4	39
6	Video quality assessment in video streaming services considering user preference for video content. IEEE Transactions on Consumer Electronics, 2014, 60, 436-444.	3.6	38
7	A Proposed Approach for Quality of Experience Assurance of IPTV. , 2007, , .		29
8	SentiMeter-Br: A new social web analysis metric to discover consumers' sentiment. , 2013, , .		24
9	SentiMeter-Br: A Social Web Analysis Tool to Discover Consumers' Sentiment. , 2013, , .		21
10	A Continuous Authentication System Based on User Behavior Analysis. , 2010, , .		20
11	Recommendation system using sentiment analysis considering the polarity of the adverb. , 2016, , .		18
12	Classification of learning profile based on categories of student preferences. , 2008, , .		12
13	Voice quality assessment in mobile devices considering different fading models. , 2016, , .		12
14	Video Quality Assessments on Digital TV and Video Streaming services using Objective Metrics. IEEE Latin America Transactions, 2012, 10, 1184-1189.	1.6	11
15	Monitoring system for potential users with depression using sentiment analysis. , 2016, , .		10
16	Learning Profile Identification Based on the Analysis of the User's Context of Interaction. IEEE Latin America Transactions, 2011, 9, 845-850.	1.6	8
17	FACTCK.BR. , 2019, , .		8
18	OCP: A protocol for secure communication in federated content networks. Computer Communications, 2015, 68, 47-60.	5.1	7

#	ARTICLE	IF	CITATIONS
19	An approach to design the student interaction based on the recommendation of e-learning objects. , 2010, , .		6
20	Adaptive learning in the educational e-LORS system: an approach based on preference categories. International Journal of Learning Technology, 2011, 6, 341.	0.2	6
21	Evaluating the effectiveness of the use of teaching materials in video format in distance learning environments. , 2012, , .		6
22	A Taxonomy for Locality Algorithms on Peer-to-Peer Networks. IEEE Latin America Transactions, 2010, 8, 323-331.	1.6	5
23	Video quality assessment in video streaming services considering user preference for video content. , 2014, , .		5
24	Learning evaluation in Classroom mediated by technology model using fuzzy logic at the University of Amazonas State. , 2010, , .		4
25	Video quality subjective assessment considering cognitive criteria and user preferences on video content. , 2012, , .		4
26	A Community Cloud for a Real-Time Financial Application - Requirements, Architecture and Mechanisms. Lecture Notes in Computer Science, 2014, , 364-377.	1.3	4
27	Music recommendation system based on user's sentiments extracted from social networks. , 2015, , .		4
28	CollaboraTVware. , 2008, , .		3
29	Classroom mediated by technology model: A new proposal for education to remote regions of the Amazon. , 2011, , .		3
30	Recommendation system based on user profile extracted from an IMS network with emphasis on social network and digital TV. , 2011, , .		3
31	A billing system model for voice call service in cellular networks based on voice quality. , 2013, , .		3
32	Distributing the Cloud Towards Autonomous & Resilient 5G Networking. , 2019, , .		3
33	Simulaço do serviço de correio eletrnico atravs de um modelo de filas. Pesquisa Operacional, 2006, 26, 241-253.	0.4	2
34	CollaboraTVware: a context-aware infrastructure with support for collaborative participation in an interactive digital TV environment. International Journal of Advanced Media and Communication, 2009, 3, 365.	0.2	2
35	Known User Continuous Authentication System for Consumer Application Software. , 2010, , .		2
36	ICT web. , 2012, , .		2

#	ARTICLE	IF	CITATIONS
37	Dealing with uncertainties in the monitoring of patients through sensors networks. , 2012, , .		2
38	No-reference video quality metric for streaming service using DASH standard. , 2015, , .		2
39	Automatic Text Recognition in Web Images. , 2017, , .		2
40	Generalized MPLS - an overview. , 2003, , .		1
41	Implementing an Adaptation Layer for Multimedia Servers using Aspect-Oriented Programming. , 2006, , .		1
42	A management and configuration infrastructure for RNP's digital video distribution service. , 2006, , .		1
43	A Management Platform for Multimedia Distribution in Country-wide Networks. , 2007, , .		1
44	On the design of a tuple space-based platform for IMS networks. , 2012, , .		1
45	Performance assessment of High Efficiency Video Coding - HEVC. , 2013, , .		1
46	Improving a Video Quality Metric with the Video Content Type parameter. IEEE Latin America Transactions, 2014, 12, 740-745.	1.6	1
47	Fault tolerant WANET through direction-biased Gossip associated with a Quorum system. , 2016, , .		1
48	Quality of Experience for Video Services. , 2009, , 258-273.		1
49	Development of a naive bayes classifier for image quality assessment in biometric face images. , 2019, , .		1
50	Known User Continuous Authentication System. , 2010, , .		0
51	A proposed video complexity measurement method to be used in a cluster computing. , 2013, , .		0
52	Image super-resolution using DCT interpolation and sparse learning-based method. Proceedings of SPIE, 2013, , .	0.8	0
53	Improvement of Response Time by Running Games on a Cloud Gaming System with Layer Vatcher and Movement Prediction. , 2017, , .		0
54	Mechanism for Structuring the Data from a Generic Identity Document Image using Semantic Analysis. , 2017, , .		0

#	ARTICLE	IF	CITATIONS
55	Understanding the Impact of Image Quality in Face Processing Algorithms. , 2021, , .		0
56	Scalable and Iterative Image Super-resolution using DCT Interpolation and Sparse Representation. , 2015, , .		0
57	VIRTUALIZATION OF COMPUTER NETWORK LAB EXPERIMENTS TO OVERCOME LIMITATIONS OF SOCIAL DISTANCE. EDULEARN Proceedings, 2022, , .	0.0	0