Xabiel GarcÃa PaÃ±eda

List of Publications by Year
in descending order

63 papers	354 citations

1307594

7 h-index	

1058476

14 g-index

64 all docs	64 docs citations	64 times ranked	281 citing authors

#	Article	IF	Citations
1	Statistical characterization of a real video on demand service: User behaviour and streaming-media workload analysis. Simulation Modelling Practice and Theory, 2007, 15, 672-689.	3.8	27
2	The Effects of the Driver's Mental State and Passenger Compartment Conditions on Driving Performance and Driving Stress. Sensors, 2020, 20, 5274.	3.8	25
3	Blended learning system for efficient professional driving. Computers and Education, 2014, 78, 124-139.	8.3	23
4	Limitations of network emulation with single-machine and distributed ns-3. , 2010, , .		21
5	Probabilistic analysis and interdependence discovery in the user interactions of a video news on demand service. Computer Networks, 2009, 53, 2038-2049.	5.1	16
6	Adaptable system based on Scalable Video Coding for high-quality video service. Computers and Electrical Engineering, 2013, 39, 775-789.	4.8	12
7	Adaptive Streaming: A subjective catalog to assess the performance of objective QoE metrics. Network Protocols and Algorithms, 2014, 6, 123.	1.0	12
8	An Empirical Investigation Into Text Input Methods for Interactive Digital Television Applications. International Journal of Human-Computer Interaction, 2014, 30, 321-341.	4.8	12
9	Overlay solution for multimedia data over sparse MANETs. , 2009, , .		9
10	UrVAMM — A full service for environmental-urban and driving monitoring of professional fleets. , 2013, , .		8
11	Analysis Tool for a Video-on-Demand Service Based in Streaming Technology. Lecture Notes in Computer Science, 2003, , 375-384.	1.3	7
12	Three Techniques for Competitive Lab Activities Based on Project-Oriented Learning in Information and Communication Technologies. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 39-46.	0.9	7
13	Tutoring System for the Efficient Driving of Combustion Vehicles. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 82-89.	0.9	7
14	A methodology to evaluate driving efficiency for professional drivers based on a maturity model. Transportation Research Part C: Emerging Technologies, 2017, 85, 148-167.	7.6	7
15	Analysis of Driving Patterns and On-Board Feedback-Based Training for Proactive Road Safety Monitoring. IEEE Transactions on Human-Machine Systems, 2020, 50, 529-537.	3.5	7
16	COVID-19 and Its Effects on the Driving Style of Spanish Drivers. IEEE Access, 2021, 9, 146680-146690.	4.2	7
17	Bluetooth 5 performance analysis for inter-vehicular communications. Wireless Networks, 2022, 28, 137-159.	3.0	7
18	Analysis and modelling of a broadband fiber access network with high peer-to-peer traffic load. Simulation Modelling Practice and Theory, 2006, 14, 506-526.	3.8	6

#	Article	IF	Citations
19	Multivariate distributions for workload generation in video on demand systems. IEEE Communications Letters, 2009, 13, 348-350.	4.1	6
20	Dynamic Temporal Scalability: Video adaptation in sparse Mobile Ad-Hoc Networks. , 2012, , .		6
21	Subjective evaluation of critical success factors for a QoE aware adaptive system. Computer Communications, 2013, 36, 1608-1620.	5.1	6
22	Modeling Video on Demand services taking into account statistical dependences in user behavior. Simulation Modelling Practice and Theory, 2013, 31, 96-115.	3.8	6
23	An Architecture for a Learning Analytics System Applied to Efficient Driving. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 137-145.	0.9	6
24	Impact of onâ€board tutoring systems to improve driving efficiency of nonâ€professional drivers. IET Intelligent Transport Systems, 2017, 11, 196-202.	3.0	6
25	User Preferences in the Design of Advanced Driver Assistance Systems. Sustainability, 2021, 13, 3932.	3.2	6
26	Beside and Behind the Wheel: Factors that Influence Driving Stress and Driving Behavior. Sustainability, 2021, 13, 4775.	3.2	6
27	Analysis of Mobility Changes Caused by COVID-19 in a Context of Moderate Restrictions Using Data Collected by Mobile Devices. IEEE Access, 2022, 10, 8906-8915.	4.2	6
28	Popularity analysis of a video-on-demand service in a digital newspaper: influence of the subject, video characteristics and new content publication policy. International Journal of Advanced Media and Communication, 2007, 1, 369.	0.2	5
29	Adaptive learning for efficient driving in urban public transport. , 2015, , .		5
30	Evaluation of Text Entry Methods for Interactive Digital Television Applications with Devices Alternative to Conventional Remote Controls. International Journal of Human-Computer Interaction, 2016, 32, 765-776.	4.8	5
31	Formal characterization of an efficient driving evaluation process for companies of the transport sector. Transportation Research, Part A: Policy and Practice, 2016, 94, 431-445.	4.2	5
32	Characterization of a Real Internet Radio Service. , 2006, , .		4
33	A flexible QoE framework for video streaming services. , 2011, , .		4
34	A non-intrusive estimation for high-quality Internet TV services. Multimedia Tools and Applications, 2011, 54, 569-588.	3.9	4
35	Evaluation of Virtual Keyboards for Interactive Digital Television Applications. International Journal of Human-Computer Interaction, 2011, 99999, 1-1.	4.8	4
36	A research on typing methods for interactive Digital Television Applications. IEEE Latin America Transactions, 2015, 13, 3612-3620.	1.6	4

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37	Adaptation engine for a streaming service based on MPEG-DASH. Multimedia Tools and Applications, 2015, 74, 7983-8002.	3.9	4
38	Prediction of motorcyclist stress using a heartrate strap, the vehicle telemetry andÂroadÂinformation. Journal of Ambient Intelligence and Smart Environments, 2017, 9, 579-593.	1.4	4
39	Analytic System to Evaluate Efficient Driving Programs in Professional Fleets. IEEE Transactions on Intelligent Transportation Systems, 2019, 20, 1099-1111.	8.0	4
40	FESORIA: An integrated system for analysis, management and smart presentation of audio/video streaming services. Multimedia Tools and Applications, 2008, 39, 379-412.	3.9	3
41	Multimedia content distribution of an online Social TV game over IP-based networks. Telecommunication Systems, 2015, 59, 345-356.	2.5	3
42	A Method for Making a Fair Evaluation of Driving Styles in Different Scenarios With Recommendations for Their Improvement. IEEE Intelligent Transportation Systems Magazine, 2021, 13, 136-148.	3.8	3
43	In pursuit of massive service emulation: a methodology for testbed building. , 2011, 49, 162-168.		2
44	Modelling and simulation of a real Internet radio service. Journal of Simulation, 2011, 5, 111-122.	1.5	2
45	Measuring temporal redundancy in sequences of video requests in a News-on-Demand service. Telematics and Informatics, 2014, 31, 444-458.	5.8	2
46	Economic Impact of the Use of Inertia in an Urban Bus Company. Energies, 2017, 10, 1029.	3.1	2
47	Towards Smart Mobility in Urban Areas Using Vehicular Communications and Smartphones. IEEE Latin America Transactions, 2018, 16, 1380-1387.	1.6	2
48	Performance Evaluation of Different Architectures for an Internet Radio Service Deployed on an Fttx Network. International Journal of Business Data Communications and Networking, 2010, 6, 46-68.	0.7	2
49	Subjective Assessment of Representation Methods for Environmental Mobile Monitoring Networks in Cities. IEEE Latin America Transactions, 2015, 13, 3987-3996.	1.6	1
50	Service To Manage The Efficient Driving Of Combustion Vehicle Fleets To Support ISO 50001. IEEE Latin America Transactions, 2015, 13, 1198-1204.	1.6	1
51	An Empirical Investigation Into Typing Errors in Interactive Digital Television Applications. International Journal of Human-Computer Interaction, 2015, 31, 210-225.	4.8	1
52	Feasibility analysis of the usage of head-up display devices and speech recognition in real vehicular environments. Universal Access in the Information Society, 2019, 18, 89-105.	3.0	1
53	Test Environment for Performance Evaluation of an Internet Radio. Communications in Computer and Information Science, 2007, , 279-292.	0.5	1
54	System for the realization of advanced mobility studies based on driver, cabin and vehicle monitoring. IEEE Latin America Transactions, 2020, 18, 1853-1861.	1.6	1

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55	DSMeM Streaming: distributed system to mitigate the effects of performance anomaly and user mobility on IEEE 802.11 WLANs. Wireless Networks, 2010, 16, 95-112.	3.0	0
56	Box-Cox transformation as an alternative method for modeling video-on-demand popularity. , 2010, , .		0
57	MASS: Editor for mobile ad-hoc network scenarios. , 2010, , .		0
58	CITA 2009, JISBD 2009, TELECOM I+D 2009. IEEE Latin America Transactions, 2010, 8, 107-110.	1.6	0
59	A Framework to Measure and Estimate Video Quality in SVC Real-Time Adaptive Systems. International Journal of Business Data Communications and Networking, 2014, 10, 47-64.	0.7	0
60	Limits for the real-time simulation of video services over commodity hardware. Journal of Simulation, 2016, 10, 251-259.	1.5	0
61	Impact of Efficient Driving in Professional Bus Fleets. Energies, 2017, 10, 2060.	3.1	0
62	SISTEMA PARA LA REDUCCIÓN DE COSTES OPERATIVOS EN UNA FLOTA DE AUTOBUSES URBANOS A TRAVÉS DE LA APLICACIÓN DE TÉCNICAS DE CONDUCCIÓN EFICIENTE. Dyna (Spain), 2015, 90, 522-531.	0.2	0
63	A Systematic Approach to the Analysis and Configuration of Audio/Video-on-Demand Services. , 0, , 95-120.		0