

Andrea Bottino

List of Publications by Year in descending order

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Version: 2024-02-01

52
papers

758
citations

567281

15
h-index

580821

25
g-index

55
all docs

55
docs citations

55
times ranked

778
citing authors

#	ARTICLE	IF	CITATIONS
1	Holo-BLSD – A Holographic Tool for Self-training and Self-Evaluation of Emergency Response Skills. IEEE Transactions on Emerging Topics in Computing, 2021, 9, 1581-1595.	4.6	6
2	Tackling Age-Invariant Face Recognition With Non-Linear PLDA and Pairwise SVM. IEEE Access, 2021, 9, 40649-40664.	4.2	4
3	DA4Event: Towards Bridging the Sim-to-Real Gap for Event Cameras Using Domain Adaptation. IEEE Robotics and Automation Letters, 2021, 6, 6616-6623.	5.1	8
4	Training Medical Communication Skills with Virtual Patients: Literature Review and Directions for Future Research. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2021, , 207-226.	0.3	0
5	Special Issue on Advances in Deep Learning. Applied Sciences (Switzerland), 2020, 10, 3172.	2.5	2
6	Evaluating the Suitability of Several AR Devices and Tools for Industrial Applications. Lecture Notes in Computer Science, 2020, , 248-267.	1.3	5
7	Augmented Reality Learning Environment for Basic Life Support and Defibrillation Training: Usability Study. Journal of Medical Internet Research, 2020, 22, e14910.	4.3	46
8	Assessing the Usability of Different Virtual Reality Systems for Firefighter Training. , 2020, , .		10
9	Approaching Sustainability Learning Via Digital Serious Games. IEEE Transactions on Learning Technologies, 2019, 12, 303-320.	3.2	20
10	Assessing Transfer Learning on Convolutional Neural Networks for Patch-Based Fingerprint Liveness Detection. Studies in Computational Intelligence, 2019, , 263-279.	0.9	0
11	Feature Fusion for Fingerprint Liveness Detection: a Comparative Study. IEEE Access, 2017, 5, 23695-23709.	4.2	29
12	CNN Patch-Based Voting for Fingerprint Liveness Detection. , 2017, , .		13
13	Designing Collaborative Games for Children Education on Sustainable Development. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 3-12.	0.3	2
14	Investigating the Design and Evaluation of Educational Games Under the Perspective of Player Experience. Lecture Notes in Computer Science, 2017, , 218-227.	1.3	1
15	Street Viewer: An Autonomous Vision Based Traffic Tracking System. Sensors, 2016, 16, 813.	3.8	9
16	ANALyte: A modular image analysis tool for ANA testing with indirect immunofluorescence. Computer Methods and Programs in Biomedicine, 2016, 128, 86-99.	4.7	14
17	GAINE – A portable framework for the development of edutainment applications based on multitouch and tangible interaction. Entertainment Computing, 2016, 16, 53-65.	2.9	6
18	The Design of an Augmented Reality Collaborative Game for Sustainable Development. Lecture Notes in Computer Science, 2016, , 15-23.	1.3	4

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19	An automated approach to the segmentation of HEP-2 cells for the indirect immunofluorescence ANA test. Computerized Medical Imaging and Graphics, 2015, 40, 62-69.	5.8	42
20	Geometric and Textural Cues for Automatic Kinship Verification. International Journal of Pattern Recognition and Artificial Intelligence, 2015, 29, 1556001.	1.2	11
21	The FG 2015 Kinship Verification in the Wild Evaluation. , 2015, , .		15
22	GAINE - tanGible Augmented INteraction for Edutainment. , 2015, , .		1
23	Kinship verification in the wild: The first kinship verification competition. , 2014, , .		25
24	A new 3-dimensional method for the construction of an average dental arch. Journal of the World Federation of Orthodontists, 2014, 3, e15-e18.	2.3	2
25	Computer analysis of face beauty: A survey. Computer Vision and Image Understanding, 2014, 125, 184-199.	4.7	67
26	Detecting siblings in image pairs. Visual Computer, 2014, 30, 1333-1345.	3.5	70
27	Subclass Discriminant Analysis of morphological and textural features for HEP-2 staining pattern classification. Pattern Recognition, 2014, 47, 2389-2399.	8.1	66
28	A Preliminary Analysis on HEP-2 Pattern Classification: Evaluating Strategies Based on Support Vector Machines and Subclass Discriminant Analysis. Communications in Computer and Information Science, 2014, , 176-190.	0.5	1
29	MusA: Using Indoor Positioning and Navigation to Enhance Cultural Experiences in a Museum. Sensors, 2013, 13, 17445-17471.	3.8	26
30	Automatic Verification of Parent-Child Pairs from Face Images. Lecture Notes in Computer Science, 2013, , 326-333.	1.3	9
31	The Exploitation of Data from Remote and Human Sensors for Environment Monitoring in the SMAT Project. Sensors, 2012, 12, 17504-17535.	3.8	14
32	A New 3-D Tool for Planning Plastic Surgery. IEEE Transactions on Biomedical Engineering, 2012, 59, 3439-3449.	4.2	25
33	The Intrinsic Dimensionality of Attractiveness: A Study in Face Profiles. Lecture Notes in Computer Science, 2012, , 59-66.	1.3	10
34	Beyond the Picture. Lecture Notes in Electrical Engineering, 2012, , 751-756.	0.4	0
35	A nearly optimal algorithm for covering the interior of an Art Gallery. Pattern Recognition, 2011, 44, 1048-1056.	8.1	23
36	The Analysis of Facial Beauty: An Emerging Area of Research in Pattern Analysis. Lecture Notes in Computer Science, 2010, , 425-435.	1.3	21

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37	A Computer-Aided Technique for Planning Plastic Surgery Based on 3D Face Scans: Preliminary Results. , 2010, , .		2
38	A new lower bound for evaluating the performances of sensor location algorithms. Pattern Recognition Letters, 2009, 30, 1175-1180.	4.2	3
39	RE-LIVING LAS VEGAS: A multi-user, mixed-reality edutainment environment based on the enhancement of original archival materials. Virtual Environments, Human-Computer Interfaces and Measurements Systems, 2009 VECIMS '09 IEEE International Conference on, 2009, , .	0.0	2
40	Towards an Iterative Algorithm for the Optimal Boundary Coverage of a 3D Environment. Lecture Notes in Computer Science, 2009, , 707-715.	1.3	1
41	The visual hull of piecewise smooth objects. Computer Vision and Image Understanding, 2008, 110, 7-18.	4.7	3
42	A nearly optimal sensor placement algorithm for boundary coverage. Pattern Recognition, 2008, 41, 3343-3355.	8.1	17
43	A tight lower bound for art gallery sensor location algorithms. , 2007, , .		3
44	Experimental Results Show Near-Optimality Of A Sensor Location Algorithm. , 2006, , .		5
45	Retrieval of Shape from Silhouette. Advances in Imaging and Electron Physics, 2006, 139, 1-73.	0.2	0
46	What's NEXT? An interactive next best view approach. Pattern Recognition, 2006, 39, 126-132.	8.1	17
47	Optimal Positioning of Sensors in 3D. Lecture Notes in Computer Science, 2005, , 804-812.	1.3	4
48	The visual hull of smooth curved objects. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2004, 26, 1622-1632.	13.9	13
49	Optimal Positioning of Sensors in 2D. Lecture Notes in Computer Science, 2004, , 53-58.	1.3	3
50	Introducing a new problem: Shape-from-silhouette when the relative positions of the viewpoints is unknown. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2003, 25, 1484-1493.	13.9	25
51	Experimenting with nonintrusive motion capture in a virtual environment. Visual Computer, 2001, 17, 14-29.	3.5	5
52	A Silhouette Based Technique for the Reconstruction of Human Movement. Computer Vision and Image Understanding, 2001, 83, 79-95.	4.7	46