

# Sharifa M Alghowinem

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6888880/publications.pdf>

Version: 2024-02-01

17  
papers

704  
citations

1684188

5  
h-index

1588992

8  
g-index

18  
all docs

18  
docs citations

18  
times ranked

519  
citing authors

#	ARTICLE	IF	CITATIONS
1	Multimodal assistive technologies for depression diagnosis and monitoring. Journal on Multimodal User Interfaces, 2013, 7, 217-228.	2.9	127
2	Multimodal Depression Detection: Fusion Analysis of Paralinguistic, Head Pose and Eye Gaze Behaviors. IEEE Transactions on Affective Computing, 2018, 9, 478-490.	8.3	102
3	Eye movement analysis for depression detection. , 2013, , .		91
4	Head Pose and Movement Analysis as an Indicator of Depression. , 2013, , .		83
5	Detecting depression: A comparison between spontaneous and read speech. , 2013, , .		75
6	A comparative study of different classifiers for detecting depression from spontaneous speech. , 2013, , .		67
7	Cross-cultural detection of depression from nonverbal behaviour. , 2015, 1, .		50
8	Cross-Cultural Depression Recognition from Vocal Biomarkers. , 0, , .		30
9	Exploring Eye Activity as an Indication of Emotional States Using an Eye-Tracking Sensor. Studies in Computational Intelligence, 2014, , 261-276.	0.9	22
10	The Effectiveness of Depth Data in Liveness Face Authentication Using 3D Sensor Cameras. Sensors, 2019, 19, 1928.	3.8	17
11	From Joyous to Clinically Depressed: Mood Detection Using Multimodal Analysis of a Person's Appearance and Speech. , 2013, , .		13
12	Evaluating and Validating Emotion Elicitation Using English and Arabic Movie Clips on a Saudi Sample. Sensors, 2019, 19, 2218.	3.8	10
13	Characterising depressed speech for classification. , 0, , .		7
14	Explainable AI for Suicide Risk Assessment Using Eye Activities and Head Gestures. Lecture Notes in Computer Science, 2022, , 161-178.	1.3	4
15	AusTalk &#x2014; The Australian speech database: Design framework, recording experience and localisation. , 2013, , .		2
16	Comparison of User Responses to English and Arabic Emotion Elicitation Video Clips. Lecture Notes in Computer Science, 2015, , 141-152.	1.3	1
17	A Computationally Efficient Fuzzy Logic Parameterisation System for Computer Games. Lecture Notes in Computer Science, 2011, , 377-386.	1.3	0