

Diana Trandabat

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

20
papers

40
citations

3
h-index

6
g-index

27
ext. papers

69
ext. citations

1.1
avg, IF

2.17
L-index

#	Paper	IF	Citations
20	Enhancing the Attractiveness of Learning through Augmented Reality. <i>Procedia Computer Science</i> , 2018 , 126, 166-175	1.6	20
19	Cross-Lingual Romanian to English Question Answering at CLEF 2006. <i>Lecture Notes in Computer Science</i> , 2007 , 385-394	0.9	5
18	Bob - A General Culture Game with Voice Interaction. <i>Procedia Computer Science</i> , 2019 , 159, 323-332	1.6	3
17	Discourse theories vs. Topic-Focus articulation applied to prosodic focus assignment in Romanian 2009 ,		2
16	Topic-Focus Articulation Algorithm on the Syntax-Prosody Interface of Romanian 2007 , 516-523		2
15	Assessment of Corporate Environmental Performance Based on Fuzzy Approach. <i>APCBEE Procedia</i> , 2013 , 5, 368-372		1
14	Social Media and the Web of Linked Data 2017 ,		1
13	Mining Romanian texts for semantic knowledge 2011 ,		1
12	UAIC Romanian QA System for QA@CLEF. <i>Lecture Notes in Computer Science</i> , 2008 , 336-343	0.9	1
11	Towards Creating an Ontology of Social Media Texts. <i>Communications in Computer and Information Science</i> , 2016 , 18-31	0.3	1
10	UAIC Participation at QA@CLEF2008. <i>Lecture Notes in Computer Science</i> , 2009 , 385-392	0.9	1
9	Question Answering on English and Romanian Languages. <i>Lecture Notes in Computer Science</i> , 2010 , 229-236	0.9	1
8	Medi-Test: Generating Tests from Medical Reference Texts. <i>Data</i> , 2018 , 3, 70	2.3	1
7	Towards Identifying Author Confidence in Biomedical Articles. <i>Data</i> , 2019 , 4, 18	2.3	0
6	Eye and Voice Control for an Augmented Reality Cooking Experience. <i>Procedia Computer Science</i> , 2020 , 176, 1469-1478	1.6	0
5	Expanding Topic-Focus Articulation with Boundary and Accent Assignment Rules for Romanian Sentence. <i>Lecture Notes in Computer Science</i> , 2009 , 226-233	0.9	0
4	Enriching learning materials with semantic roles. <i>Procedia Computer Science</i> , 2017 , 112, 288-295	1.6	0

- 3 SiadEnv Safety and Communication Features in Real Life Scenarios. *Advanced Engineering Forum*, **2013**, 8-9, 195-204 0.2
- 2 Towards Building Knowledge Resources from Social Media Using Semantic Roles. *Lecture Notes in Computer Science*, **2017**, 585-591 0.9
- 1 Improving Metadata by Filtering Contextual Semantic Role Information. *Communications in Computer and Information Science*, **2011**, 201-208 0.3