Tsvi Kuflik

List of Publications by Year
in descending order

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155	2,811	293460	286692
papers	citations	24 h-index	43 g-index

160	160	160	2419
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Considering temporal aspects in recommender systems: a survey. User Modeling and User-Adapted Interaction, 2023, 33, 81-119.	2.9	4
2	Enhancing Fairness Perception â€“ Towards Human-Centred AI and Personalized Explanations Understanding the Factors Influencing Laypeopleâ€™s Fairness Perceptions of Algorithmic Decisions. International Journal of Human-Computer Interaction, 2023, 39, 1455-1482.	3.3	2
3	Educating Software and AI Stakeholders About Algorithmic Fairness, Accountability, Transparency and Ethics. International Journal of Artificial Intelligence in Education, 2022, 32, 808-833.	3.9	23
4	Incorporating time-interval sequences in linear TV for next-item prediction. Expert Systems With Applications, 2022, 192, 116284.	4.4	1
5	Fairness, explainability and in-between: understanding the impact of different explanation methods on non-expert usersâ€™ perceptions of fairness toward an algorithmic system. Ethics and Information Technology, 2022, 24, 1.	2.3	14
6	Integrating Citizen Experiences in Cultural Heritage Archives: Requirements, State of the Art, and Challenges. Journal on Computing and Cultural Heritage, 2022, 15, 1-35.	1.2	15
7	Using Wearables Data for Differentiating Between Injured and Non-Injured Athletes. , 2022, , .		0
8	Tikkoun Sofrim: Making Ancient Manuscripts Digitally Accessible: The Case of Midrash Tanhuma. Journal on Computing and Cultural Heritage, 2022, 15, 1-20.	1.2	2
9	AVI-CH 2022: Workshop on Advanced Visual Interfaces and Interactions in Cultural Heritage. , 2022, , .		1
10	Improving Office Workersâ€™ Workspace Using a Self-adjusting Computer Screen. ACM Transactions on Interactive Intelligent Systems, 2022, 12, 1-32.	2.6	1
11	ARIDF: Automatic Representative Image Dataset Finder for Image Based Localization. , 2022, , .		0
12	Resolving sets and integer programs for recommender systems. Journal of Global Optimization, 2021, 81, 153-178.	1.1	0
13	WebTour 2021 Workshop on Web Tourism. , 2021, , .		1
14	Towards Personalized Social Recommendations for Cultural Heritage Activities. , 2021, , .		0
15	Personalized rehabilitation for children with cerebral palsy. User Modeling and User-Adapted Interaction, 2021, 31, 829-865.	2.9	4
16	Personalisation of a virtual gaming system for children with motor impairments: performance and usability. Disability and Rehabilitation: Assistive Technology, 2021, , 1-7.	1.3	1
17	Workshop on Recommenders in Tourism (RecTour). , 2021, , .		0
18	Exploring Potential Gestures for Controlling an Eye-Tracker Based System. , 2021, , .		1

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19	Enhancing cultural heritage outdoor experience with augmented-reality smart glasses. Personal and Ubiquitous Computing, 2020, 24, 873-886.	1.9	41
20	The effect of user characteristics in time series visualizations. , 2020, , .		8
21	EyeLinks: Methods to compute reliable stereo mappings used for eye gaze tracking. , 2020, , .		1
22	Personalized Multifaceted Visualization of Scholars Profiles. , 2020, , .		1
23	Visualizing Personalized Multifaceted ad-hoc Social Network. , 2020, , .		0
24	Automatically Adjusting Computer Screen. , 2019, , .		2
25	Tikkoun Sofrim. , 2019, , .		5
26	RecTour 2019. , 2019, , .		8
27	A comparative evaluation of techniques for time series visualizations of emotions. , 2019, , .		2
28	Relational social recommendation: Application to the academic domain. Expert Systems With Applications, 2019, 124, 182-195.	4.4	13
29	A Museum Visitors Classification Based On Behavioral and Demographic Features. , 2019, , .		7
30	Enhancing explainability of social recommendation using 2D graphs and word cloud visualizations. , 2019, , .		1
31	Preface to the UMUAI special issue on personalized delivery of cultural heritage content: perspectives on 7 years of progress in the field. User Modeling and User-Adapted Interaction, 2019, 29, 1-7.	2.9	3
32	Will this session end with a purchase? Inferring current purchase intent of anonymous visitors. Electronic Commerce Research and Applications, 2019, 34, 100836.	2.5	29
33	â€œEnd to Endâ€•Towards a Framework for Reducing Biases and Promoting Transparency of Algorithmic Systems. , 2019, , .		6
34	Validation of a novel personalized therapeutic virtual gaming system. , 2019, , .		2
35	Integrating signals for reasoning about visitors' behavior in cultural heritage. , 2019, , 159-169.		2
36	Intelligent user interfaces for algorithmic transparency in emerging technologies. , 2019, , .		1

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37	Graph-based recommendations: from data representation to feature extraction and application. , 2019, , 407-454.		1
38	Visualizing Reviews Summaries as a Tool for Restaurants Recommendation. , 2018, , .		4
39	Special section on recommender systems in tourism. Information Technology and Tourism, 2018, 19, 83-85.	3.4	1
40	Exploring the potential of a mobile eye tracker as an intuitive indoor pointing device: A case study in cultural heritage. Future Generation Computer Systems, 2018, 81, 528-541.	4.9	28
41	AVI-CH 2018. , 2018, , .		3
42	ACM recsys workshop on recommenders in tourism (rectour 2018). , 2018, , .		3
43	The Dagstuhl Perspectives Workshop on Performance Modeling and Prediction. ACM SIGIR Forum, 2018, 52, 91-101.	0.4	8
44	Automating a framework to extract and analyse transport related social media content: The potential and the challenges. Transportation Research Part C: Emerging Technologies, 2017, 77, 275-291.	3.9	60
45	How scales influence user rating behaviour in recommender systems. Behaviour and Information Technology, 2017, 36, 985-1004.	2.5	21
46	Visualizing Spatial-Temporal Evaluation of News Stories. , 2017, , .		4
47	Graphâ€based recommendation integrating rating history and domain knowledge: Application to onâ€site guidance of museum visitors. Journal of the Association for Information Science and Technology, 2017, 68, 1911-1924.	1.5	18
48	Assessing the Contribution of Twitter's Textual Information to Graph-based Recommendation. , 2017, , .		5
49	The 1st International Workshop on Temporal Reasoning in Recommender Systems. , 2017, , .		0
50	RecTour 2017. , 2017, , .		8
51	AMuse. , 2017, , .		5
52	When will Cultural Heritage Content Creation Get to the Digital Age?. , 2017, , .		4
53	Visualizing museum visitorsâ€™ behavior: Where do they go and what do they do there?. Personal and Ubiquitous Computing, 2017, 21, 313-326.	1.9	47
54	Harvesting Entity-relation Social Networks from the Web. , 2017, , .		5

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55	Wise Mobile Icons Organization: Apps Taxonomy Classification Using Functionality Mining to Ease Apps Finding. Mobile Information Systems, 2016, 2016, 1-22.	0.4	5
56	Info-Bead group modeling in a mobile scenario. , 2016, , .		0
57	SCWT. , 2016, , .		1
58	Usability of clinical decision support system as a facilitator for learning the assistive technology adaptation process. Disability and Rehabilitation: Assistive Technology, 2016, 11, 188-194.	1.3	10
59	Shared mobile displays: an exploratory study of their use in a museum setting. Personal and Ubiquitous Computing, 2016, 20, 635-651.	1.9	8
60	A novel image based positioning technique using mobile eye tracker for a museum visit. , 2016, , .		2
61	Using Eye-Tracking for Enhancing the Museum Visit Experience. , 2016, , .		9
62	Learning Item Temporal Dynamics for Predicting Buying Sessions. , 2016, , .		15
63	RecTour 2016. , 2016, , .		14
64	Advanced Visual Interfaces for Cultural Heritage. , 2016, , .		6
65	Dynamic personalization based on mobile behavior. , 2016, , .		4
66	Mobile access to cultural heritage. , 2016, , .		0
67	Towards Using Mobile, Head-Worn Displays in Cultural Heritage. , 2016, , .		23
68	Enabling Mobile User Modeling: Infrastructure for Personalization in Ubiquitous Computing. , 2015, , .		3
69	Where To Go And How To Get There. , 2015, , .		5
70	Examining Factors Influencing the Disruptiveness of Notifications in a Mobile Museum Context. Human-Computer Interaction, 2015, 30, 433-472.	3.1	2
71	A Two-Iteration Clustering Method to Reveal Unique and Hidden Characteristics of Items Based on Text Reviews. , 2015, , .		1
72	Preface to the special issue on ubiquitous user modeling and user-adapted interaction. User Modeling and User-Adapted Interaction, 2015, 25, 185-187.	2.9	1

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73	Harnessing Technology for Promoting Undergraduate Art Education: A Novel Model that Streamlines Learning between Classroom, Museum, and Home. IEEE Transactions on Learning Technologies, 2015, 8, 5-17.	2.2	17
74	Automatic Detection of Social Behavior of Museum Visitor Pairs. ACM Transactions on Interactive Intelligent Systems, 2015, 4, 1-30.	2.6	29
75	Enhancing transport data collection through social media sources: methods, challenges and opportunities for textual data. IET Intelligent Transport Systems, 2015, 9, 407-417.	1.7	50
76	When user modeling intersects software engineering: the info-bead user modeling approach. User Modeling and User-Adapted Interaction, 2015, 25, 189-229.	2.9	13
77	An integrative framework for extending the boundaries of the museum visit experience: linking the pre, during and post visit phases. Information Technology and Tourism, 2015, 15, 17-47.	3.4	69
78	Effectiveness of a Clinical Decision Support System for Pointing Device Prescription. American Journal of Occupational Therapy, 2015, 69, 6902280010p1-6902280010p7.	0.1	4
79	Semantize. , 2014, , .		7
80	Improving business rating predictions using graph based features. , 2014, , .		14
81	Visualizing sentiment. , 2014, , .		0
82	Visualizing Proximityâ€Based Spatiotemporal Behavior of Museum Visitors using Tangram Diagrams. Computer Graphics Forum, 2014, 33, 261-270.	1.8	13
83	The potential of social media in delivering transport policy goals. Transport Policy, 2014, 32, 115-123.	3.4	114
84	Design and Evaluation of a Visitor Guide in an Active Museum. Lecture Notes in Computer Science, 2014, , 47-71.	1.0	2
85	Comparing the comprehensibility of requirements models expressed in Use Case and Tropos: Results from a family of experiments. Information and Software Technology, 2013, 55, 1823-1843.	3.0	35
86	Functionality-based clustering using short textual description. , 2013, , .		14
87	Building an ontology for assistive technology using the Delphi method. Disability and Rehabilitation: Assistive Technology, 2013, 8, 275-286.	1.3	25
88	The Influence of a Location-Aware Mobile Guide on Museum Visitors' Behavior. Interacting With Computers, 2013, 25, 443-460.	1.0	54
89	E-COMMERCE WEBSITES SERVICES VERSUS BUYERS EXPECTATIONS: AN EMPIRICAL ANALYSIS OF THE ONLINE MARKETPLACE. International Journal of Information Technology and Decision Making, 2013, 12, 651-677.	2.3	11
90	Cross social networks interests predictions based ongraph features. , 2013, , .		23

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91	Inform or Flood: Estimating When Retweets Duplicate. Lecture Notes in Computer Science, 2013, , 267-273.	1.0	0
92	Evaluating mobile projectors as a shared display option for small groups. , 2012, , .		2
93	Using handheld devices and situated displays for collaborative planning of a museum visit. , 2012, , .		13
94	8.1.1 The Factors that Lead to Unidentified Risks in Softwareâ€intensive Projects. Incose International Symposium, 2012, 22, 1055-1068.	0.2	0
95	Indoor positioning in cultural heritage: Challenges and a solution. , 2012, , .		5
96	Personalization in cultural heritage: the road travelled and the one ahead. User Modeling and User-Adapted Interaction, 2012, 22, 73-99.	2.9	174
97	RoughMaps A generic platform to support symbolic map use in indoor environments. , 2012, , .		2
98	Identificator: A web-based tool for visual plant disease identification, a proof of concept with a case study on strawberry. Computers and Electronics in Agriculture, 2012, 84, 144-154.	3.7	41
99	The impact of data obfuscation on the accuracy of collaborative filtering. Expert Systems With Applications, 2012, 39, 5033-5042.	4.4	37
100	Ubiquitous Display Environments: An Overview. Cognitive Technologies, 2012, , 1-6.	0.5	2
101	Analysis and Prediction of Museum Visitorsâ€™ Behavioral Pattern Types. Cognitive Technologies, 2012, , 161-176.	0.5	22
102	Challenges and Solutions of Ubiquitous User Modeling. Cognitive Technologies, 2012, , 7-30.	0.5	24
103	Recommender Systems and the Social Web. Lecture Notes in Computer Science, 2012, , 60-70.	1.0	11
104	Domain Ranking for Cross Domain Collaborative Filtering. Lecture Notes in Computer Science, 2012, , 328-333.	1.0	13
105	Evaluating Rating Scales Personality. Lecture Notes in Computer Science, 2012, , 310-315.	1.0	3
106	A visitor's guide in an active museum. Journal on Computing and Cultural Heritage, 2011, 3, 1-25.	1.2	114
107	Examining proactiveness and choice in a location-aware mobile museum guide. Interacting With Computers, 2011, 23, 513-524.	1.0	22
108	Personalized access to cultural heritage (PATCH 2011). , 2011, , .		0

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109	Indoor positioning. , 2011, , .		18
110	Pathlight. , 2011, , .		10
111	Second workshop on information heterogeneity and fusion in recommender systems (HetRec2011). , 2011, , .		217
112	Online Advertising Using Linguistic Knowledge. , 2011, , 143-150.		0
113	Agent-based organizational structures for ambient intelligence scenarios. Journal of Ambient Intelligence and Smart Environments, 2010, 2, 409-433.	0.8	8
114	An empirical study of requirements model understanding. , 2010, , .		11
115	Workshop on information heterogeneity and fusion in recommender systems (HetRec 2010). , 2010, , .		36
116	Social signal processing. , 2010, , .		2
117	User model on a key. , 2009, , .		2
118	Optimization of copper treatments in organic viticulture by using a web-based decision support system. Computers and Electronics in Agriculture, 2009, 68, 36-43.	3.7	36
119	Onto-clustâ€"A methodology for combining clustering analysis and ontological methods for identifying groups of comorbidities for developmental disorders. Journal of Biomedical Informatics, 2009, 42, 165-175.	2.5	10
120	Cross-representation mediation of user models. User Modeling and User-Adapted Interaction, 2009, 19, 35-63.	2.9	31
121	Addressing Challenges of Ubiquitous User Modeling: Between Mediation and Semantic Integration. Lecture Notes in Computer Science, 2009, , 1-19.	1.0	13
122	Mediation of user models for enhanced personalization in recommender systems. User Modeling and User-Adapted Interaction, 2008, 18, 245-286.	2.9	160
123	Optimization of Fire blight scouting with a decision support system based on infection risk. Computers and Electronics in Agriculture, 2008, 62, 118-127.	3.7	6
124	UbiqUM 2008. , 2008, , .		5
125	Building and using domain ontologies for learning in various domains: a semantic web-based learning perspective. International Journal of Knowledge and Learning, 2008, 4, 329.	0.1	5
126	Adaptive Retrieval of Semi-structured Data. Lecture Notes in Computer Science, 2008, , 32-41.	1.0	0

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127	Distributed collaborative filtering with domain specialization. , 2007, , .		46
128	Supporting small groups in the museum by context-aware communication services. , 2007, , .		24
129	Enhancing privacy and preserving accuracy of a distributed collaborative filtering. , 2007, , .		90
130	P2P case storage and retrieval with an unspecified ontology. Artificial Intelligence Review, 2007, 28, 227-255.	9.7	0
131	Adaptive, intelligent presentation of information for the museum visitor in PEACH. User Modeling and User-Adapted Interaction, 2007, 17, 257-304.	2.9	142
132	Analyzing Museum Visitorsâ€™ Behavior Patterns. Lecture Notes in Computer Science, 2007, , 238-246.	1.0	61
133	Cross-Domain Mediation in Collaborative Filtering. Lecture Notes in Computer Science, 2007, , 355-359.	1.0	93
134	Maximizing the Utility of Situated Public Displays. Lecture Notes in Computer Science, 2007, , 395-399.	1.0	8
135	Context Aware Communication Services in "Active Museums". , 2007, , .		0
136	Filtering search results using an optimal set of terms identified by an artificial neural network. Information Processing and Management, 2006, 42, 469-483.	5.4	16
137	Cross-Technique Mediation of User Models. Lecture Notes in Computer Science, 2006, , 21-30.	1.0	9
138	PRAW?A PRivAcy model for the Web. Journal of the Association for Information Science and Technology, 2005, 56, 159-172.	2.6	43
139	Supporting user-subjective categorization with self-organizing maps and learning vector quantization. Journal of the Association for Information Science and Technology, 2005, 56, 345-355.	2.6	7
140	Personal reporting of a museum visit as an entrypoint to future cultural experience. , 2005, , .		7
141	Entertainment Personalization Mechanism Through Cross-Domain User Modeling. Lecture Notes in Computer Science, 2005, , 215-219.	1.0	6
142	Agent Patterns for Ambient Intelligence. Lecture Notes in Computer Science, 2004, , 682-695.	1.0	6
143	Evaluating software reuse alternatives: a model and its application to an industrial case study. IEEE Transactions on Software Engineering, 2004, 30, 601-612.	4.3	42
144	Stereotype-based versus personal-based filtering rules in information filtering systems. Journal of the Association for Information Science and Technology, 2003, 54, 243-250.	2.6	12

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145	Automatic Generation of Content-Based User Profiles Compared to Rule-Based Profiles for Information Filtering. , 2003, , .		1
146	Privacy Preservation Improvement by Learning Optimal Profile Generation Rate. Lecture Notes in Computer Science, 2003, , 168-177.	1.0	10
147	Automatic keyword identification by artificial neural networks compared to manual identification by users of filtering systems. Information Processing and Management, 2001, 37, 187-198.	5.4	21
148	Automating Personal Categorization Using Artificial Neural Networks. Lecture Notes in Computer Science, 2001, , 188-198.	1.0	7
149	Limited-resource scheduling by generalized rule-based system. Knowledge-Based Systems, 1991, 4, 215-224.	4.0	5
150	On resource allocation by an expert system. Engineering Applications of Artificial Intelligence, 1990, 3, 101-109.	4.3	5
151	ISWRIC - Israeli software reuse industrial consortium project presentation and initial lessons learned. , 0, , .		2
152	Service delivery in smart environments by implicit organizations. , 0, , .		13
153	Conventional and Open Source Software Reuse at Orbotech - An Industrial Experience. , 0, , .		10
154	Using Tropos to Model Agent Based Architectures for Adaptive Systems: A Case Study in Ambient Intelligence. , 0, , .		4
155	Changes in the discourse of online hate blogs: The effect of Barack Obama's election in 2008. First Monday, 0, , .	0.6	3