

# Marco Roccetti

## List of Publications by Year in descending order

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Version: 2024-02-01

178  
papers

2,330  
citations

257101

24  
h-index

329751

37  
g-index

186  
all docs

186  
docs citations

186  
times ranked

1441  
citing authors

#	ARTICLE	IF	CITATIONS
1	An Intervehicular Communication Architecture for Safety and Entertainment. IEEE Transactions on Intelligent Transportation Systems, 2010, 11, 90-99.	4.7	133
2	Playing into the wild: A gesture-based interface for gaming in public spaces. Journal of Visual Communication and Image Representation, 2012, 23, 426-440.	1.7	74
3	Going realistic and optimal: A distributed multi-hop broadcast algorithm for vehicular safety. Computer Networks, 2011, 55, 2504-2519.	3.2	70
4	The digitization of cultural practices. Communications of the ACM, 2014, 57, 82-87.	3.3	69
5	A theory of processes with durational actions. Theoretical Computer Science, 1995, 140, 73-94.	0.5	64
6	Vehicular Congestion Detection and Short-Term Forecasting: A New Model With Results. IEEE Transactions on Vehicular Technology, 2011, 60, 2936-2948.	3.9	64
7	How Do You Quickly Choreograph Inter-Vehicular Communications? A Fast Vehicle-to-Vehicle Multi-Hop Broadcast Algorithm, Explained. , 2007, , .		62
8	Safe Driving in LA: Report from the Greatest Intervehicular Accident Detection Test Ever. IEEE Transactions on Vehicular Technology, 2013, 62, 522-535.	3.9	59
9	Attitudes of Crohn's Disease Patients: Infodemiology Case Study and Sentiment Analysis of Facebook and Twitter Posts. JMIR Public Health and Surveillance, 2017, 3, e51.	1.2	50
10	Fighting exclusion: a multimedia mobile app with zombies and maps as a medium for civic engagement and design. Multimedia Tools and Applications, 2017, 76, 4951-4979.	2.6	46
11	WWW recycling for a better world. Communications of the ACM, 2010, 53, 139-143.	3.3	44
12	Is bigger always better? A controversial journey to the center of machine learning design, with uses and misuses of big data for predicting water meter failures. Journal of Big Data, 2019, 6, .	6.9	44
13	Path 2.0: A participatory system for the generation of accessible routes. , 2010, , .		43
14	Diegetic user interfaces for virtual environments with HMDs: a user experience study with oculus rift. Journal on Multimodal User Interfaces, 2017, 11, 173-184.	2.0	43
15	Fast delivery of game events with an optimistic synchronization mechanism in massive multiplayer online games. , 2005, , .		39
16	Is a COVID-19 Second Wave Possible in Emilia-Romagna (Italy)? Forecasting a Future Outbreak with Particulate Pollution and Machine Learning. Computation, 2020, 8, 74.	1.0	39
17	What's in that magic box? The home entertainment center's special protocol potion, revealed. IEEE Transactions on Consumer Electronics, 2006, 52, 1280-1288.	3.0	38
18	Riding the Web Evolution: From Egoism to Altruism. , 2008, , .		37

#	ARTICLE	IF	CITATIONS
19	Interactivity-loss avoidance in event delivery synchronization for mirrored game architectures. IEEE Transactions on Multimedia, 2006, 8, 874-879.	5.2	36
20	Crowdsourcing Urban Accessibility: , 2015, , .		35
21	Collaborative design of software applications: the role of users. Human-centric Computing and Information Sciences, 2018, 8, .	6.1	34
22	An alternative approach to dimension reduction for pareto distributed data: a case study. Journal of Big Data, 2021, 8, 39.	6.9	32
23	Performance preorder and competitive equivalence. Acta Informatica, 1997, 34, 805-835.	0.5	31
24	TCP at last: reconsidering TCP's role for wireless entertainment centers at home. IEEE Transactions on Consumer Electronics, 2010, 56, 2233-2240.	3.0	31
25	A Cautionary Tale for Machine Learning Design: why we Still Need Human-Assisted Big Data Analysis. Mobile Networks and Applications, 2020, 25, 1075-1083.	2.2	31
26	First Responders' Crystal Ball: How to Scry the Emergency from a Remote Vehicle. Performance, Computing and Communications Conference (IPCCC), IEEE International, 2007, , .	0.0	28
27	Profiling learners with special needs for custom e-learning experiences, a closed case?. , 2007, , .		28
28	Entertainment beyond divertissement. Computers in Entertainment, 2011, 9, 1-9.	1.2	28
29	TCP Libra: Exploring RTT-Fairness for TCP. Lecture Notes in Computer Science, 2007, , 1005-1013.	1.0	28
30	Title is missing!. Multimedia Tools and Applications, 2001, 14, 23-53.	2.6	27
31	E-learning 2.0. , 2008, , .		23
32	Particulate Matter and COVID-19 Disease Diffusion in Emilia-Romagna (Italy). Already a Cold Case?. Computation, 2020, 8, 59.	1.0	23
33	Notes for a Collaboration: On the Design of a Wiki-type Educational Video Lecture Annotation System. , 2007, , .		22
34	TCP Libra: Derivation, analysis, and comparison with other RTT-fair TCPs. Computer Networks, 2010, 54, 2327-2344.	3.2	21
35	The Brave New World of Multiplayer Online Games: Synchronization Issues with Smart Solutions. , 2008, , .		20
36	A multimedia broker to support accessible and mobile learning through learning objects adaptation. ACM Transactions on Internet Technology, 2008, 8, 1-23.	3.0	20

#	ARTICLE	IF	CITATIONS
37	A Cross-Regional Analysis of the COVID-19 Spread during the 2020 Italian Vacation Period: Results from Three Computational Models Are Compared. <i>Sensors</i> , 2020, 20, 7319.	2.1	20
38	A RIO-like technique for interactivity loss-avoidance in fast-paced multiplayer online games. <i>Computers in Entertainment</i> , 2005, 3, 3-3.	1.2	19
39	An OpenWRT solution for future wireless homes. , 2010, , .		19
40	Questioning the seasonality of SARS-COV-2: a Fourier spectral analysis. <i>BMJ Open</i> , 2022, 12, e061602.	0.8	18
41	Walking under a Different Sky: Urban Colored Routes for Creative Engagement and Pleasure. <i>International Journal of Human-Computer Interaction</i> , 2017, 33, 1010-1021.	3.3	17
42	Creative testbeds for VANET research: A new methodology. , 2012, , .		16
43	Inside Chronic Autoimmune Disease Communities. , 2015, , .		16
44	An optimal 1D vehicular accidentwarning algorithm for realistic scenarios. , 2010, , .		15
45	An overview of opportunistic ad hoc communication in urban scenarios. , 2014, , .		15
46	Sensing Pollution on Online Social Networks: A Transportation Perspective. <i>Mobile Networks and Applications</i> , 2016, 21, 688-707.	2.2	15
47	Patients Reactions to Non-Invasive and Invasive Prenatal Tests: A Machine-Based Analysis from Reddit Posts. , 2018, , .		15
48	Comparing the QoS of Internet audio mechanisms via formal methods. <i>ACM Transactions on Modeling and Computer Simulation</i> , 2001, 11, 1-42.	0.6	14
49	MDTN: Mobile Delay/Disruption Tolerant Network. , 2011, , .		14
50	Unleashing the true potential of social networks: confirming infliximab medical trials through Facebook posts. <i>Network Modeling Analysis in Health Informatics and Bioinformatics</i> , 2016, 5, 1.	1.2	14
51	Walking with Geo-Zombie: A pervasive game to engage people in urban crowdsourcing. , 2016, , .		14
52	Synchronization support and group-membership services for reliable distributed multimedia applications. <i>Multimedia Systems</i> , 1997, 5, 1-22.	3.0	13
53	To live and drive in L.A.: Measurements from a real intervehicular accident alert test. , 2012, , .		13
54	NEARCHOS. Networked Archaeological Open Science: Advances in Archaeology Through Field Analytics and Scientific Community Sharing. <i>Journal of Archaeological Research</i> , 2018, 26, 447-469.	1.4	13

#	ARTICLE	IF	CITATIONS
55	AC/DC. , 2006, , .		12
56	Communities on the road: fast triggering of interactive multimedia services. Multimedia Tools and Applications, 2009, 44, 229-247.	2.6	12
57	A new traffic congestion prediction model for advanced traveler information and management systems. Wireless Communications and Mobile Computing, 2013, 13, 266-276.	0.8	12
58	Assessing the efficacy of a diegetic game interface with Oculus Rift. , 2016, , .		12
59	On the design of a word game to enhance Italian language learning. , 2016, , .		12
60	On the interpretation of the effects of the Infliximab treatment on Crohnâ€™s disease patients from Facebook posts: a human vs. machine comparison. Network Modeling Analysis in Health Informatics and Bioinformatics, 2017, 6, 1.	1.2	12
61	Intelligent and Good Machines? The Role of Domain and Context Codification. Mobile Networks and Applications, 2020, 25, 977-985.	2.2	12
62	The Farther Relay and Oracle for VANET. Preliminary results. , 2008, , .		12
63	Dealing with wireless links in the ERA of bandwidth demanding wireless home entertainment. , 2010, , .		11
64	The Prediction of Body Mass Index from Negative Affectivity through Machine Learning: A Confirmatory Study. Sensors, 2021, 21, 2361.	2.1	11
65	Reopening Italyâ€™s schools in September 2020: a Bayesian estimation of the change in the growth rate of new SARS-CoV-2 cases. BMJ Open, 2021, 11, e051458.	0.8	11
66	The New York City COVID-19 Spread in the 2020 Spring: A Study on the Potential Role of Particulate Using Time Series Analysis and Machine Learning. Applied Sciences (Switzerland), 2021, 11, 1177.	1.3	11
67	Designing human-centric software artifacts with future users: a case study. Human-centric Computing and Information Sciences, 2020, 10, .	6.1	11
68	Exploiting fashion x-commerce through the empowerment of voice in the fashion virtual reality arena. Virtual Reality, 2022, 26, 871-884.	4.1	11
69	FILA in gameland, a holistic approach to a problem of many dimensions. Computers in Entertainment, 2006, 4, 8.	1.2	10
70	An Optimistic Obsolescence-Based Approach to Event Synchronization for Massively Multiplayer Online Games. International Journal of Computers and Applications, 2007, 29, 33-43.	0.8	10
71	Combining Web Squared and serious games for crossroad accessibility. , 2011, , .		10
72	Recognizing intuitive pre-defined gestures for cultural specific interactions: An image-based approach. , 2011, , .		10

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73	A practical computer based vision system for posture and movement sensing in occupational medicine. Multimedia Tools and Applications, 2017, 76, 8109-8129.	2.6	10
74	<i>Handmade Narrations</i>. Journal on Computing and Cultural Heritage, 2017, 10, 1-17.	1.2	10
75	How to Outreach the External World from a Museum: The Case of the Marsiliâ€™s Spirit App. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2013, , 25-32.	0.2	9
76	Bringing the Wireless Internet to UMTS Devices: A Case Study with Music Distribution. Multimedia Tools and Applications, 2005, 25, 217-251.	2.6	8
77	Cooperative multimedia management for participative learning: A case study. New Review of Hypermedia and Multimedia, 2008, 14, 177-197.	0.9	8
78	Smart Access Points on the road for online gaming in vehicular networks. Entertainment Computing, 2009, 1, 17-26.	1.8	8
79	Day and night at the museum: intangible computer interfaces for public exhibitions. Multimedia Tools and Applications, 2014, 69, 1131-1157.	2.6	8
80	Some Reflections on the Potential and Limitations of Deep Learning for Automated Music Generation. , 2018, , .		8
81	Formal Performance Modelling and Evaluation of an Adaptive Mechanism for Packetised Audio over the Internet. Formal Aspects of Computing, 1998, 10, 313-337.	1.4	7
82	MHP Meets the Web: Bringing Web Contents to Digital TV for Interactive Entertainment. , 2006, , .		7
83	High Mobility in a Realistic Wireless Environment: a Mobile IP Handoff Model for NS-2. , 2007, , .		7
84	Adapting learning environments with AccessForAll. , 2009, , .		7
85	A web-based synchronized multimedia system for distance education. , 2001, , .		6
86	Web Content Search and Adaptation for IDTV: One Step Forward in the Mediamorphosis Process toward Personal-TV. Advances in Multimedia, 2007, 2007, 1-13.	0.2	6
87	On developing smart applications for VANETs: Where are we now? some insights on technical issues and open problems. , 2009, , .		6
88	Augmenting social media accessibility. , 2009, , .		6
89	On the design and player satisfaction evaluation of an immersive gestural game. , 2011, , .		6
90	Using digital fountains in future IPTV streaming platforms: a future perspective. , 2012, 50, 202-207.		6

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91	A Paradox in ML Design. , 2019, , .		6
92	Modeling patients' online medical conversations. , 2018, , .		6
93	Modelling the student in Pitagora 2.0. User Modeling and User-Adapted Interaction, 1995, 4, 233-251.	2.9	5
94	VANETS without Limitations: An Optimal Distributed Algorithm for Multi-Hop Communications. , 2009, , .		5
95	Custom E-Learning Experiences: Working with Profiles for Multiple Content Sources Access and Adaptation. Journal of Access Services, 2009, 6, 174-192.	0.4	5
96	A smart access point solution for heterogeneous flows. , 2009, , .		5
97	A Simulative Evaluation of V2V Algorithms for Road Safety and In-Car Entertainment. , 2011, , .		5
98	Efficient vehicle-to-pedestrian exchange of medical data. , 2011, , .		5
99	GPS position errors in VANETS: Their impact on a real-world accident warning system. , 2012, , .		5
100	Understanding Crohn's disease patients reaction to infliximab from facebook: A medical perspective. , 2016, , .		5
101	"di Piazza in Piazza": Reimagining cultural specific interactions for people-centered exhibitions. , 2016, , .		5
102	Using Bayesian belief networks for the automated assessment of students' knowledge of geometry problem solving procedures. Journal of Experimental and Theoretical Artificial Intelligence, 1998, 10, 145-178.	1.8	4
103	Car racing through the streets of the web. , 2005, , .		4
104	Wireless home entertainment center. , 2006, , .		4
105	First person shooters on the road: Leveraging on APs and VANETs for a quality gaming experience. , 2012, , .		4
106	On the design of an app for foreign languages incidental learning. , 2017, , .		4
107	On developing tangible interfaces for video streaming control. , 2008, , .		4
108	Managing first response medical aids with an altruistic Web application. , 2009, , .		4

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109	Potential and Limitations of Designing a Deep Learning Model for Discovering New Archaeological Sites. , 2020, , .		4
110	Game time modelling for cheating detection in P2P MOGs. , 2006, , .		3
111	WHY LAUGHING IS BETTER THAN SMILING. International Journal of Semantic Computing, 2007, 01, 497-519.	0.4	3
112	Modeling and Experimenting with Vehicular Congestion for Distributed Advanced Traveler Information Systems. Lecture Notes in Computer Science, 2010, , 1-16.	1.0	3
113	Technoculture of handcraft. , 2012, , .		3
114	Augmenting augmented reality with pairwise interactions: The case of Count Luigi Ferdinando Marsili shooting game. , 2012, , .		3
115	Supporting cultural emotional browsing for museums: The versoverdi APP. , 2013, , .		3
116	Food and gastronomic heritage: Telling a story of eyes and hands. , 2016, , .		3
117	Deep Water: Predicting Water Meter Failures Through a Human-Machine Intelligence Collaboration. Advances in Intelligent Systems and Computing, 2020, , 688-694.	0.5	3
118	A Bayesian Analysis of the Inversion of the SARS-COV-2 Case Rate in the Countries of the 2020 European Football Championship. Future Internet, 2021, 13, 212.	2.4	3
119	Reframing Haute Couture Handcraftship: How to Preserve Artisansâ€™ Abilities with Gesture Recognition. Lecture Notes in Computer Science, 2012, , 437-444.	1.0	3
120	Simulative Analysis of an Adaptive Control Mechanism for Packetized Voice Across the Internet. International Journal of Modelling and Simulation, 2001, 21, 101-106.	2.3	2
121	Living the TV revolution. , 2006, , .		2
122	On the making of an ubiquitous and altruistic application for medical first responses. , 2009, , .		2
123	Fast Multi-Hop Broadcast over Vehicular Networks: A Real Testbed Evaluation. , 2009, , .		2
124	Vehicular congestion modeling and estimation for advanced traveler information systems. , 2010, , .		2
125	Optimal assessments in VANET: The Oracle. , 2010, , .		2
126	Digital Fountains + P2P for Future IPTV Platforms: A Test-Bed Evaluation. , 2011, , .		2



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127	AREEB: Automatic REfrain extraction for ThumBnail. , 2012, , .		2
128	Mercator Atlas Robot: Bridging the Gap between Ancient Maps and Modern Travelers with Gestural Mixed Reality. , 2012, , .		2
129	On the design and run of VANET road experiments. , 2012, , .		2
130	Embedded key frame extraction in UGC scenarios. , 2013, , .		2
131	RESTful services for an innovative e-Health infrastructure: A real case study. , 2014, , .		2
132	Intelligent Synchronization for Mirrored Game Servers: A Real Case Study. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2008, 12, 132-141.	0.5	2
133	How to let gamers play in infrastructure-based vehicular networks. , 2008, , .		2
134	Exploring learnersâ€™ perceptions of the use of digital letter games for language learning: the case of Magic Word. , 2016, , 277-283.		2
135	Medical Imaging and Artificial Intelligence. SpringerBriefs in Ethics, 2020, , 81-95.	0.6	2
136	Reliability analysis of tree-based networks and its application to fault-tolerant VLSI systems. Networks, 1995, 26, 217-230.	1.6	1
137	On Securing Real-Time Speech Transmission over the Internet: An Experimental Study. Eurasip Journal on Advances in Signal Processing, 2003, 2003, 1.	1.0	1
138	Event synchronization for interactive cyberdrama generation on the web. , 2004, , .		1
139	At the Crossroads of Web and Interactive Multimedia: An Approach to Merge the Two Realms. , 2009, , .		1
140	Ensuring fair coexistence of multimedia applications in a wireless home. , 2009, , .		1
141	The Directorsâ€™ cut: a solution to collaborative multimedia management. Multimedia Tools and Applications, 2011, 53, 319-344.	2.6	1
142	From theory to reality. , 2011, , .		1
143	Video Games at the Library: A Historical Perspective. , 2011, , .		1
144	DTN content sharing among commuters. International Journal of Satellite Communications Policy and Management, 2012, 1, 138.	0.0	1

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145	Satisfying the hunger for mobile online games: Providing quality time in vehicular scenarios. , 2012, , .		1
146	All that is solid melts into bits: Advanced ICT technologies for converting fashion into museum exhibits. , 2015, , .		1
147	Intelligent machines for good?. , 2018, , .		1
148	Modeling CoVid-19 Diffusion with Intelligent Computational Techniques is not Working. What Are We Doing Wrong?. Advances in Intelligent Systems and Computing, 2021, , 479-484.	0.5	1
149	The Role of Inter-Regional Tourism in the Spread of COVID-19 in Italy during the 2020 Summer. , 2021, , .		1
150	The Influence of Atmospheric Particulate on the Second Wave of CoViD-19 Pandemic in Emilia-Romagna (Italy): Some Empirical Findings. Lecture Notes in Networks and Systems, 2022, , 983-988.	0.5	1
151	A Groupware for Pigment Identification in Cultural Heritage. The International Journal of Virtual Reality, 2019, 8, 51-56.	2.2	1
152	Entertainment Technology Transfer toward Serious Use. , 2012, , .		1
153	Dimensionality Reduction and the Strange Case of Categorical Data for Predicting Defective Water Meter Devices. Advances in Intelligent Systems and Computing, 2021, , 155-159.	0.5	1
154	QoS evaluation of IP telephony services: a specification language based simulation software tool. Systems Analysis Modelling Simulation, 2003, 43, 1747-1759.	0.1	0
155	Special issue on advances in consumer communications and networking. Multimedia Tools and Applications, 2006, 29, 209-210.	2.6	0
156	Preface to the special issue on new achievements in pervasive and interactive multimedia systems and applications. Multimedia Tools and Applications, 2008, 37, 261-262.	2.6	0
157	On SPAWC: Discussion on a Musical Signal Parser and Well-Formed Composer. , 2009, , .		0
158	A Statistical Approach to Cheating Countermeasure in P2P MOGs. , 2009, , .		0
159	FROV: a distributed broadcast protocol for VANET experimental results. , 2009, , .		0
160	Guest Editorial: Network Technologies for Emerging Broadband Multimedia Services. Journal of Visual Communication and Image Representation, 2010, 21, 75-76.	1.7	0
161	A Fast and Robust Gesture Recognition System for Exhibit Gaming Scenarios. , 2011, , .		0
162	xTrack: A Flexible Real-Time 3D Scanner for Home Computing Applications. , 2012, , .		0

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163	Listening to unanimated objects' stories for treatment and repair: A computer vision approach. , 2013, , .		0
164	Behind the scenes: Lessons learned from the greatest intervehicular accident detection test ever. , 2013, , .		0
165	Like vehicles like pedestrians, in an interconnected world. , 2013, , .		0
166	LelioSwing: Rediscovering music classics while playing in duo with Lelio Luttazzi. , 2014, , .		0
167	Everything you always wanted to know about playing a FPS game on a car. , 2014, , .		0
168	Museo Multiverso: Bridging the gap between museums and mobile platforms. , 2014, , .		0
169	Ensuring coexistence among games and downloads in multihop wireless networks. , 2015, , .		0
170	Using computer gaming models to understand the behavior of industrial machines. , 2015, , .		0
171	A blue Monday? Try walking on a yellow path. , 2017, , .		0
172	What Do Patients Tell Doctors on the Internet? Ask AI How to Valorize Online Medical Conversations. , 2019, , .		0
173	On the probabilistic mind of a robot. Journal of Future Robot Life, 2020, 1, 23-33.	0.5	0
174	The structuring of a synchronized multimedia system for Web-based distance education. ACM SIGCUE Outlook, 2001, 27, 27-35.	0.1	0
175	Adaptive Playout Buffering Schemes for IP Voice Communication. , 2009, , 30-36.		0
176	Mapping urban accessibility: gamifying the citizensâ€™ experience. EAI Endorsed Transactions on Ambient Systems, 2015, 2, 150711.	0.3	0
177	Alcune considerazioni sociotecnologiche sul Fascicolo Sanitario Elettronico, con riferimento a quello della Regione Emilia-Romagna. Salute E Societa, 2017, , 97-124.	0.0	0
178	Notes for a Collaboration: On the Design of a Wiki-type Educational Video Lecture Annotation System. , 2007, , .		0