

# 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	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
2	Exploiting fashion x-commerce through the empowerment of voice in the fashion virtual reality arena. Virtual Reality, 2022, 26, 871-884.	4.1	11
3	Questioning the seasonality of SARS-COV-2: a Fourier spectral analysis. BMJ Open, 2022, 12, e061602.	0.8	18
4	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
5	An alternative approach to dimension reduction for pareto distributed data: a case study. Journal of Big Data, 2021, 8, 39.	6.9	32
6	The Prediction of Body Mass Index from Negative Affectivity through Machine Learning: A Confirmatory Study. Sensors, 2021, 21, 2361.	2.1	11
7	Reopening Italy'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
8	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
9	The Role of Inter-Regional Tourism in the Spread of COVID-19 in Italy during the 2020 Summer. , 2021, , .		1
10	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
11	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
12	Intelligent and Good Machines? The Role of Domain and Context Codification. Mobile Networks and Applications, 2020, 25, 977-985.	2.2	12
13	Deep Water: Predicting Water Meter Failures Through a Human-Machine Intelligence Collaboration. Advances in Intelligent Systems and Computing, 2020, , 688-694.	0.5	3
14	On the probabilistic mind of a robot. Journal of Future Robot Life, 2020, 1, 23-33.	0.5	0
15	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
16	A Cross-Regional Analysis of the COVID-19 Spread during the 2020 Italian Vacation Period: Results from Three Computational Models Are Compared. Sensors, 2020, 20, 7319.	2.1	20
17	Particulate Matter and COVID-19 Disease Diffusion in Emilia-Romagna (Italy). Already a Cold Case?. Computation, 2020, 8, 59.	1.0	23
18	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

#	ARTICLE	IF	CITATIONS
19	Designing human-centric software artifacts with future users: a case study. Human-centric Computing and Information Sciences, 2020, 10, .	6.1	11
20	Medical Imaging and Artificial Intelligence. SpringerBriefs in Ethics, 2020, , 81-95.	0.6	2
21	Potential and Limitations of Designing a Deep Learning Model for Discovering New Archaeological Sites. , 2020, , .		4
22	A Paradox in ML Design. , 2019, , .		6
23	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
24	What Do Patients Tell Doctors on the Internet? Ask AI How to Valorize Online Medical Conversations. , 2019, , .		0
25	A Groupware for Pigment Identification in Cultural Heritage. The International Journal of Virtual Reality, 2019, 8, 51-56.	2.2	1
26	Patients Reactions to Non-Invasive and Invasive Prenatal Tests: A Machine-Based Analysis from Reddit Posts. , 2018, , .		15
27	Intelligent machines for good?. , 2018, , .		1
28	Some Reflections on the Potential and Limitations of Deep Learning for Automated Music Generation. , 2018, , .		8
29	NEARCHOS. Networked Archaeological Open Science: Advances in Archaeology Through Field Analytics and Scientific Community Sharing. Journal of Archaeological Research, 2018, 26, 447-469.	1.4	13
30	Collaborative design of software applications: the role of users. Human-centric Computing and Information Sciences, 2018, 8, .	6.1	34
31	Modeling patients' online medical conversations. , 2018, , .		6
32	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
33	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
34	Walking under a Different Sky: Urban Colored Routes for Creative Engagement and Pleasure. International Journal of Human-Computer Interaction, 2017, 33, 1010-1021.	3.3	17
35	<i>Handmade Narrations</i>. Journal on Computing and Cultural Heritage, 2017, 10, 1-17.	1.2	10
36	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

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37	Fighting exclusion: a multimedia mobile app with zombies and maps as a medium for civic engagement and design. <i>Multimedia Tools and Applications</i> , 2017, 76, 4951-4979.	2.6	46
38	A blue Monday? Try walking on a yellow path. , 2017, , .		0
39	On the design of an app for foreign languages incidental learning. , 2017, , .		4
40	Attitudes of Crohn's Disease Patients: Infodemiology Case Study and Sentiment Analysis of Facebook and Twitter Posts. <i>JMIR Public Health and Surveillance</i> , 2017, 3, e51.	1.2	50
41	Alcune considerazioni sociotecnologiche sul Fascicolo Sanitario Elettronico, con riferimento a quello della Regione Emilia-Romagna. <i>Salute E Societa</i> , 2017, , 97-124.	0.0	0
42	Understanding Crohn's disease patients reaction to infliximab from facebook: A medical perspective. , 2016, , .		5
43	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
44	Walking with Geo-Zombie: A pervasive game to engage people in urban crowdsourcing. , 2016, , .		14
45	"di Piazza in Piazza": Reimagining cultural specific interactions for people-centered exhibitions. , 2016, , .		5
46	Assessing the efficacy of a diegetic game interface with Oculus Rift. , 2016, , .		12
47	Food and gastronomic heritage: Telling a story of eyes and hands. , 2016, , .		3
48	On the design of a word game to enhance Italian language learning. , 2016, , .		12
49	Sensing Pollution on Online Social Networks: A Transportation Perspective. <i>Mobile Networks and Applications</i> , 2016, 21, 688-707.	2.2	15
50	Exploring learners' perceptions of the use of digital letter games for language learning: the case of Magic Word. , 2016, , 277-283.		2
51	Crowdsourcing Urban Accessibility:. , 2015, , .		35
52	All that is solid melts into bits: Advanced ICT technologies for converting fashion into museum exhibits. , 2015, , .		1
53	Inside Chronic Autoimmune Disease Communities. , 2015, , .		16
54	Ensuring coexistence among games and downloads in multihop wireless networks. , 2015, , .		0

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55	Using computer gaming models to understand the behavior of industrial machines. , 2015, , .		0
56	Mapping urban accessibility: gamifying the citizensâ€™ experience. EAI Endorsed Transactions on Ambient Systems, 2015, 2, 150711.	0.3	0
57	RESTful services for an innovative e-Health infrastructure: A real case study. , 2014, , .		2
58	LelioSwing: Rediscovering music classics while playing in duo with Lelio Luttazzi. , 2014, , .		0
59	An overview of opportunistic ad hoc communication in urban scenarios. , 2014, , .		15
60	Everything you always wanted to know about playing a FPS game on a car. , 2014, , .		0
61	Day and night at the museum: intangible computer interfaces for public exhibitions. Multimedia Tools and Applications, 2014, 69, 1131-1157.	2.6	8
62	The digitization of cultural practices. Communications of the ACM, 2014, 57, 82-87.	3.3	69
63	Museo Multiverso: Bridging the gap between museums and mobile platforms. , 2014, , .		0
64	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
65	Supporting cultural emotional browsing for museums: The versoverdi APP. , 2013, , .		3
66	Embedded key frame extraction in UGC scenarios. , 2013, , .		2
67	Listening to unanimated objects' stories for treatment and repair: A computer vision approach. , 2013, , .		0
68	Behind the scenes: Lessons learned from the greatest intervehicular accident detection test ever. , 2013, , .		0
69	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
70	Like vehicles like pedestrians, in an interconnected world. , 2013, , .		0
71	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
72	Technoculture of handcraft. , 2012, , .		3

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73	DTN content sharing among commuters. International Journal of Satellite Communications Policy and Management, 2012, 1, 138.	0.0	1
74	Creative testbeds for VANET research: A new methodology. , 2012, , .		16
75	AREEB: Automatic REfrain extraction for ThumBnail. , 2012, , .		2
76	Mercator Atlas Robot: Bridging the Gap between Ancient Maps and Modern Travelers with Gestural Mixed Reality. , 2012, , .		2
77	On the design and run of VANET road experiments. , 2012, , .		2
78	Satisfying the hunger for mobile online games: Providing quality time in vehicular scenarios. , 2012, , .		1
79	xTrack: A Flexible Real-Time 3D Scanner for Home Computing Applications. , 2012, , .		0
80	First person shooters on the road: Leveraging on APs and VANETs for a quality gaming experience. , 2012, , .		4
81	To live and drive in L.A.: Measurements from a real intervehicular accident alert test. , 2012, , .		13
82	Augmenting augmented reality with pairwise interactions: The case of Count Luigi Ferdinando Marsili shooting game. , 2012, , .		3
83	GPS position errors in VANETS: Their impact on a real-world accident warning system. , 2012, , .		5
84	Using digital fountains in future IPTV streaming platforms: a future perspective. , 2012, 50, 202-207.		6
85	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
86	Reframing Haute Couture Handcraftship: How to Preserve Artisansâ€™ Abilities with Gesture Recognition. Lecture Notes in Computer Science, 2012, , 437-444.	1.0	3
87	Entertainment Technology Transfer toward Serious Use. , 2012, , .		1
88	Combining Web Squared and serious games for crossroad accessibility. , 2011, , .		10
89	A Simulative Evaluation of V2V Algorithms for Road Safety and In-Car Entertainment. , 2011, , .		5
90	Digital Fountains + P2P for Future IPTV Platforms: A Test-Bed Evaluation. , 2011, , .		2

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91	MDTN: Mobile Delay/Disruption Tolerant Network. , 2011, , .		14
92	A Fast and Robust Gesture Recognition System for Exhibit Gaming Scenarios. , 2011, , .		0
93	Vehicular Congestion Detection and Short-Term Forecasting: A New Model With Results. IEEE Transactions on Vehicular Technology, 2011, 60, 2936-2948.	3.9	64
94	The Directorsâ€™™ cut: a solution to collaborative multimedia management. Multimedia Tools and Applications, 2011, 53, 319-344.	2.6	1
95	Going realistic and optimal: A distributed multi-hop broadcast algorithm for vehicular safety. Computer Networks, 2011, 55, 2504-2519.	3.2	70
96	From theory to reality. , 2011, , .		1
97	On the design and player satisfaction evaluation of an immersive gestural game. , 2011, , .		6
98	Efficient vehicle-to-pedestrian exchange of medical data. , 2011, , .		5
99	Recognizing intuitive pre-defined gestures for cultural specific interactions: An image-based approach. , 2011, , .		10
100	Video Games at the Library: A Historical Perspective. , 2011, , .		1
101	Entertainment beyond divertissement. Computers in Entertainment, 2011, 9, 1-9.	1.2	28
102	Guest Editorial: Network Technologies for Emerging Broadband Multimedia Services. Journal of Visual Communication and Image Representation, 2010, 21, 75-76.	1.7	0
103	TCP Libra: Derivation, analysis, and comparison with other RTT-fair TCPs. Computer Networks, 2010, 54, 2327-2344.	3.2	21
104	An OpenWRT solution for future wireless homes. , 2010, , .		19
105	WWW recycling for a better world. Communications of the ACM, 2010, 53, 139-143.	3.3	44
106	Modeling and Experimenting with Vehicular Congestion for Distributed Advanced Traveler Information Systems. Lecture Notes in Computer Science, 2010, , 1-16.	1.0	3
107	An Intervehicular Communication Architecture for Safety and Entertainment. IEEE Transactions on Intelligent Transportation Systems, 2010, 11, 90-99.	4.7	133
108	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

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109	Vehicular congestion modeling and estimation for advanced traveler information systems. , 2010, , .		2
110	Path 2.0: A participatory system for the generation of accessible routes. , 2010, , .		43
111	Dealing with wireless links in the ERA of bandwidth demanding wireless home entertainment. , 2010, , .		11
112	An optimal 1D vehicular accidentwarning algorithm for realistic scenarios. , 2010, , .		15
113	Optimal assessments in VANET: The Oracle. , 2010, , .		2
114	VANETS without Limitations: An Optimal Distributed Algorithm for Multi-Hop Communications. , 2009, , .		5
115	At the Crossroads of Web and Interactive Multimedia: An Approach to Merge the Two Realms. , 2009, , .		1
116	On developing smart applications for VANETs: Where are we now? some insights on technical issues and open problems. , 2009, , .		6
117	On the making of an ubiquitous and altruistic application for medical first responses. , 2009, , .		2
118	On SPAWC: Discussion on a Musical Signal Parser and Well-Formed Composer. , 2009, , .		0
119	Fast Multi-Hop Broadcast over Vehicular Networks: A Real Testbed Evaluation. , 2009, , .		2
120	A Statistical Approach to Cheating Countermeasure in P2P MOGs. , 2009, , .		0
121	Augmenting social media accessibility. , 2009, , .		6
122	Adapting learning environments with AccessForAll. , 2009, , .		7
123	Communities on the road: fast triggering of interactive multimedia services. Multimedia Tools and Applications, 2009, 44, 229-247.	2.6	12
124	Smart Access Points on the road for online gaming in vehicular networks. Entertainment Computing, 2009, 1, 17-26.	1.8	8
125	Ensuring fair coexistence of multimedia applications in a wireless home. , 2009, , .		1
126	FROV: a distributed broadcast protocol for VANET experimental results. , 2009, , .		0



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127	Custom E-Learning Experiences: Working with Profiles for Multiple Content Sources Access and Adaptation. <i>Journal of Access Services</i> , 2009, 6, 174-192.	0.4	5
128	A smart access point solution for heterogeneous flows. , 2009, , .		5
129	Managing first response medical aids with an altruistic Web application. , 2009, , .		4
130	Adaptive Playout Buffering Schemes for IP Voice Communication. , 2009, , 30-36.		0
131	Preface to the special issue on new achievements in pervasive and interactive multimedia systems and applications. <i>Multimedia Tools and Applications</i> , 2008, 37, 261-262.	2.6	0
132	The Brave New World of Multiplayer Online Games: Synchronization Issues with Smart Solutions. , 2008, , .		20
133	Cooperative multimedia management for participative learning: A case study. <i>New Review of Hypermedia and Multimedia</i> , 2008, 14, 177-197.	0.9	8
134	E-learning 2.0. , 2008, , .		23
135	A multimedia broker to support accessible and mobile learning through learning objects adaptation. <i>ACM Transactions on Internet Technology</i> , 2008, 8, 1-23.	3.0	20
136	Riding the Web Evolution: From Egoism to Altruism. , 2008, , .		37
137	On developing tangible interfaces for video streaming control. , 2008, , .		4
138	Intelligent Synchronization for Mirrored Game Servers: A Real Case Study. <i>Journal of Advanced Computational Intelligence and Intelligent Informatics</i> , 2008, 12, 132-141.	0.5	2
139	The Farther Relay and Oracle for VANET. Preliminary results. , 2008, , .		12
140	How to let gamers play in infrastructure-based vehicular networks. , 2008, , .		2
141	First Responders' Crystal Ball: How to Scry the Emergency from a Remote Vehicle. <i>Performance, Computing and Communications Conference (IPCCC)</i> , IEEE International, 2007, , .	0.0	28
142	How Do You Quickly Choreograph Inter-Vehicular Communications? A Fast Vehicle-to-Vehicle Multi-Hop Broadcast Algorithm, Explained. , 2007, , .		62
143	WHY LAUGHING IS BETTER THAN SMILING. <i>International Journal of Semantic Computing</i> , 2007, 01, 497-519.	0.4	3
144	An Optimistic Obsolescence-Based Approach to Event Synchronization for Massively Multiplayer Online Games. <i>International Journal of Computers and Applications</i> , 2007, 29, 33-43.	0.8	10

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145	Profiling learners with special needs for custom e-learning experiences, a closed case?. , 2007, , .		28
146	Notes for a Collaboration: On the Design of a Wiki-type Educational Video Lecture Annotation System. , 2007, , .		22
147	High Mobility in a Realistic Wireless Environment: a Mobile IP Handoff Model for NS-2. , 2007, , .		7
148	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
149	TCP Libra: Exploring RTT-Fairness for TCP. Lecture Notes in Computer Science, 2007, , 1005-1013.	1.0	28
150	Notes for a Collaboration: On the Design of a Wiki-type Educational Video Lecture Annotation System. , 2007, , .		0
151	MHP Meets the Web: Bringing Web Contents to Digital TV for Interactive Entertainment. , 2006, , .		7
152	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
153	Special issue on advances in consumer communications and networking. Multimedia Tools and Applications, 2006, 29, 209-210.	2.6	0
154	Living the TV revolution. , 2006, , .		2
155	Game time modelling for cheating detection in P2P MOCs. , 2006, , .		3
156	Wireless home entertainment center. , 2006, , .		4
157	AC/DC. , 2006, , .		12
158	FILA in gameland, a holistic approach to a problem of many dimensions. Computers in Entertainment, 2006, 4, 8.	1.2	10
159	Interactivity-loss avoidance in event delivery synchronization for mirrored game architectures. IEEE Transactions on Multimedia, 2006, 8, 874-879.	5.2	36
160	A RIO-like technique for interactivity loss-avoidance in fast-paced multiplayer online games. Computers in Entertainment, 2005, 3, 3-3.	1.2	19
161	Bringing the Wireless Internet to UMTS Devices: A Case Study with Music Distribution. Multimedia Tools and Applications, 2005, 25, 217-251.	2.6	8
162	Car racing through the streets of the web. , 2005, , .		4

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163	Fast delivery of game events with an optimistic synchronization mechanism in massive multiplayer online games. , 2005, , .		39
164	Event synchronization for interactive cyberdrama generation on the web. , 2004, , .		1
165	QoS evaluation of IP telephony services: a specification language based simulation software tool. Systems Analysis Modelling Simulation, 2003, 43, 1747-1759.	0.1	0
166	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
167	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
168	Title is missing!. Multimedia Tools and Applications, 2001, 14, 23-53.	2.6	27
169	Comparing the QoS of Internet audio mechanisms via formal methods. ACM Transactions on Modeling and Computer Simulation, 2001, 11, 1-42.	0.6	14
170	A web-based synchronized multimedia system for distance education. , 2001, , .		6
171	The structuring of a synchronized multimedia system for Web-based distance education. ACM SIGCUE Outlook, 2001, 27, 27-35.	0.1	0
172	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
173	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
174	Synchronization support and group-membership services for reliable distributed multimedia applications. Multimedia Systems, 1997, 5, 1-22.	3.0	13
175	Performance preorder and competitive equivalence. Acta Informatica, 1997, 34, 805-835.	0.5	31
176	Reliability analysis of tree-based networks and its application to fault-tolerant VLSI systems. Networks, 1995, 26, 217-230.	1.6	1
177	Modelling the student in Pitagora 2.0. User Modeling and User-Adapted Interaction, 1995, 4, 233-251.	2.9	5
178	A theory of processes with durational actions. Theoretical Computer Science, 1995, 140, 73-94.	0.5	64