

Kosmas Dimitropoulos

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7939786/publications.pdf>

Version: 2024-02-01

95
papers

2,023
citations

471509

17
h-index

361022

35
g-index

97
all docs

97
docs citations

97
times ranked

1401
citing authors

#	ARTICLE	IF	CITATIONS
1	Video fire detection – Review. , 2013, 23, 1827-1843.		216
2	A Review on Early Forest Fire Detection Systems Using Optical Remote Sensing. Sensors, 2020, 20, 6442.	3.8	211
3	Spatio-Temporal Flame Modeling and Dynamic Texture Analysis for Automatic Video-Based Fire Detection. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 339-351.	8.3	153
4	Video sensor network for real-time traffic monitoring and surveillance. IET Intelligent Transport Systems, 2010, 4, 103.	3.0	87
5	Higher Order Linear Dynamical Systems for Smoke Detection in Video Surveillance Applications. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 1143-1154.	8.3	86
6	Grading of invasive breast carcinoma through Grassmannian VLAD encoding. PLoS ONE, 2017, 12, e0185110.	2.5	80
7	Fire Detection from Images Using Faster R-CNN and Multidimensional Texture Analysis. , 2019, , .		67
8	Early Fire Detection Based on Aerial 360-Degree Sensors, Deep Convolution Neural Networks and Exploitation of Fire Dynamic Textures. Remote Sensing, 2020, 12, 3177.	4.0	62
9	SIGN LANGUAGE RECOGNITION BASED ON HAND AND BODY SKELETAL DATA. , 2018, , .		56
10	A Multimodal Approach for the Safeguarding and Transmission of Intangible Cultural Heritage: The Case of i-Treasures. IEEE Intelligent Systems, 2018, 33, 3-16.	4.0	53
11	Wood species recognition through multidimensional texture analysis. Computers and Electronics in Agriculture, 2018, 144, 241-248.	7.7	52
12	Continuous Sign Language Recognition Through Cross-Modal Alignment of Video and Text Embeddings in a Joint-Latent Space. IEEE Access, 2020, 8, 91170-91180.	4.2	38
13	Multimodal Student Engagement Recognition in Prosocial Games. IEEE Transactions on Games, 2018, 10, 292-303.	1.4	35
14	5D Modelling: An Efficient Approach for Creating Spatiotemporal Predictive 3D Maps of Large-Scale Cultural Resources. ISPRS Annals of the Photogrammetry, Remote Sensing and Spatial Information Sciences, 0, II-5/W3, 61-68.	0.0	35
15	Intangible Cultural Heritage and New Technologies: Challenges and Opportunities for Cultural Preservation and Development. , 2017, , 129-158.		34
16	Artificial Intelligence Technologies for Sign Language. Sensors, 2021, 21, 5843.	3.8	34
17	A Deep Learning Approach for Analyzing Video and Skeletal Features in Sign Language Recognition. , 2018, , .		31
18	A Comprehensive Study on Deep Learning-Based 3D Hand Pose Estimation Methods. Applied Sciences (Switzerland), 2020, 10, 6850.	2.5	31

#	ARTICLE	IF	CITATIONS
19	Classification of Multidimensional Time-Evolving Data Using Histograms of Grassmannian Points. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 892-905.	8.3	29
20	Multimodal affective state recognition in serious games applications. , 2016, , .		28
21	A Game-like Application for Dance Learning Using a Natural Human Computer Interface. Lecture Notes in Computer Science, 2015, , 472-482.	1.3	26
22	Continuous Sign Language Recognition through a Context-Aware Generative Adversarial Network. Sensors, 2021, 21, 2437.	3.8	26
23	Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2018, , 1-13.		26
24	A survey on AI nutrition recommender systems. , 2019, , .		23
25	Aircraft detection and tracking using intelligent cameras. , 2005, , .		20
26	An adaptive framework for the creation of exergames for intangible cultural heritage (ICH) education. Journal of Computers in Education, 2019, 6, 417-450.	8.3	20
27	Real time video fire detection using spatio-temporal consistency energy. , 2013, , .		19
28	LDS-Inspired Residual Networks. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 2363-2375.	8.3	19
29	Flame Detection for Video-based Early Fire Warning Systems and 3D Visualization of Fire Propagation. , 2012, , .		19
30	Using Intelligent Digital Cameras to Monitor Aerodrome Surface Traffic. IEEE Intelligent Systems, 2005, 20, 76-81.	4.0	17
31	Automated detection and classification of nuclei in PAX5 and H&E-stained tissue sections of follicular lymphoma. Signal, Image and Video Processing, 2017, 11, 145-153.	2.7	16
32	Cross-modal Variational Alignment of Latent Spaces. , 2020, , .		16
33	Intelligent traffic monitoring and surveillance with multiple cameras. , 2008, , .		15
34	Multi-lead ECG signal analysis for myocardial infarction detection and localization through the mapping of Grassmannian and Euclidean features into a common Hilbert space. Biomedical Signal Processing and Control, 2019, 52, 111-119.	5.7	14
35	Recurrent neural network pruning using dynamical systems and iterative fine-tuning. Neural Networks, 2021, 143, 475-488.	5.9	14
36	Multi-sensor Technology and Fuzzy Logic for Dancerâ€™s Motion Analysis and Performance Evaluation within a 3D Virtual Environment. Lecture Notes in Computer Science, 2014, , 379-390.	1.3	14

#	ARTICLE	IF	CITATIONS
37	Body Motion Analysis for Emotion Recognition in Serious Games. Lecture Notes in Computer Science, 2016, , 33-42.	1.3	14
38	Validation of a Deep Learning System for the Full Automation of Bite and Meal Duration Analysis of Experimental Meal Videos. Nutrients, 2020, 12, 209.	4.1	14
39	Serious games as a means for holistically supporting Parkinson's Disease patients: The i-PROGNOSIS personalized game suite framework. , 2017, , .		13
40	Selective 4D modelling framework for spatial-temporal land information management system. , 2015, , .		12
41	The i-Treasures Intangible Cultural Heritage dataset. , 2016, , .		12
42	Using adaptive neuro-fuzzy inference systems for the detection of centroblasts in microscopic images of follicular lymphoma. Signal, Image and Video Processing, 2014, 8, 33-40.	2.7	11
43	Innovative Parkinson's Disease Patients' Motor Skills Assessment: The i-PROGNOSIS Paradigm. Frontiers in Computer Science, 2020, 2, .	2.8	11
44	Assistive HCI-Serious Games Co-design Insights: The Case Study of i-PROGNOSIS Personalized Game Suite for Parkinson's Disease. Frontiers in Psychology, 2020, 11, 612835.	2.1	11
45	Learning prosocial skills through multiadaptive games: a case study. Journal of Computers in Education, 2019, 6, 167.	8.3	10
46	Skeleton-Based Action Recognition Based on Deep Learning and Grassmannian Pyramids. , 2018, , .		9
47	PeRsOnalised nutriTion for hEalthy livINg: The PROTEIN project. Nutrition Bulletin, 2021, 46, 77-87.	1.8	9
48	Unsupervised Dance Motion Patterns Classification from Fused Skeletal Data Using Exemplar-Based HMMs. International Journal of Heritage in the Digital Era, 2015, 4, 209-220.	0.5	8
49	Designing Serious Games for ICH education. , 2015, , .		8
50	Experimental study of skeleton tracking abilities from microsoft kinect non-frontal views. , 2015, , .		8
51	Active and healthy ageing for Parkinson's disease patients' support: A user's perspective within the i-PROGNOSIS framework. , 2016, , .		8
52	3D Technologies and Applications in Sign Language. Advances in Multimedia and Interactive Technologies Book Series, 2020, , 50-78.	0.2	8
53	Video and Signal Based Surveillance for Airport Applications. , 2009, , .		7
54	Detection of centroblasts in H&E stained images of follicular lymphoma. , 2014, , .		7

#	ARTICLE	IF	CITATIONS
55	On Supporting Parkinson's Disease Patients: The i-Prognosis Personalized Game Suite Design Approach. , 2017, , .		7
56	Motion analysis of Parkinson diseased patients using a video game approach. , 2019, , .		7
57	Extracting Dynamics from Multi-dimensional Time-evolving Data using a Bag of Higher-order Linear Dynamical Systems. , 2016, , .		7
58	Video System for Surface Movement Surveillance at Airports. Journal of Intelligent Transportation Systems: Technology, Planning, and Operations, 2007, 11, 169-180.	4.2	6
59	Finger musical gesture recognition in 3D space without any tangible instrument for performing arts. International Journal of Arts and Technology, 2015, 8, 11.	0.1	6
60	Flame Detection for Video-Based Early Fire Warning for the Protection of Cultural Heritage. Lecture Notes in Computer Science, 2012, , 378-387.	1.3	6
61	Exploring the prosociality domains of trust and cooperation, through single and cooperative digital gameplay in Path of Trust.. International Journal of Serious Games, 2016, 3, .	1.1	6
62	ISMAEL - Reliable Eyes for Air Traffic Controllers at Airports. , 2006, , .		5
63	Morphological and textural analysis of centroblasts in low-thickness sliced tissue biopsies of follicular lymphoma. , 2014, 2014, 3374-7.		5
64	An adaptive framework for the creation of bodymotion-based games. , 2017, , .		5
65	Towards Real-time Generalized Ergonomic Risk Assessment for the Prevention of Musculoskeletal Disorders. , 2021, , .		5
66	Users' Perspective on the AI-Based Smartphone PROTEIN App for Personalized Nutrition and Healthy Living: A Modified Technology Acceptance Model (mTAM) Approach. Frontiers in Nutrition, 0, 9, .	3.7	5
67	Safe airport operation based on innovative magnetic detector system. IET Intelligent Transport Systems, 2009, 3, 236.	3.0	4
68	Improved 3D video synthesis combining graph cuts and chroma key technology. , 2010, , .		4
69	Neural Network Compression Using Higher-Order Statistics and Auxiliary Reconstruction Losses. , 2020, , .		4
70	Magnetic signal processing & analysis for airfield traffic surveillance. IEEE Aerospace and Electronic Systems Magazine, 2008, 23, 21-27.	1.3	3
71	Intelligent invariance techniques for music gesture recognition based on skin modelling. , 2011, , .		3
72	Motion Analysis on Depth Camera Data to Quantify Parkinsonâ€™s Disease Patientsâ€™ Motor Status Within the Framework of I-Prognosis Personalized Game Suite. , 2020, , .		3

#	ARTICLE	IF	CITATIONS
73	Traffic Monitoring using Multiple Cameras, Homographies and Multi-Hypothesis Tracking. , 2007, , .		2
74	3D content generation for autostereoscopic displays. , 2009, , .		2
75	Offline and online adaptation in prosocial games. , 2017, , .		2
76	3D Hand Pose Estimation via aligned latent space injection and kinematic losses. , 2021, , .		2
77	Editorial: Artificial Intelligence and Human Movement in Industries and Creation. Frontiers in Robotics and AI, 2021, 8, 712521.	3.2	2
78	A Deep Network for Automatic Video-Based Food Bite Detection. Lecture Notes in Computer Science, 2019, , 586-595.	1.3	2
79	Innovative interventions for Parkinson's disease patients using iPrognosis games. , 2020, , .		2
80	Developing accessibility multimedia services. , 2020, , .		2
81	The suitability of dietary recommendations suggested By artificial intelligence technology via a novel personalised nutrition mobile application. Proceedings of the Nutrition Society, 2022, 81, .	1.0	2
82	Earth observations for complementing vegetation definition and distribution: An example for fire propagation. , 2011, , .		1
83	Video-Based FLame Detection for the Protection of Cultural Heritage. International Journal of Heritage in the Digital Era, 2013, 2, 23-47.	0.5	1
84	Classification of Nuclei in Follicular Lyphoma Tissue Sections Using Different Stains and Bayesian Networks. IFMBE Proceedings, 2016, , 234-238.	0.3	1
85	Designing Web-Based Educational Virtual Reality Environments. , 0, , 157-178.		1
86	NAct: The Nutrition & Activity Ontology for Healthy Living. Frontiers in Artificial Intelligence and Applications, 2021, , .	0.3	1
87	Robo-cook's Path: An online multiplayer board dietary game. , 2022, , .		1
88	Improved depth field estimation for autostereoscopic 3D-TV based on graph-cuts. , 2010, , .		0
89	Interactive mobile application, web technologies and fire simulations in the service of forest fire volunteers. , 2014, , .		0
90	ProsocialLearn: A Prosocial Games Marketplace. , 2018, , .		0

#	ARTICLE	IF	CITATIONS
91	A Cross-Modal Variational Framework For Food Image Analysis. , 2020, , .		0
92	Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2019, , 1-13.		0
93	Session details: AGENT workshop: Multimodal signal sensing and analysis for assistive environments for improving quality-of-life workshop. , 2019, , .		0
94	Session details: AGENT: The 2nd International Workshop on Multimodal SiGnal Sensing/Analysis, Innovative Interactive Environments and PersoNalized Behavioral Modeling for Improving QualiTy-of-Life. , 2020, , .		0
95	Multi-modal Variational Faster R-CNN for Improved Visual Object Detection in Manufacturing. , 2021, , .		0