Kosmas Dimitropoulos

List of Publications by Year
in descending order

95	2,023	471509 17	361022 35
papers	citations	h-index	g-index

97	97	97	1401
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	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
2	Robo-cook's Path: An online multiplayer board dietary game. , 2022, , .		1
3	PeRsOnalised nutriTion for hEalthy livINg: The PROTEIN project. Nutrition Bulletin, 2021, 46, 77-87.	1.8	9
4	Continuous Sign Language Recognition through a Context-Aware Generative Adversarial Network. Sensors, 2021, 21, 2437.	3.8	26
5	Towards Real-time Generalized Ergonomic Risk Assessment for the Prevention of Musculoskeletal Disorders. , 2021, , .		5
6	3D Hand Pose Estimation via aligned latent space injection and kinematic losses. , 2021, , .		2
7	Editorial: Artificial Intelligence and Human Movement in Industries and Creation. Frontiers in Robotics and AI, 2021, 8, 712521.	3.2	2
8	Artificial Intelligence Technologies for Sign Language. Sensors, 2021, 21, 5843.	3.8	34
9	Recurrent neural network pruning using dynamical systems and iterative fine-tuning. Neural Networks, 2021, 143, 475-488.	5.9	14
10	Multi-modal Variational Faster R-CNN for Improved Visual Object Detection in Manufacturing. , 2021, , .		0
11	NAct: The Nutrition & Activity Ontology for Healthy Living. Frontiers in Artificial Intelligence and Applications, 2021, , .	0.3	1
12	A Comprehensive Study on Deep Learning-Based 3D Hand Pose Estimation Methods. Applied Sciences (Switzerland), 2020, 10, 6850.	2.5	31
13	Innovative Parkinson's Disease Patients' Motor Skills Assessment: The i-PROGNOSIS Paradigm. Frontiers in Computer Science, 2020, 2, .	2.8	11
14	A Review on Early Forest Fire Detection Systems Using Optical Remote Sensing. Sensors, 2020, 20, 6442.	3.8	211
15	Neural Network Compression Using Higher-Order Statistics and Auxiliary Reconstruction Losses. , 2020, , .		4
16	Cross-modal Variational Alignment of Latent Spaces. , 2020, , .		16
17	A Cross-Modal Variational Framework For Food Image Analysis. , 2020, , .		0
18	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

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19	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
20	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
21	Assistive HCI-Serious Games Co-design Insights: The Case Study of i-PROGNOSIS Personalized Game Suite for Parkinsonâ€™s Disease. Frontiers in Psychology, 2020, 11, 612835.	2.1	11
22	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
23	3D Technologies and Applications in Sign Language. Advances in Multimedia and Interactive Technologies Book Series, 2020, , 50-78.	0.2	8
24	Innovative interventions for Parkinson's disease patients using iPrognosis games. , 2020, , .		2
25	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
26	Developing accessibility multimedia services. , 2020, , .		2
27	LDS-Inspired Residual Networks. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 2363-2375.	8.3	19
28	Fire Detection from Images Using Faster R-CNN and Multidimensional Texture Analysis. , 2019, , .		67
29	Motion analysis of Parkinson diseased patients using a video game approach. , 2019, , .		7
30	A survey on AI nutrition recommender systems. , 2019, , .		23
31	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
32	Learning prosocial skills through multiadaptive games: a case study. Journal of Computers in Education, 2019, 6, 167.	8.3	10
33	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
34	A Deep Network for Automatic Video-Based Food Bite Detection. Lecture Notes in Computer Science, 2019, , 586-595.	1.3	2
35	Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2019, , 1-13.		0
36	Session details: AGENT workshop: Multimodal signal sensing and analysis for assistive environments for improving quality-of-life workshop. , 2019, , .		0

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37	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
38	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
39	Wood species recognition through multidimensional texture analysis. Computers and Electronics in Agriculture, 2018, 144, 241-248.	7.7	52
40	Multimodal Student Engagement Recognition in Prosocial Games. IEEE Transactions on Games, 2018, 10, 292-303.	1.4	35
41	Skeleton-Based Action Recognition Based on Deep Learning and Grassmannian Pyramids. , 2018, , .		9
42	SIGN LANGUAGE RECOGNITION BASED ON HAND AND BODY SKELETAL DATA. , 2018, , .		56
43	A Deep Learning Approach for Analyzing Video and Skeletal Features in Sign Language Recognition. , 2018, , .		31
44	ProsocialLearn: A Prosocial Games Marketplace. , 2018, , .		0
45	Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2018, , 1-13.		26
46	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
47	Intangible Cultural Heritage and New Technologies: Challenges and Opportunities for Cultural Preservation and Development. , 2017, , 129-158.		34
48	Serious games as a means for holistically supporting Parkinson's Disease patients: The i-PROGNOSIS personalized game suite framework. , 2017, , .		13
49	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
50	Offline and online adaptation in prosocial games. , 2017, , .		2
51	An adaptive framework for the creation of bodymotion-based games. , 2017, , .		5
52	Grading of invasive breast carcinoma through Grassmannian VLAD encoding. PLoS ONE, 2017, 12, e0185110.	2.5	80
53	On Supporting Parkinson's Disease Patients: The i-Prognosis Personalized Game Suite Design Approach. , 2017, , .		7
54	The i-Treasures Intangible Cultural Heritage dataset. , 2016, , .		12

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55	Active and healthy ageing for Parkinson's disease patients' support: A user's perspective within the i-PROGNOSIS framework. , 2016, , .		8
56	Multimodal affective state recognition in serious games applications. , 2016, , .		28
57	Classification of Nuclei in Follicular Lyphoma Tissue Sections Using Different Stains and Bayesian Networks. IFMBE Proceedings, 2016, , 234-238.	0.3	1
58	Body Motion Analysis for Emotion Recognition in Serious Games. Lecture Notes in Computer Science, 2016, , 33-42.	1.3	14
59	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
60	Extracting Dynamics from Multi-dimensional Time-evolving Data using a Bag of Higher-order Linear Dynamical Systems. , 2016, , .		7
61	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
62	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
63	Designing Serious Games for ICH education. , 2015, , .		8
64	Experimental study of skeleton tracking abilities from microsoft kinect non-frontal views. , 2015, , .		8
65	A Game-like Application for Dance Learning Using a Natural Human Computer Interface. Lecture Notes in Computer Science, 2015, , 472-482.	1.3	26
66	Selective 4D modelling framework for spatial-temporal land information management system. , 2015, , .		12
67	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
68	Interactive mobile application, web technologies and fire simulations in the service of forest fire volunteers. , 2014, , .		0
69	Morphological and textural analysis of centroblasts in low-thickness sliced tissue biopsies of follicular lymphoma. , 2014, 2014, 3374-7.		5
70	Detection of centroblasts in H&E stained images of follicular lymphoma. , 2014, , .		7
71	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
72	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

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73	Real time video fire detection using spatio-temporal consistency energy. , 2013, , .		19
74	Video fire detection â€“ Review. , 2013, 23, 1827-1843.		216
75	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
76	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
77	Flame Detection for Video-based Early Fire Warning Systems and 3D Visualization of Fire Propagation. , 2012, , .		19
78	Earth observations for complementing vegetation definition and distribution: An example for fire propagation. , 2011, , .		1
79	Intelligent invariance techniques for music gesture recognition based on skin modelling. , 2011, , .		3
80	Video sensor network for real-time traffic monitoring and surveillance. IET Intelligent Transport Systems, 2010, 4, 103.	3.0	87
81	Improved depth field estimation for autostereoscopic 3D-TV based on graph-cuts. , 2010, , .		0
82	Improved 3D video synthesis combining graph cuts and chroma key technology. , 2010, , .		4
83	Video and Signal Based Surveillance for Airport Applications. , 2009, , .		7
84	3D content generation for autostereoscopic displays. , 2009, , .		2
85	Safe airport operation based on innovative magnetic detector system. IET Intelligent Transport Systems, 2009, 3, 236.	3.0	4
86	Intelligent traffic monitoring and surveillance with multiple cameras. , 2008, , .		15
87	Magnetic signal processing & analysis for airfield traffic surveillance. IEEE Aerospace and Electronic Systems Magazine, 2008, 23, 21-27.	1.3	3
88	Video System for Surface Movement Surveillance at Airports. Journal of Intelligent Transportation Systems: Technology, Planning, and Operations, 2007, 11, 169-180.	4.2	6
89	Traffic Monitoring using Multiple Cameras, Homographies and Multi-Hypothesis Tracking. , 2007, , .		2
90	ISMAEL - Reliable Eyes for Air Traffic Controllers at Airports. , 2006, , .		5

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91	Using Intelligent Digital Cameras to Monitor Aerodrome Surface Traffic. IEEE Intelligent Systems, 2005, 20, 76-81.	4.0	17
92	Aircraft detection and tracking using intelligent cameras. , 2005, , .		20
93	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
94	Designing Web-Based Educational Virtual Reality Environments. , 0, , 157-178.		1
95	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