

Pablo S Cesar

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8020171/publications.pdf>

Version: 2024-02-01

186
papers

2,787
citations

516710

16
h-index

330143

37
g-index

188
all docs

188
docs citations

188
times ranked

1308
citing authors

#	ARTICLE	IF	CITATIONS
1	Emerging MPEG Standards for Point Cloud Compression. IEEE Journal on Emerging and Selected Topics in Circuits and Systems, 2019, 9, 133-148.	3.6	408
2	Design, Implementation, and Evaluation of a Point Cloud Codec for Tele-Immersive Video. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 828-842.	8.3	281
3	Usages of the Secondary Screen in an Interactive Television Environment: Control, Enrich, Share, and Transfer Television Content. Lecture Notes in Computer Science, 2008, , 168-177.	1.3	114
4	The implications of program genres for the design of social television systems. , 2008, , .		66
5	Are we in sync?. , 2011, , .		51
6	Social television and user interaction. Computers in Entertainment, 2008, 6, 1-10.	1.1	50
7	Delivering stable high-quality video. , 2016, , .		50
8	Past, present, and future of social TV: A categorization. , 2011, , .		49
9	Measuring and Understanding Photo Sharing Experiences in Social Virtual Reality. , 2019, , .		48
10	A Color-Based Objective Quality Metric for Point Cloud Contents. , 2020, , .		47
11	Enhancing social sharing of videos. , 2008, , .		46
12	The Evolution of TV Systems, Content, and Users Toward Interactivity. Foundations and Trends in Human-Computer Interaction, 2007, 2, 373-95.	2.9	45
13	Sensing a live audience. , 2014, , .		44
14	Fragment, tag, enrich, and send. ACM Transactions on Multimedia Computing, Communications and Applications, 2009, 5, 1-27.	4.3	43
15	A Reduced Reference Metric for Visual Quality Evaluation of Point Cloud Contents. IEEE Signal Processing Letters, 2020, 27, 1660-1664.	3.6	40
16	Proxemics and Social Interactions in an Instrumented Virtual Reality Workshop. , 2021, , .		39
17	Enabling Composition-Based Video-Conferencing for the Home. IEEE Transactions on Multimedia, 2011, 13, 869-881.	7.2	38
18	Automatic generation of video narratives from shared UGC. , 2011, , .		35

#	ARTICLE	IF	CITATIONS
19	Distributed Liveness. , 2016, , .		34
20	Towards Individual QoE for Multiparty Videoconferencing. IEEE Transactions on Multimedia, 2018, 20, 1781-1795.	7.2	31
21	Experiencing Virtual Reality Together. , 2018, , .		30
22	Leveraging user impact: an architecture for secondary screens usage in interactive television. Multimedia Systems, 2009, 15, 127-142.	4.7	29
23	RCEA: Real-time, Continuous Emotion Annotation for Collecting Precise Mobile Video Ground Truth Labels. , 2020, , .		29
24	CorrNet: Fine-Grained Emotion Recognition for Video Watching Using Wearable Physiological Sensors. Sensors, 2021, 21, 52.	3.8	29
25	HUMAN4D: A Human-Centric Multimodal Dataset for Motions and Immersive Media. IEEE Access, 2020, 8, 176241-176262.	4.2	28
26	An emergent role for TV in social communication. , 2009, , .		27
27	Experiments with Distributed Theatre. IEEE MultiMedia, 2015, 22, 4-9.	1.7	27
28	Creating and sharing personalized time-based annotations of videos on the web. , 2010, , .		26
29	Subjective Evaluation of Visual Quality and Simulator Sickness of Short 360 [°] Videos: ITU-T Rec. P.919. IEEE Transactions on Multimedia, 2022, 24, 3087-3100.	7.2	25
30	ThermalWear: Exploring Wearable On-chest Thermal Displays to Augment Voice Messages with Affect. , 2020, , .		23
31	Interactivity and user participation in the television lifecycle. , 2008, , .		22
32	From IPTV to synchronous shared experiences challenges in design: Distributed media synchronization. Signal Processing: Image Communication, 2011, 26, 370-377.	3.2	22
33	Digital TV. , 2012, , .		21
34	A pipeline for multiparty volumetric video conferencing. , 2020, , .		21
35	User Centered Adaptive Streaming of Dynamic Point Clouds with Low Complexity Tiling. , 2020, , .		21
36	Standards for multi-stream and multi-device media synchronization. , 2016, 54, 16-21.		20

#	ARTICLE	IF	CITATIONS
37	A 3D tele-immersion system based on live captured mesh geometry. , 2013, , .		19
38	Enabling Geometry-Based 3-D Tele-Immersion With Fast Mesh Compression and Linear Rateless Coding. IEEE Transactions on Multimedia, 2014, 16, 1809-1820.	7.2	19
39	Improving Video Quality in Crowded Networks Using a DANE. , 2017, , .		18
40	4G/LTE channel quality reference signal trace data set. , 2018, , .		18
41	Multimedia adaptation in ubiquitous environments. , 2008, , .		17
42	Creating personalized memories from social events. , 2011, , .		15
43	Modeling Stability and Bitrate of Network-Assisted HTTP Adaptive Streaming Players. , 2015, , .		15
44	The Influence of Interactivity Patterns on the Quality of Experience in Multi-party Video-mediated Conversations under Symmetric Delay Conditions. , 2014, , .		14
45	RCEA-360VR: Real-time, Continuous Emotion Annotation in 360° VR Videos for Collecting Precise Viewport-dependent Ground Truth Labels. , 2021, , .		14
46	Online video and interactive TV experiences. Interactions, 2015, 22, 32-37.	1.0	14
47	The ambulant annotator. , 2006, , .		13
48	Enabling 'togetherness' in high-quality domestic video. , 2012, , .		13
49	A QoE testbed for socially-aware video-mediated group communication. , 2013, , .		13
50	Watching Videos Together in Social Virtual Reality: An Experimental Study on User's QoE. , 2019, , .		13
51	Social VR: A New Medium for Remote Communication and Collaboration. , 2021, , .		13
52	An architecture for viewer-side enrichment of TV content. , 2006, , .		12
53	"Let me comment on your video". , 2012, , .		12
54	Design, development and assessment of control schemes for IDMS in a standardized RTCP-based solution. Computer Networks, 2014, 70, 240-259.	5.1	12

#	ARTICLE	IF	CITATIONS
55	MP3DG-PCC, Open Source Software Framework for Implementation and Evaluation of Point Cloud Compression. , 2016, , .		12
56	A New Production Platform for Authoring Object-based Multiscreen TV Viewing Experiences. , 2018, , .		12
57	CWIPC-SXR. , 2021, , .		12
58	Benefits of structured multimedia documents in IDTV. , 2006, , .		11
59	A model for editing operations on active temporal multimedia documents. , 2010, , .		11
60	Socially-aware multimedia authoring. ACM Transactions on Multimedia Computing, Communications and Applications, 2013, 9, 1-23.	4.3	11
61	Asymmetric delay in video-mediated group discussions. , 2014, , .		11
62	A QoE study of different stream and layout configurations in video conferencing under limited network conditions. , 2015, , .		11
63	Investigating the Relationship between Momentary Emotion Self-reports and Head and Eye Movements in HMD-based 360° VR Video Watching. , 2021, , .		11
64	CakeVR: A Social Virtual Reality (VR) Tool for Co-designing Cakes. , 2021, , .		11
65	Designing a Social VR Clinic for Medical Consultations. , 2020, , .		11
66	Understanding and Designing Avatar Biosignal Visualizations for Social Virtual Reality Entertainment. , 2022, , .		11
67	A graphics architecture for high-end interactive television terminals. ACM Transactions on Multimedia Computing, Communications and Applications, 2006, 2, 343-357.	4.3	10
68	An Architecture for Non-intrusive User Interfaces for Interactive Digital Television. , 2007, , 11-20.		10
69	Social VR: A New Medium for Remote Communication and Collaboration. , 2020, , .		10
70	Towards socialVR: evaluating a novel technology for watching videos together. Virtual Reality, 2022, 26, 1593-1613.	6.1	10
71	Intelligent Multimedia Presentation in Ubiquitous Multidevice Scenarios. IEEE MultiMedia, 2010, 17, 52-63.	1.7	9
72	Video mediated social interaction between groups: System requirements and technology challenges. Telematics and Informatics, 2011, 28, 251-270.	5.8	9

#	ARTICLE	IF	CITATIONS
73	Tangible Air. , 2017, , .		9
74	Generative RGB-D Face Completion for Head-Mounted Display Removal. , 2021, , .		9
75	A Distributed Theatre Experiment with Shakespeare. , 2015, , .		9
76	On the impact of VR assessment on the quality of experience of highly realistic digital humans. Quality and User Experience, 2022, 7, .	3.9	9
77	Just-in-time personalized video presentations. , 2012, , .		8
78	Toward Connected Shared Experiences. Computer, 2014, 47, 86-89.	1.1	8
79	Measuring Audience Responses of Video Advertisements using Physiological Sensors. , 2015, , .		8
80	1Mbps is enough: Video quality and individual idiosyncrasies in multiparty HD video-conferencing. , 2016, , .		8
81	An SDN Architecture for Privacy-Friendly Network-Assisted DASH. ACM Transactions on Multimedia Computing, Communications and Applications, 2017, 13, 1-22.	4.3	8
82	The Play Is a Hit. , 2017, , .		8
83	The contrast effect: QoE of mixed video-qualities at the same time. Quality and User Experience, 2018, 3, 1.	3.9	8
84	Designing Real-time, Continuous Emotion Annotation Techniques for 360° VR Videos. , 2020, , .		8
85	Evaluating the user Experience of a Photorealistic Social VR Movie. , 2021, , .		8
86	An efficient, streamable text format for multimedia captions and subtitles. , 2007, , .		7
87	A model for evaluating sharing policies for network-assisted HTTP adaptive streaming. Computer Networks, 2016, 109, 234-245.	5.1	7
88	CWI-ADE2016 Dataset. , 2017, , .		7
89	Designing an Object-based Preproduction Tool for Multiscreen TV Viewing. , 2018, , .		7
90	CorrFeat: Correlation-based Feature Extraction Algorithm using Skin Conductance and Pupil Diameter for Emotion Recognition. , 2019, , .		7

#	ARTICLE	IF	CITATIONS
91	From One to Many Boxes: Mobile Devices as Primary and Secondary Screens. Human-computer Interaction Series, 2010, , 327-348.	0.6	7
92	Managing Personal Communication Environments in Next Generation Service Platforms. , 2007, , .		6
93	Adding dynamic visual manipulations to declarative multimedia documents. , 2009, , .		6
94	Forward to the theme issue on interactive experiences for television and online video. Personal and Ubiquitous Computing, 2015, 19, 741-742.	2.8	6
95	Quantifying audience experience in the wild: Heuristics for developing and deploying a biosensor infrastructure in theaters. , 2016, , .		6
96	Co-present and remote audience experiences: intensity and cohesion. Multimedia Tools and Applications, 2017, 76, 5573-5606.	3.9	6
97	Multi-Screen Director. , 2017, , .		6
98	Instrumental Assessment of Near-end Perceived Listening Effort. , 0, , .		6
99	From Photos to Memories: A User-Centric Authoring Tool for Telling Stories with Your Photos. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2010, , 13-20.	0.3	6
100	From IPTV services to shared experiences: Challenges in architecture design. , 2010, , .		5
101	Beyond the playlist: seamless playback of structured video clips. IEEE Transactions on Consumer Electronics, 2010, 56, 1495-1501.	3.6	5
102	Accurate and low-delay seeking within and across mash-ups of highly-compressed videos. , 2011, , .		5
103	Influence of Narrative Elements on User Behaviour in Photorealistic Social VR. , 2021, , .		5
104	Social Interaction Design for Online Video and Television. , 2017, , 1157-1193.		5
105	Do we react in the same manner?. , 2014, , .		4
106	Mitigating problems in video-mediated group discussions. , 2014, , .		4
107	Social Multimedia and Storytelling [Guest editors' introduction]. IEEE MultiMedia, 2015, 22, 10-13.	1.7	4
108	Network support for social 3-D immersive tele-presence with highly realistic natural and synthetic avatar users. , 2015, , .		4

#	ARTICLE	IF	CITATIONS
109	Enhancement Layer Inter Frame Coding for 3D Dynamic Point Clouds. , 2018, , .		4
110	DeepSleep. , 2019, , .		4
111	AC-WGAN-GP: Augmenting ECG and GSR Signals using Conditional Generative Models for Arousal Classification. , 2021, , .		4
112	Delivering Interactive Multimedia Services in Dynamic Pervasive Computing Environments. , 2008, , .		4
113	Annotation Tool for Precise Emotion Ground Truth Label Acquisition while Watching 360° VR Videos. , 2020, , .		4
114	Multimodal-Based and Aesthetic-Guided Narrative Video Summarization. IEEE Transactions on Multimedia, 2023, 25, 4894-4908.	7.2	4
115	Enabling Pro-Active User-Centered Recommender Systems: An Initial Evaluation. , 2007, , .		3
116	Enhancing social communication between groups. , 2010, , .		3
117	Video communication for networked communities: Challenges and opportunities. , 2012, , .		3
118	An Invisible Gorilla: Is It a Matter of Focus of Attention?. Lecture Notes in Computer Science, 2013, , 318-326.	1.3	3
119	ACM International Conference on Interactive Experiences for Television and Online Video (ACM TVX) Tj ETQq1 1 0.784314 rgBT /Overlo 1,7		3
120	Efficient Depth-aware Image Deformation Adaptation for Curved Screen Displays. , 2017, , .		3
121	From the Lab to the OB Truck. , 2019, , .		3
122	Distributed Media Synchronisation for Shared Video Watching: Issues, Challenges and Examples. Computer Communications and Networks, 2013, , 393-431.	0.8	3
123	ET-CycleGAN: Generating Thermal Images from Images in the Visible Spectrum for Facial Emotion Recognition. , 2020, , .		3
124	Interactive digital television and multimedia systems. , 2006, , .		2
125	Social Sharing of Television Content: An Architecture. , 2007, , .		2
126	Multimedia content transformation. , 2008, , .		2

#	ARTICLE	IF	CITATIONS
127	IPTV: challenges and future directions. <i>Multimedia Tools and Applications</i> , 2011, 53, 481-485.	3.9	2
128	Advances in IPTV technologies. <i>Signal Processing: Image Communication</i> , 2011, 26, 325-326.	3.2	2
129	IP-based tv technologies, services, and multidisciplinary applications. , 2013, 51, 110-111.		2
130	Multimedia document synchronization in a distributed social context. , 2013, , .		2
131	Personalized presentations from community assets. , 2013, , .		2
132	Interactive coffee table for exploration of personal photos and videos. , 2013, , .		2
133	Real-time encoding of live reconstructed mesh sequences for 3D tele-immersion. , 2013, , .		2
134	Low complexity connectivity driven dynamic geometry compression for 3D Tele-Immersion. , 2014, , .		2
135	Objective and subjective quality assessment of geometry compression of reconstructed 3D humans in a 3D virtual room. <i>Proceedings of SPIE</i> , 2015, , .	0.8	2
136	Analysing Audience Response to Performing Events. , 2015, , .		2
137	Introduction to Media Synchronization (MediaSync). , 2018, , 3-31.		2
138	New Signals in Multimedia Systems and Applications. <i>IEEE MultiMedia</i> , 2018, 25, 12-13.	1.7	2
139	Workflow Support for Live Object-Based Broadcasting. , 2018, , .		2
140	Temporal Interpolation of Dynamic Digital Humans using Convolutional Neural Networks. , 2019, , .		2
141	Comparing the Quality of Highly Realistic Digital Humans in 3DoF and 6DoF: A Volumetric Video Case Study. , 2020, , .		2
142	Social Interaction Design for Online Video and Television. , 2015, , 1-37.		2
143	Multimedia Document Structure for Distributed Theatre. , 2015, , .		2
144	Modeling the Effect of Sharing Policies for Network-assisted HTTP Adaptive Video Streaming. <i>Performance Evaluation Review</i> , 2015, 43, 26-27.	0.6	2

#	ARTICLE	IF	CITATIONS
145	How Are We Connected? - Measuring Audience Galvanic Skin Response of Connected Performances. , 2016, , .		2
146	Multimedia content management support in next generation service platforms. , 2007, , .		2
147	Uncovering perceived identification accuracy of in-vehicle biometric sensing. , 2019, , .		2
148	Introduction to the Special Section on Smart, Social, and Converged TV. IEEE Transactions on Multimedia, 2012, 14, 1513-1514.	7.2	1
149	Designing Socially-Aware Video Exploration Interfaces. , 2013, , .		1
150	Synchronizing Web Documents with Style. , 2014, , .		1
151	Source coding for transmission of reconstructed dynamic geometry: a rate-distortion-complexity analysis of different approaches. Proceedings of SPIE, 2014, , .	0.8	1
152	Immersive Shared Experiences. , 2015, , .		1
153	Interaction Design for Online Video and Television. , 2015, , .		1
154	Media Synchronization Workshop. , 2015, , .		1
155	The Club of The Future. , 2017, , .		1
156	Enhancing Music Events Using Physiological Sensor Data. , 2017, , .		1
157	Improving Mobile Video Quality Through Predictive Channel Quality Based Buffering. , 2018, , .		1
158	Designing the Club of the Future with Data. , 2018, , .		1
159	Uncovering Seams in Distributed Play of Tabletop Role-Playing Games. , 2019, , .		1
160	Efficient, QoE aware delivery of 360° videos on VR headsets over mobile links. , 2020, , .		1
161	Designing User Interface for Facilitating Live Editing in Streaming. , 2020, , .		1
162	AI at the Disco. , 2020, , .		1

#	ARTICLE	IF	CITATIONS
163	Multimedia systems, languages, and infrastructures for interactive television. <i>Multimedia Systems</i> , 2008, 14, 71-72.	4.7	0
164	Guest editorial: Networked television. <i>Multimedia Systems</i> , 2011, 17, 1-3.	4.7	0
165	Towards synergy between the open source and the research multimedia communities. , 2011, , .		0
166	International workshop on socially-aware multimedia (SAM'12). , 2012, , .		0
167	Embracing Open Source Multimedia Software. <i>IEEE MultiMedia</i> , 2012, 19, 11-15.	1.7	0
168	A Quality of Experience Testbed for Video-Mediated Group Communication. , 2013, , .		0
169	2nd international workshop on socially-aware multimedia (SAM'13). , 2013, , .		0
170	3rd International Workshop on Socially-Aware Multimedia (SAM'14). , 2014, , .		0
171	Interaction design for online video and television. , 2014, , .		0
172	Multimedia authoring and annotation. <i>Multimedia Tools and Applications</i> , 2014, 70, 1161.	3.9	0
173	A Markov Model for Evaluating Resource Sharing Policies for DASH Assisting Network Elements. , 2016, , .		0
174	Interaction Design for Online Video and Television. , 2016, , .		0
175	eTheatre. , 2017, , .		0
176	Sensing Engagement. , 2017, , .		0
177	Mobile Instant Video Sharing. , 2017, , .		0
178	Towards Immersive and Social Audience Experience in Remote VR Opera. , 2021, , .		0
179	Co-creation Stage: a Web-based Tool for Collaborative and Participatory Co-located Art Performances. , 2021, , .		0
180	Present and Future of Software Graphics Architectures for Interactive Digital Television. , 2007, , 91-111.		0

#	ARTICLE	IF	CITATIONS
181	A mechanism for presentation-layer media continuity in media playback mode. , 2008, , .		0
182	Immersion and Togetherness: How Live Visualization of Audience Engagement Can Enhance Music Events. Lecture Notes in Computer Science, 2018, , 488-507.	1.3	0
183	Social Sharing of Television Content: An Architecture. , 2007, , .		0
184	Media Presentation Synchronisation for Non-monolithic Rendering Architectures. , 2007, , .		0
185	Enabling Pro-Active User-Centered Recommender Systems: An Initial Evaluation. , 2007, , .		0
186	Designing a VR Lobby for Remote Opera Social Experiences. , 2022, , .		0