Stefano Ricciardi

List of Publications by Year
in descending order

52 papers	708 citations	623188 14 h-index	552369 26 g-index
53 all docs	53 docs citations	53 times ranked	713 citing authors

#	Article	IF	Citations
1	PIFS Scheme for HEad Pose Estimation Aimed at Faster Face Recognition. IEEE Transactions on Biometrics, Behavior, and Identity Science, 2022, 4, 173-184.	3.8	8
2	Gradient boosting regression for faster Partitioned Iterated Function Systemsâ€based head pose estimation. IET Biometrics, 2022, 11, 279-288.	1.6	1
3	Editorial for the special issue on implicit biometric authentication and monitoring through Internet of Biometric Things (I-BIO). Pattern Recognition Letters, 2022, 159, 211-212.	2.6	0
4	HP2IFS: Head Pose estimation exploiting Partitioned Iterated Function Systems. , 2021, , .		6
5	FASHE: A FrActal Based Strategy for Head Pose Estimation. IEEE Transactions on Image Processing, 2021, 30, 3192-3203.	6.0	15
6	Trustworthy Method for Person Identification in IIoT Environments by Means of Facial Dynamics. IEEE Transactions on Industrial Informatics, 2021, 17, 766-774.	7.2	11
7	Postural control assessment via Microsoft Azure Kinect DK: An evaluation study. Computer Methods and Programs in Biomedicine, 2021, 209, 106324.	2.6	30
8	A method for user-customized compensation of metamorphopsia through video see-through enabled head mounted display. Pattern Recognition Letters, 2021, 151, 252-258.	2.6	3
9	Visual question answering: Which investigated applications?. Pattern Recognition Letters, 2021, 151, 325-331.	2.6	21
10	ArkaeVision VR Game: User Experience Research between Real and Virtual Paestum. Applied Sciences (Switzerland), 2020, 10, 3182.	1.3	23
11	AR Based User Adaptive Compensation of Metamorphopsia. , 2020, , .		2
12	F-FID: fast fuzzy-based iris de-noising for mobile security applications. Multimedia Tools and Applications, 2019, 78, 14045-14065.	2.6	6
13	An integrated VR/AR framework for user-centric interactive experience of cultural heritage: The ArkaeVision project. Digital Applications in Archaeology and Cultural Heritage, 2019, 15, e00124.	0.9	49
14	Near Real-Time Three Axis Head Pose Estimation Without Training. IEEE Access, 2019, 7, 64256-64265.	2.6	31
15	Ubiquitous Face-Ear Recognition Based on Frames Sequence Capture and Analysis. , 2019, , .		1
16	I-Am: Implicitly Authenticate Meâ€"Person Authentication on Mobile Devices Through Ear Shape and Arm Gesture. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2019, 49, 469-481.	5.9	23
17	Dependable Person Recognition by Means of Local Descriptors of Dynamic Facial Features. Communications in Computer and Information Science, 2019, , 247-261.	0.4	0
18	Context awareness in biometric systems and methods: State of the art and future scenarios. Image and Vision Computing, 2018, 76, 27-37.	2.7	19

#	ARTICLE	IF	CITATIONS
19	Context Aware Ubiquitous Biometrics in Edge of Military Things. IEEE Cloud Computing, 2017, 4, 16-20.	5.3	69
20	Mixed reality system for industrial environment: an evaluation study. CAAI Transactions on Intelligence Technology, 2017, 2, 182-193.	3.4	5
21	Deceiving faces: When plastic surgery challenges face recognition. Image and Vision Computing, 2016, 54, 71-82.	2.7	41
22	Enabling consistent hand-based interaction in mixed reality by occlusions handling. Multimedia Tools and Applications, 2016, 75, 9549-9562.	2.6	7
23	Iris recognition through machine learning techniques: A survey. Pattern Recognition Letters, 2016, 82, 106-115.	2.6	87
24	Multi-model Ear Database for Biometric Applications. Studies in Computational Intelligence, 2016, , 169-187.	0.7	2
25	Hybrid multi-sensor tracking system for field-deployable mixed reality environment. , 2015, , .		0
26	Ubiquitous iris recognition by means of mobile devices. Pattern Recognition Letters, 2015, 57, 66-73.	2.6	59
27	FIGI: floating interface for gesture-based interaction. Journal of Ambient Intelligence and Humanized Computing, 2014, 5, 511-524.	3.3	11
28	An Image Based Approach to Hand Occlusions in Mixed Reality Environments. Lecture Notes in Computer Science, 2014, , 319-328.	1.0	7
29	Mixed Reality Environment for Mission Critical Systems Servicing and Repair. Lecture Notes in Computer Science, 2013, , 201-210.	1.0	5
30	White Paper on Industrial Applications of Computer Vision and Pattern Recognition. Lecture Notes in Computer Science, 2013, , 721-730.	1.0	14
31	An augmented interface to audio-video components. , 2012, , .		0
32	A Biometric Interface to Ambient Intelligence Environments. , 2012, , 155-163.		1
33	An interactive virtual guide for the AR based visit of archaeological sites. Journal of Visual Languages and Computing, 2011, 22, 415-425.	1.8	17
34	AR Based Environment for Exposure Therapy to Mottephobia. Lecture Notes in Computer Science, 2011, , 3-11.	1.0	3
35	A Pervasive Visual–Haptic Framework for Virtual Delivery Training. IEEE Transactions on Information Technology in Biomedicine, 2010, 14, 326-334.	3.6	15
36	Dependability issues in visual–haptic interfaces. Journal of Visual Languages and Computing, 2010, 21, 33-40.	1.8	10

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37	Normal maps vs. visible images: Comparing classifiers and combining modalities. Journal of Visual Languages and Computing, 2009, 20, 156-168.	1.8	2
38	A haptic-based approach to virtual training for aerospace industry. Journal of Visual Languages and Computing, 2009, 20, 318-325.	1.8	55
39	Advanced Maintenance Simulation by Means of Hand-Based Haptic Interfaces. Lecture Notes in Computer Science, 2009, , 76-88.	1.0	2
40	ASSYST: Avatar baSed SYStem mainTenance. , 2008, , .		2
41	Gesture Based Interface for Crime Scene Analysis: A Proposal. Lecture Notes in Computer Science, 2008, , 143-154.	1.0	1
42	Fast 3D Face Alignment and Improved Recognition Through Pyramidal Normal map Metric. Proceedings International Conference on Image Processing, 2007, , .	0.0	4
43	TIFS: a hybrid scheme integrating partitioned iterated function system and linear transforms. IET Image Processing, 2007, 1, 363.	1.4	3
44	Human-Based Models for Ambient Intelligence Environments. , 2007, , 1-17.		1
45	A Semantic View for Flexible Communication Models between Humans, Sensors and Actuators. , 2006, , .		0
46	Multi-Modal Face Recognition by Means of Augmented Normal Map and PCA. , 2006, , .		4
47	Ultra Fast GPU Assisted Face Recognition Based on 3D Geometry and Texture Data. Lecture Notes in Computer Science, 2006, , 353-364.	1.0	1
48	A METHOD FOR 3D FACE RECOGNITION BASED ON MESH NORMALS. , 2005, , .		1
49	One to Many 3D Face Recognition Enhanced Through k-d-Tree Based Spatial Access. Lecture Notes in Computer Science, 2005, , 5-16.	1.0	2
50	FACES: 3D FAcial reConstruction from anciEnt Skulls using content based image retrieval. Journal of Visual Languages and Computing, 2004, 15, 373-389.	1.8	21
51	Face in Person Re-Identification. Advances in Computational Intelligence and Robotics Book Series, 0, , 273-288.	0.4	0
52	Human-Based Models for Ambient Intelligence Environments. , 0, , 98-112.		0