Theodoros Kostoulas

List of Publications by Year
in descending order

39 papers	536 citations	1039406 9 h-index	940134 16 g-index
40 all docs	40 docs citations	40 times ranked	509 citing authors

#	Article	IF	Citations
1	Video games as a complementary therapy tool in mental disorders: PlayMancer, a European multicentre study. Journal of Mental Health, 2012, 21, 364-374.	1.0	160
2	Recognizing Induced Emotions of Movie Audiences from Multimodal Information. IEEE Transactions on Affective Computing, 2021, 12, 36-52.	5.7	50
3	Affective speech interface in serious games for supporting therapy of mental disorders. Expert Systems With Applications, 2012, 39, 11072-11079.	4.4	37
4	Aesthetic Highlight Detection in Movies Based on Synchronization of Spectators' Reactions. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-23.	3.0	33
5	Recognizing induced emotions of movie audiences: Are induced and perceived emotions the same?. , 2017, , .		32
6	Multimodal Affect and Aesthetic Experience. , 2020, , .		21
7	Explicit and Implicit Emotional Expression in Bulimia Nervosa in the Acute State and after Recovery. PLoS ONE, 2014, 9, e101639.	1.1	15
8	Identifying aesthetic highlights in movies from clustering of physiological and behavioral signals. , 2015, , .		14
9	Enhancing Emotion Recognition from Speech through Feature Selection. Lecture Notes in Computer Science, 2010, , 338-344.	1.0	13
10	Towards a framework for detecting advanced Web bots. , 2019, , .		13
11	Study on Speaker-Independent Emotion Recognition from Speech on Real-World Data. Lecture Notes in Computer Science, 2008, , 235-242.	1.0	12
12	Films, Affective Computing and Aesthetic Experience: Identifying Emotional and Aesthetic Highlights from Multimodal Signals in a Social Setting. Frontiers in ICT, 2017, 4, .	3.6	11
13	Towards an effective arousal detection system for virtual reality. , 2018, , .		11
14	emteqPRO—Fully Integrated Biometric Sensing Array for Non-Invasive Biomedical Research in Virtual Reality. Frontiers in Virtual Reality, 2022, 3, .	2.5	11
15	Dynamic Time Warping of Multimodal Signals for Detecting Highlights in Movies. , 2015, , .		10
16	Detection of Advanced Web Bots by Combining Web Logs with Mouse Behavioural Biometrics. Digital Threats Research and Practice, 2021, 2, 1-26.	1.7	9
17	The Effect of Emotional Speech on a Smart-Home Application. Lecture Notes in Computer Science, 2008, , 305-310.	1.0	9
18	Synchronization among Groups of Spectators for Highlight Detection in Movies. , 2016, , .		9

#	Article	IF	Citations
19	Outcome Prediction in Critically-Ill Patients with Venous Thromboembolism and/or Cancer Using Machine Learning Algorithms: External Validation and Comparison with Scoring Systems. International Journal of Molecular Sciences, 2022, 23, 7132.	1.8	9
20	Towards Ethical Requirements for Addictive Technology: The Case of Online Gambling. , 2020, , .		8
21	Spectators' Synchronization Detection based on Manifold Representation of Physiological Signals. , 2015, , .		7
22	Enabling Responsible Online Gambling by Real-time Persuasive Technologies. Complex Systems Informatics and Modeling Quarterly, 2018, , 44-68.	0.5	7
23	Problematic Attachment to Social Media: Lived Experience and Emotions. Advances in Intelligent Systems and Computing, 2019, , 795-805.	0.5	6
24	Automatic Speech Recognition System for Home Appliances Control. , 2009, , .		4
25	Empowering responsible online gambling by real-time persuasive information systems. , 2018, , .		4
26	Heart Rate Detection from the Supratrochlear Vessels using a Virtual Reality Headset integrated PPG Sensor. , 2020, , .		4
27	Phone duration modeling: overview of techniques andÂperformance optimization via feature selection in the context ofÂemotional speech. International Journal of Speech Technology, 2010, 13, 175-188.	1.4	3
28	Online Peer Support Groups to Combat Digital Addiction: User Acceptance and Rejection Factors. Advances in Intelligent Systems and Computing, 2019, , 139-150.	0.5	3
29	IDEAL-CITIES - A Trustworthy and Sustainable Framework for Circular Smart Cities. , 2019, , .		3
30	Introducing the EmteqVR Interface for Affect Detection in Virtual Reality. , 2019, , .		3
31	Detection of Negative Emotional States in Real-World Scenario. , 2007, , .		2
32	Workshop on Multimodal Affect and Aesthetic Experience. , 2021, , .		2
33	Comparative Evaluation of Speech Parameterizations for Speech Recognition. , 2007, , .		1
34	Human evaluation of the LOGOS' spoken dialogue system. , 2008, , .		0
35	The MoveOn database: motorcycle environment speech and noise database for command and control applications. Language Resources and Evaluation, 2013, 47, 539-563.	1.8	0
36	Web Bot Detection Evasion Using Generative Adversarial Networks. , 2021, , .		0

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37	Feature Selection for Improved Phone Duration Modeling of Greek Emotional Speech. Lecture Notes in Computer Science, 2010, , 357-362.	1.0	0
38	Affect Recognition in Real Life Scenarios. Lecture Notes in Computer Science, 2011, , 429-435.	1.0	0
39	LOGOS: A Multimodal Dialogue System for Controlling Smart Appliances. Studies in Computational Intelligence, 2008, , 585-594.	0.7	0