Theodoros Kostoulas

List of Publications by Citations

31 papers	290 citations	7 h-index	16 g-index
40 ext. papers	449 ext. citations	2.2 avg, IF	2.85 L-index

#	Paper	IF	Citations
31	Video games as a complementary therapy tool in mental disorders: PlayMancer, a European multicentre study. *Journal of Mental Health*, **2012**, 21, 364-74	2.7	130
30	Affective speech interface in serious games for supporting therapy of mental disorders. *Expert Systems With Applications*, **2012**, 39, 11072-11079	7.8	29
29	Recognizing Induced Emotions of Movie Audiences from Multimodal Information. *IEEE Transactions on Affective Computing*, **2021**, 12, 36-52	5.7	16
28	Explicit and implicit emotional expression in bulimia nervosa in the acute state and after recovery. *PLoS ONE*, **2014**, 9, e101639	3.7	13
27	Identifying aesthetic highlights in movies from clustering of physiological and behavioral signals **2015**,		11
26	Enhancing Emotion Recognition from Speech through Feature Selection. *Lecture Notes in Computer Science*, **2010**, 338-344	0.9	10
25	Study on Speaker-Independent Emotion Recognition from Speech on Real-World Data. *Lecture Notes in Computer Science*, **2008**, 235-242	0.9	9
24	Dynamic Time Warping of Multimodal Signals for Detecting Highlights in Movies **2015**,		7
23	Aesthetic Highlight Detection in Movies Based on Synchronization of Spectators Reactions. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2018**, 14, 1-23	3.4	6
22	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	6
21	Recognizing induced emotions of movie audiences: Are induced and perceived emotions the same? **2017**,		5
20	The Effect of Emotional Speech on a Smart-Home Application. *Lecture Notes in Computer Science*, **2008**, 305-310	0.9	5
19	Towards a framework for detecting advanced Web bots **2019**,		4
18	Problematic Attachment to Social Media: Lived Experience and Emotions. *Advances in Intelligent Systems and Computing*, **2019**, 795-805	0.4	4
17	Spectators' Synchronization Detection based on Manifold Representation of Physiological Signals **2015**,		4
16	Synchronization among Groups of Spectators for Highlight Detection in Movies **2016**,		4
15	Online Peer Support Groups to Combat Digital Addiction: User Acceptance and Rejection Factors. *Advances in Intelligent Systems and Computing*, **2019**, 139-150	0.4	3

List of Publications

14	Empowering responsible online gambling by real-time persuasive information systems **2018**,		3
13	Automatic Speech Recognition System for Home Appliances Control **2009**,		3
12	Enabling Responsible Online Gambling by Real-time Persuasive Technologies. *Complex Systems Informatics and Modeling Quarterly*, **2018**, 44-68	0.9	3
11	Detection of Negative Emotional States in Real-World Scenario **2007**,		2
10	Detection of Advanced Web Bots by Combining Web Logs with Mouse Behavioural Biometrics. *Digital Threats Research and Practice*, **2021**, 2, 1-26	1.5	2
9	**2019**,		2
8	Towards an effective arousal detection system for virtual reality **2018**,		2
7	Phone duration modeling: overview of techniques and performance optimization via feature selection in the context of emotional speech. *International Journal of Speech Technology*, **2010**, 13, 175-188	1.2	1
6	Comparative Evaluation of Speech Parameterizations for Speech Recognition **2007**,		1
5	Multimodal Affect and Aesthetic Experience **2020**,		1
4	The MoveOn database: motorcycle environment speech and noise database for command and control applications. *Language Resources and Evaluation*, **2013**, 47, 539-563	1.8	
3	LOGOS: A Multimodal Dialogue System for Controlling Smart Appliances. *Studies in Computational Intelligence*, **2008**, 585-594	0.8	
2	Feature Selection for Improved Phone Duration Modeling of Greek Emotional Speech. *Lecture Notes in Computer Science*, **2010**, 357-362	0.9	
1	Affect Recognition in Real Life Scenarios. *Lecture Notes in Computer Science*, **2011**, 429-435	0.9	