

Theodoros Kostoulas

List of Publications by Year in Descending Order

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Version: 2024-04-26

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

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	Detection of Advanced Web Bots by Combining Web Logs with Mouse Behavioural Biometrics. <i>Digital Threats Research and Practice</i> , 2021 , 2, 1-26	1.5	2
30	Recognizing Induced Emotions of Movie Audiences from Multimodal Information. <i>IEEE Transactions on Affective Computing</i> , 2021 , 12, 36-52	5.7	16
29	Multimodal Affect and Aesthetic Experience 2020 ,		1
28	Towards a framework for detecting advanced Web bots 2019 ,		4
27	Problematic Attachment to Social Media: Lived Experience and Emotions. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 795-805	0.4	4
26	Online Peer Support Groups to Combat Digital Addiction: User Acceptance and Rejection Factors. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 139-150	0.4	3
25	2019 ,		2
24	Aesthetic Highlight Detection in Movies Based on Synchronization of Spectators' Reactions. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2018 , 14, 1-23	3.4	6
23	Empowering responsible online gambling by real-time persuasive information systems 2018 ,		3
22	Enabling Responsible Online Gambling by Real-time Persuasive Technologies. <i>Complex Systems Informatics and Modeling Quarterly</i> , 2018 , 44-68	0.9	3
21	Towards an effective arousal detection system for virtual reality 2018 ,		2
20	Recognizing induced emotions of movie audiences: Are induced and perceived emotions the same? 2017 ,		5
19	Films, Affective Computing and Aesthetic Experience: Identifying Emotional and Aesthetic Highlights from Multimodal Signals in a Social Setting. <i>Frontiers in ICT</i> , 2017 , 4,	3.6	6
18	Synchronization among Groups of Spectators for Highlight Detection in Movies 2016 ,		4
17	Dynamic Time Warping of Multimodal Signals for Detecting Highlights in Movies 2015 ,		7
16	Spectators' Synchronization Detection based on Manifold Representation of Physiological Signals 2015 ,		4
15	Identifying aesthetic highlights in movies from clustering of physiological and behavioral signals 2015 ,		11

14	Explicit and implicit emotional expression in bulimia nervosa in the acute state and after recovery. <i>PLoS ONE</i> , 2014 , 9, e101639	3.7	13
13	The MoveOn database: motorcycle environment speech and noise database for command and control applications. <i>Language Resources and Evaluation</i> , 2013 , 47, 539-563	1.8	
12	Affective speech interface in serious games for supporting therapy of mental disorders. <i>Expert Systems With Applications</i> , 2012 , 39, 11072-11079	7.8	29
11	Video games as a complementary therapy tool in mental disorders: PlayMancer, a European multicentre study. <i>Journal of Mental Health</i> , 2012 , 21, 364-74	2.7	130
10	Affect Recognition in Real Life Scenarios. <i>Lecture Notes in Computer Science</i> , 2011 , 429-435	0.9	
9	Enhancing Emotion Recognition from Speech through Feature Selection. <i>Lecture Notes in Computer Science</i> , 2010 , 338-344	0.9	10
8	Phone duration modeling: overview of techniques and performance optimization via feature selection in the context of emotional speech. <i>International Journal of Speech Technology</i> , 2010 , 13, 175-188	1.3	1
7	Feature Selection for Improved Phone Duration Modeling of Greek Emotional Speech. <i>Lecture Notes in Computer Science</i> , 2010 , 357-362	0.9	
6	Automatic Speech Recognition System for Home Appliances Control 2009 ,		3
5	LOGOS: A Multimodal Dialogue System for Controlling Smart Appliances. <i>Studies in Computational Intelligence</i> , 2008 , 585-594	0.8	
4	The Effect of Emotional Speech on a Smart-Home Application. <i>Lecture Notes in Computer Science</i> , 2008 , 305-310	0.9	5
3	Study on Speaker-Independent Emotion Recognition from Speech on Real-World Data. <i>Lecture Notes in Computer Science</i> , 2008 , 235-242	0.9	9
2	Comparative Evaluation of Speech Parameterizations for Speech Recognition 2007 ,		1
1	Detection of Negative Emotional States in Real-World Scenario 2007 ,		2