

# Gheorghita Ghinea

## List of Publications by Year in descending order

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Version: 2024-02-01

336  
papers

4,176  
citations

126708

33  
h-index

205818

48  
g-index

351  
all docs

351  
docs citations

351  
times ranked

2689  
citing authors

#	ARTICLE	IF	CITATIONS
1	Mulsemmedia. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 11, 1-23.	3.0	118
2	Design of adaptive hypermedia learning systems: A cognitive style approach. Computers and Education, 2011, 56, 1003-1011.	5.1	110
3	A Resilient Approach to Distributed Filter Design for Time-Varying Systems Under Stochastic Nonlinearities and Sensor Degradation. IEEE Transactions on Signal Processing, 2017, 65, 1300-1309.	3.2	104
4	Beyond Multimedia Adaptation: Quality of Experience-Aware Multi-Sensorial Media Delivery. IEEE Transactions on Multimedia, 2015, 17, 104-117.	5.2	80
5	Olfaction-enhanced multimedia: perspectives and challenges. Multimedia Tools and Applications, 2011, 55, 601-626.	2.6	78
6	Defining user perception of distributed multimedia quality. ACM Transactions on Multimedia Computing, Communications and Applications, 2006, 2, 241-257.	3.0	74
7	The sweet smell of success. ACM Transactions on Multimedia Computing, Communications and Applications, 2012, 8, 1-17.	3.0	72
8	QoS Provisioning in Converged Satellite and Terrestrial Networks: A Survey of the State-of-the-Art. IEEE Communications Surveys and Tutorials, 2016, 18, 2415-2441.	24.8	72
9	Software development methods and usability: Perspectives from a survey in the software industry in Norway. Interacting With Computers, 2008, 20, 375-385.	1.0	70
10	Towards 5G: A Reinforcement Learning-Based Scheduling Solution for Data Traffic Management. IEEE Transactions on Network and Service Management, 2018, 15, 1661-1675.	3.2	70
11	Perceived Synchronization of Mulsemmedia Services. IEEE Transactions on Multimedia, 2015, 17, 957-966.	5.2	69
12	On the Domain-Specificity of Mindsets: The Relationship Between Aptitude Beliefs and Programming Practice. IEEE Transactions on Education, 2014, 57, 169-174.	2.0	68
13	Co-creation of value in higher education: using social network marketing in the recruitment of students. Journal of Higher Education Policy and Management, 2013, 35, 45-53.	1.5	65
14	Quality of perception: user quality of service in multimedia presentations. IEEE Transactions on Multimedia, 2005, 7, 786-789.	5.2	62
15	User Quality of Experience of Mulsemmedia Applications. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 11, 1-19.	3.0	57
16	The impact of cognitive styles on perceptual distributed multimedia quality. British Journal of Educational Technology, 2003, 34, 393-406.	3.9	53
17	Stego image quality and the reliability of PSNR. , 2010, , .		52
18	Is Multimedia Multisensorial? - A Review of Mulsemmedia Systems. ACM Computing Surveys, 2019, 51, 1-35.	16.1	52

#	ARTICLE	IF	CITATIONS
19	Silver Surfers, E-government and the Digital Divide: An Exploratory Study of UK Local Authority Websites and Older Citizens. <i>Interacting With Computers</i> , 2013, 25, 417-442.	1.0	51
20	The Perceptual and Attentive Impact of Delay and Jitter in Multimedia Delivery. <i>IEEE Transactions on Broadcasting</i> , 2007, 53, 449-458.	2.5	50
21	Perceived Synchronization of Olfactory Multimedia. <i>IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans</i> , 2010, 40, 657-663.	3.4	48
22	Can Multisensorial Media Improve Learner Experience?. , 2017, , .		46
23	Digital libraries: what do users want?. <i>Online Information Review</i> , 2006, 30, 395-412.	2.2	44
24	Objective Assessment of Region of Interest-Aware Adaptive Multimedia Streaming Quality. <i>IEEE Transactions on Broadcasting</i> , 2009, 55, 202-212.	2.5	44
25	On the motivating impact of price and online recommendations at the point of online purchase. <i>International Journal of Information Management</i> , 2011, 31, 103-110.	10.5	44
26	Synchronization of Olfaction-Enhanced Multimedia. <i>IEEE Transactions on Multimedia</i> , 2009, 11, 561-565.	5.2	43
27	Why do commercial companies contribute to open source software?. <i>International Journal of Information Management</i> , 2012, 32, 106-117.	10.5	43
28	Information recall task impact in olfaction-enhanced multimedia. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2013, 9, 1-16.	3.0	43
29	Mobile Application Platform Heterogeneity: Android vs Windows Phone vs iOS vs Firefox OS. , 2014, , .		42
30	Modeling of Web services flow. , 0, , .		41
31	User perception of media content association in olfaction-enhanced multimedia. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2012, 8, 1-19.	3.0	40
32	Outlier-Resistant Remote State Estimation for Recurrent Neural Networks With Mixed Time-Delays. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2021, 32, 2266-2273.	7.2	40
33	Region of Interest-Based Adaptive Multimedia Streaming Scheme. <i>IEEE Transactions on Broadcasting</i> , 2008, 54, 296-303.	2.5	39
34	A Tutorial for Olfaction-Based Multisensorial Media Application Design and Evaluation. <i>ACM Computing Surveys</i> , 2018, 50, 1-30.	16.1	39
35	Gradient-Orientation-Based PCA Subspace for Novel Face Recognition. <i>IEEE Access</i> , 2014, 2, 914-920.	2.6	37
36	Measuring quality of perception in distributed multimedia: Verbalizers vs. imagers. <i>Computers in Human Behavior</i> , 2008, 24, 1317-1329.	5.1	36

#	ARTICLE	IF	CITATIONS
37	Do Personality and Culture Influence Perceived Video Quality and Enjoyment?. IEEE Transactions on Multimedia, 2016, 18, 1796-1807.	5.2	34
38	Multisensory games-based learning - lessons learnt from olfactory enhancement of a digital board game. Multimedia Tools and Applications, 2018, 77, 21245-21263.	2.6	34
39	Measuring enrichment. , 2014, , .		33
40	Context-aware and automatic configuration of mobile devices in cloud-enabled ubiquitous computing. Personal and Ubiquitous Computing, 2014, 18, 883-894.	1.9	31
41	Gas Detection and Identification Using Multimodal Artificial Intelligence Based Sensor Fusion. Applied System Innovation, 2021, 4, 3.	2.7	31
42	Perceived quality of multimedia educational content: A cognitive style approach. Multimedia Systems, 2006, 11, 271-279.	3.0	29
43	3-D Pain Drawingsâ€™ Mobile Data Collection Using a PDA. IEEE Transactions on Information Technology in Biomedicine, 2008, 12, 27-33.	3.6	29
44	SMART: A 5G SMART Scheduling Framework for Optimizing QoS Through Reinforcement Learning. IEEE Transactions on Network and Service Management, 2020, 17, 1110-1124.	3.2	29
45	Audio Masking Effect on Inter-Component Skews in Olfaction-Enhanced Multimedia Presentations. ACM Transactions on Multimedia Computing, Communications and Applications, 2016, 12, 1-14.	3.0	28
46	Integrated views of e-government website usability: perspectives from users and web diagnostic tools. Electronic Government, 2005, 2, 318.	0.1	27
47	User perceptions of online public library catalogues. International Journal of Information Management, 2008, 28, 492-502.	10.5	27
48	Subjective Assessment of Region of Interest-Aware Adaptive Multimedia Streaming Quality. IEEE Transactions on Broadcasting, 2014, 60, 50-60.	2.5	27
49	Measuring Individual Video QoE. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-24.	3.0	27
50	Mulsemmedia DIY: A Survey of Devices and a Tutorial for Building Your Own Mulsemmedia Environment. ACM Computing Surveys, 2020, 52, 1-29.	16.1	27
51	What do you wish to see? A summarization system for movies based on user preferences. Information Processing and Management, 2015, 51, 286-305.	5.4	26
52	How level and type of deafness affect user perception of multimedia video clips. Universal Access in the Information Society, 2003, 2, 374-386.	2.1	25
53	Pervasive and standalone computing: the perceptual effects of variable multimedia quality. International Journal of Human Computer Studies, 2004, 60, 640-665.	3.7	25
54	An empirical investigation of performance overhead in cross-platform mobile development frameworks. Empirical Software Engineering, 2020, 25, 2997-3040.	3.0	25

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55	Modelling Human Factors in Perceptual Multimedia Quality. , 2015, , .		24
56	Enhancing Practice and Achievement in Introductory Programming With a Robot Olympics. IEEE Transactions on Education, 2015, 58, 249-254.	2.0	24
57	A cognitive approach to user perception of multimedia quality: An empirical investigation. International Journal of Human Computer Studies, 2006, 64, 1200-1213.	3.7	23
58	Modelling the influence of personality and culture on affect and enjoyment in multimedia. , 2015, , .		23
59	Understanding the Impact of Online Reviews on Customer Choice: A Probability Discounting Approach. Psychology and Marketing, 2016, 33, 125-134.	4.6	22
60	360° Multimedias: A Way to Improve Subjective QoE in 360° Videos. , 2019, , .		22
61	An Empirical Study of Cross-Platform Mobile Development in Industry. Wireless Communications and Mobile Computing, 2019, 2019, 1-12.	0.8	22
62	Recording of Time-Varying Back-Pain Data: A Wireless Solution. IEEE Transactions on Information Technology in Biomedicine, 2005, 9, 447-458.	3.6	21
63	A Context-Aware Tour Guide: User Implications. Mobile Information Systems, 2007, 3, 71-88.	0.4	21
64	Mobile information access in the real world: A story of three wireless devices. Computers in Human Behavior, 2008, 24, 1385-1403.	5.1	21
65	Web 2.0's Marketing Impact on Low-Involvement Consumers. Journal of Interactive Advertising, 2010, 10, 67-71.	3.0	21
66	Multimedias in Telecommunication and Networking Education: A Novel Teaching Approach that Improves the Learning Process. IEEE Communications Magazine, 2019, 57, 60-66.	4.9	21
67	A Survey and Taxonomy of Core Concepts and Research Challenges in Cross-Platform Mobile Development. ACM Computing Surveys, 2019, 51, 1-34.	16.1	21
68	Cascaded Complementary Filter Architecture for Sensor Fusion in Attitude Estimation. Sensors, 2021, 21, 1937.	2.1	21
69	A User Perspective of Quality of Service in m-Commerce. Multimedia Tools and Applications, 2004, 22, 187-206.	2.6	20
70	High Capacity Steganographic Method Based Upon JPEG. , 2008, , .		20
71	JPEG Steganography: A Performance Evaluation of Quantization Tables. , 2009, , .		20
72	Quality of experience study for multiple sensorial media delivery. , 2014, , .		20

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73	360° Multimedial Experience over Next Generation Wireless Networks - A Reinforcement Learning Approach. , 2018, , .		20
74	Cognitive style and personality: impact on multimedia perception. Online Information Review, 2010, 34, 39-58.	2.2	19
75	Toward Traffic Offload in Converged Satellite and Terrestrial Networks. IEEE Transactions on Broadcasting, 2019, 65, 340-346.	2.5	18
76	A user perspective of olfaction-enhanced multimedia. , 2010, , .		17
77	Web 2.0 and folksonomies in a library context. International Journal of Information Management, 2011, 31, 63-70.	10.5	17
78	PainDroid: an android-based virtual reality application for pain assessment. Multimedia Tools and Applications, 2014, 72, 191-206.	2.6	17
79	A multimedia framework for delivering sensory effects to heterogeneous systems. Multimedia Systems, 2019, 25, 421-447.	3.0	17
80	How Do We Experience Crossmodal Correspondent Multimedia Content?. IEEE Transactions on Multimedia, 2020, 22, 1249-1258.	5.2	17
81	Trust model for certificate revocation in ad hoc networks. Ad Hoc Networks, 2008, 6, 441-457.	3.4	16
82	Game-Based Learning Effectiveness and Motivation Study between Competitive and Cooperative Modes. , 2017, , .		16
83	A Proposed NFC Payment Application. International Journal of Advanced Computer Science and Applications, 2013, 4, .	0.5	16
84	Lightweight Object Detection Ensemble Framework for Autonomous Vehicles in Challenging Weather Conditions. Computational Intelligence and Neuroscience, 2021, 2021, 1-12.	1.1	16
85	Cloud to Device Push Messaging on Android: A Case Study. , 2012, , .		15
86	Wireless Backhaul: a software defined network enabled wireless Backhaul network architecture for future 5G networks. IET Networks, 2015, 4, 287-295.	1.1	15
87	QoS-aware flow monitoring and event creation in heterogeneous MPLS-based Wireless Mesh Networks supporting unidirectional links. , 2009, , .		14
88	QoS-Aware Wireless Back-Haul Network for Rural Areas with Support for Broadcast Services in Practice. , 2011, , .		14
89	The CP-QAE-I: A video dataset for exploring the effect of personality and culture on perceived quality and affect in multimedia. , 2015, , .		14
90	A DASH-based Multimedia Adaptive Delivery Solution. , 2018, , .		14

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91	Mobile three-dimensional visualisation technologies for clinician-led fall prevention assessments. Health Informatics Journal, 2019, 25, 788-810.	1.1	14
92	Designing for designers: Towards the development of accessible ICT products and services using the VERITAS framework. Computer Standards and Interfaces, 2015, 42, 113-124.	3.8	13
93	Evaluating the usability of developing countries' e-government sites: a user perspective. Electronic Government, 2009, 6, 265.	0.1	12
94	Smart Enough for the Web? A Responsive Web Design Approach to Enhancing the User Web Browsing Experience on Smart TVs. IEEE Transactions on Human-Machine Systems, 2017, 47, 860-872.	2.5	12
95	Do I Smell Coffee? The Tale of a 360° Multimedial Experience. IEEE MultiMedia, 2019, , 1-1.	1.5	12
96	Less is (Just as Good as) More - an Investigation of Odor Intensity and Hedonic Valence in Multimedial QoE using Heart Rate and Eye Tracking. IEEE Transactions on Multimedia, 2021, 23, 1095-1105.	5.2	12
97	The influence of human factors on 360° multimedial QoE. International Journal of Human Computer Studies, 2021, 146, 102550.	3.7	12
98	Topology discovery and maintenance for heterogeneous wireless back-haul networks supporting unidirectional technologies. , 2011, , .		11
99	An interactive 3-D application for pain management: Results from a pilot study in spinal cord injury rehabilitation. Computer Methods and Programs in Biomedicine, 2012, 108, 356-366.	2.6	11
100	Link calibration and property estimation in self-managed wireless back-haul networks. , 2012, , .		11
101	Salient Region Detection Using Patch Level and Region Level Image Abstractions. IEEE Signal Processing Letters, 2015, 22, 686-690.	2.1	11
102	Coping With the Challenges of Delivering Multiple Sensorial Media. IEEE MultiMedia, 2019, 26, 66-75.	1.5	11
103	Attitudes of Patients Toward Adoption of 3D Technology in Pain Assessment: Qualitative Perspective. Journal of Medical Internet Research, 2013, 15, e55.	2.1	11
104	Towards Cloud to Device Push Messaging on Android: Technologies, Possibilities and Challenges. International Journal of Communications, Network and System Sciences, 2012, 05, 839-849.	0.4	11
105	E-learning in Higher Educational Institutions in Kuwait: Experiences and Challenges. International Journal of Advanced Computer Science and Applications, 2013, 4, .	0.5	11
106	A Jini-Based Solution for Electronic Prescriptions. IEEE Transactions on Information Technology in Biomedicine, 2006, 10, 794-802.	3.6	10
107	Integrating fantasy role-play into the programming lab. , 2013, , .		10
108	To enhance collaborative learning and practice network knowledge with a virtualization laboratory and online synchronous discussion. International Review of Research in Open and Distance Learning, 2014, 15, .	1.0	10

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109	Towards end-user development of REST client applications on smartphones. Computer Standards and Interfaces, 2016, 44, 205-219.	3.8	10
110	Using Eye Tracking and Heart-Rate Activity to Examine Crossmodal Correspondences QoE in Mulsemedia. ACM Transactions on Multimedia Computing, Communications and Applications, 2019, 15, 1-22.	3.0	10
111	Crowdsourcing authoring of sensory effects on videos. Multimedia Tools and Applications, 2019, 78, 19201-19227.	2.6	10
112	Toward Content-Driven Intelligent Authoring of Mulsemedia Applications. IEEE MultiMedia, 2021, 28, 7-16.	1.5	10
113	Olfaction-enhanced multimedia: Bad for information recall?. , 2009, , .		9
114	Towards NFC payments using a lightweight architecture for the Web of Things. Computing (Vienna/New York), 2015, 97, 985-999.	3.2	9
115	Animations in Cross-Platform Mobile Applications: An Evaluation of Tools, Metrics and Performance. Sensors, 2019, 19, 2081.	2.1	9
116	Using olfactory media cues in e-learning â€“ perspectives from an empirical investigation. Multimedia Tools and Applications, 2020, 79, 19265-19287.	2.6	9
117	A Secure Cloud-Based NFC Mobile Payment Protocol. International Journal of Advanced Computer Science and Applications, 2014, 5, .	0.5	9
118	Newsroom 3.0: Managing Technological and Media Convergence in Contemporary Newsrooms. , 2019, , .		9
119	Location Based Mobile Computingâ€“A Tuplespace Perspective. Mobile Information Systems, 2006, 2, 135-149.	0.4	8
120	Introduction to special issue on eye-tracking applications in multimedia systems. ACM Transactions on Multimedia Computing, Communications and Applications, 2007, 3, 1-4.	3.0	8
121	A Perceptual Comparison of Empirical and Predictive Region-of-Interest Video. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2009, 39, 744-753.	3.4	8
122	An IEEE 802.21-based approach for seamless wireless mobile integration using QoS-aware paths supporting unidirectional links. , 2010, , .		8
123	Evaluating the usability of a Virtual Reality-based Android application in managing the pain experience of wheelchair users. , 2012, 2012, 2460-3.		8
124	Topology forming and optimization framework for heterogeneous wireless back-haul networks supporting unidirectional technologies. Journal of Network and Computer Applications, 2013, 36, 698-710.	5.8	8
125	Promoting inclusive design practice at the Global Game Jam: A pilot evaluation. , 2014, , .		8
126	Meeting Quality Standards for Mobile Application Development in Businesses: A Framework for Cross-Platform Testing. , 2016, , .		8



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127	Monetary Practices of Traditional Rural Communities in Ethiopia: Implications for New Financial Technology Design. <i>Human-Computer Interaction</i> , 2016, 31, 473-517.	3.1	8
128	A Comparison of Reinforcement Learning Algorithms in Fairness-Oriented OFDMA Schedulers. <i>Information (Switzerland)</i> , 2019, 10, 315.	1.7	8
129	Multilayer Haptic Feedback for Pen-Based Tablet Interaction. , 2019, , .		8
130	The Perceptual Influence of Multimedia Delay and Jitter. , 2007, , .		7
131	A Performance Evaluation of Security Mechanisms for Web Services. , 2009, , .		7
132	Exploring solutions for mobile companionship: A design research approach to context-aware management. <i>International Journal of Information Management</i> , 2013, 33, 227-234.	10.5	7
133	SDN in the wireless context - Towards full programmability of wireless network elements. , 2015, , .		7
134	How Does Probability Impact Consumers' Choice? The Case of Online Reviews. <i>Managerial and Decision Economics</i> , 2016, 37, 331-336.	1.3	7
135	ForceTab: Visuo-haptic interaction with a force-sensitive actuated tablet. , 2017, , .		7
136	An Effective Classification Approach for Big Data Security Based on GMPLS/MPLS Networks. <i>Security and Communication Networks</i> , 2018, 2018, 1-10.	1.0	7
137	Development and deployment of a generative model-based framework for text to photorealistic image generation. <i>Neurocomputing</i> , 2021, 463, 1-16.	3.5	7
138	Crossing the Man-Machine Divide: A Mapping Based on Empirical Results. <i>Journal of Signal Processing Systems</i> , 2001, 29, 139-147.	1.0	6
139	Advanced Solutions for Quality-Oriented Multimedia Broadcasting. <i>IEEE Transactions on Broadcasting</i> , 2008, 54, 494-498.	2.5	6
140	Organisational challenges of the semantic web in digital libraries: a Norwegian case study. <i>Online Information Review</i> , 2009, 33, 973-985.	2.2	6
141	Image Steganography and Chrominance Components. , 2010, , .		6
142	3-D Pain Drawings and Seating Pressure Maps: Relationships and Challenges. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2011, 15, 409-415.	3.6	6
143	A novel user-centered design for personalized video summarization. , 2014, , .		6
144	Olfactory media impact on task performance: The case of a word search game. , 2015, , .		6

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145	HTML5 Technologies for Effective Cross-Platform Interactive/Smart TV Advertising. IEEE Transactions on Human-Machine Systems, 2015, 45, 534-539.	2.5	6
146	Are websites optimized for mobile devices and Smart TVs?. , 2015, , .		6
147	User-centred personalised video abstraction approach adopting SIFT features. Multimedia Tools and Applications, 2017, 76, 2353-2378.	2.6	6
148	Back-of-Device Force Feedback Improves Touchscreen Interaction for Mobile Devices. IEEE Transactions on Haptics, 2019, 12, 483-496.	1.8	6
149	Towards developing digital interventions supporting empathic ability for children with autism spectrum disorder. Universal Access in the Information Society, 2022, 21, 275-294.	2.1	6
150	Impact of captions on deaf and hearing perception of multimedia video clips. , 0, , .		5
151	A pilot study to examine the relationship of 3D pain drawings with objective measures in mobility impaired people suffering from low back-pain. , 2010, 2010, 3895-8.		5
152	A Lightweight Architecture for the Web-of-Things. Lecture Notes in Computer Science, 2013, , 248-259.	1.0	5
153	Ecosystem scenarios for cloud-based NFC payments. , 2013, , .		5
154	Implicit theories of programming aptitude as a barrier to learning to code. , 2013, , .		5
155	Dynamic cyber-incident response. , 2014, , .		5
156	Discovering salient objects from videos using spatiotemporal salient region detection. Signal Processing: Image Communication, 2015, 36, 154-178.	1.8	5
157	Olfactory-enhanced multimedia video clips datasets. , 2017, , .		5
158	Towards a reference ontology on mulsemedia systems. , 2018, , .		5
159	An Efficient Routing Strategy for Information Centric Networks. , 2019, , .		5
160	QoE of cross-modally mapped Mulsemedia: an assessment using eye gaze and heart rate. Multimedia Tools and Applications, 2020, 79, 7987-8009.	2.6	5
161	Beyond Multimedia Authoring. ACM Computing Surveys, 2022, 54, 1-31.	16.1	5
162	Data Analysis as a Service: An Infrastructure for Storing and Analyzing the Internet of Things. Lecture Notes in Computer Science, 2015, , 161-169.	1.0	5

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163	Multisensory 360° Videos Under Varying Resolution Levels Enhance Presence. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 2093-2101.	2.9	5
164	Region of Interest Displays: Addressing a Perceptual Problem?. , 0, , .		4
165	Changing frame rate, changing satisfaction? [multimedia quality of perception]. , 0, , .		4
166	Three-dimensional context-aware tailoring of information. Online Information Review, 2010, 34, 892-906.	2.2	4
167	Security Server-Based Architecture for Mobile Ad Hoc Networks. , 2012, , .		4
168	A Wireless Back-Haul Architecture Supporting Dynamic Broadcast and White Space Coexistence. , 2012, , .		4
169	Towards QoS-aware load distribution in heterogeneous networks. , 2013, , .		4
170	Personalized video summarization by highest quality frames. , 2014, , .		4
171	Video summarization by group scoring. , 2014, , .		4
172	Personalized video summarization based on group scoring. , 2014, , .		4
173	Responsive web design for the internet connected TV: The answer to more smart TV content?. , 2015, , .		4
174	Assessing pain intensity following spinal cord injury. International Journal of Rehabilitation Research, 2015, 38, 92-94.	0.7	4
175	Exploring Microsoft Hololens for Interactive Visualization of UML Diagrams. , 2017, , .		4
176	Towards a semantic-based content management system for journalistic writing. , 2018, , .		4
177	Improving Learning Experience by Employing DASH-Based Multimedia Delivery. , 2018, , .		4
178	UnBGOLD: UnB government open linked data. , 2018, , .		4
179	Improving response time interval in networked event-based multimedia systems. , 2018, , .		4
180	Enhancing User Fairness in OFDMA Radio Access Networks Through Machine Learning. , 2019, , .		4

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181	An Approach for Authoring Mulsemedia Documents Based on Events. , 2020, , .		4
182	On the influence of individual differences in cross-modal Mulsemedia QoE. Multimedia Tools and Applications, 2021, 80, 2377-2394.	2.6	4
183	Evaluating Usability of Cross-Platform Smartphone Applications. Lecture Notes in Computer Science, 2014, , 248-260.	1.0	4
184	2D vs. 3D Pain Visualization: User Preferences in a Spinal Cord Injury Cohort. Lecture Notes in Computer Science, 2011, , 315-322.	1.0	4
185	The impact of having olfactory media on user performance: Scented vs worded images. , 2019, , .		4
186	Bridging the Gap: Investigating Device-Feature Exposure in Cross-Platform Development. , 2018, , .		4
187	Experiences with Developing a User-Centered Digital Library. International Journal of Digital Library Systems, 2010, 1, 1-23.	0.1	4
188	Java Implementation of a Cloud-based SIM Secure Element NFC Payment Protocol. International Journal of Security and Its Applications, 2016, 10, 261-282.	0.5	4
189	Heterogeneous Meshed Wireless Back-Haul Network Integrating Unidirectional Technologies. , 0, , 139-160.		4
190	SVM-based Analysis for Predicting Success Rate of Interest Packets in Information Centric Networks. Applied Artificial Intelligence, 2022, 36, .	2.0	4
191	Guidelines for evaluating wearablesâ€™ quality of experience in a mulsemedia context. Multimedia Tools and Applications, 2022, 81, 43283-43314.	2.6	4
192	<title>Mapping quality of perception to quality of service for a runtime-adaptable communication system</title>. , 1998, 3654, 228.		3
193	INTELLIGENT PROTOCOL ADAPTATION IN A MEDICAL E-COLLABORATION ENVIRONMENT. International Journal on Artificial Intelligence Tools, 2004, 13, 199-218.	0.7	3
194	An eye opener: low frame rates do not affect fixations. , 0, , .		3
195	Electronic Negotiation Frameworks: A Snapshot of the State of the Art. , 2006, , .		3
196	SOLACE: A Framework for Electronic Negotiations. Journal of Intelligent Systems, 2006, 15, .	1.2	3
197	Olfactory enhanced multimedia applications: perspectives from an empirical study. , 2007, , .		3
198	Satellite-based delivery of educational content to geographically isolated communities: a service based approach. Personal and Ubiquitous Computing, 2009, 13, 229-241.	1.9	3

#	ARTICLE	IF	CITATIONS
199	Android, Java ME and Windows Mobile Interplay: The Case of a Context-Aware Meeting Room. , 2010, , .		3
200	Evaluating the impact of interactivity issues on e-learning effectiveness. , 2012, , .		3
201	Improving video summarization based on user preferences. , 2013, , .		3
202	Designing accessible ICT products and services. , 2014, , .		3
203	A proposed model for cross-platform web 3D applications on smart TV systems. , 2015, , .		3
204	inLoc: Location-Aware Emergency Evacuation Assistant. , 2016, , .		3
205	Designing an ontology-based Zika virus news authoring environment for the semantic web. , 2016, , .		3
206	Security of VoIP traffic over low or limited bandwidth networks. Security and Communication Networks, 2016, 9, 5591-5599.	1.0	3
207	Adopting SOA in Public Service Provision. Lecture Notes in Computer Science, 2017, , 279-289.	1.0	3
208	Towards Augmenting Multimedia Qoe With Wearable Devices: Perspectives from an Empirical Study. , 2018, , .		3
209	Inverse and Transitivity of Cross-Modal Correspondence in Mulsemmedia. , 2018, , .		3
210	Web Service Composition on Smartphones: The Challenges and a Survey of Solutions. Lecture Notes in Computer Science, 2018, , 126-141.	1.0	3
211	Towards Encouraging a Healthier Lifestyle and Increased Physical Activity â€œ An App Incorporating Persuasive Design Principles. Lecture Notes in Computer Science, 2018, , 158-172.	1.0	3
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213	Movie Video Summarization- Generating Personalized Summaries Using Spatiotemporal Salient Region Detection. International Journal of Multimedia Data Engineering and Management, 2019, 10, 1-26.	0.3	3
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