Gheorghita Ghinea

List of Publications by Year
in descending order

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	Multisensory 360° Videos Under Varying Resolution Levels Enhance Presence. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 2093-2101.	2.9	5
2	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
3	Beyond Multimedia Authoring. ACM Computing Surveys, 2022, 54, 1-31.	16.1	5
4	The Communication, Coordination, Cooperation, and Connection Dimensions, When Using Framework and Collaborative Systems in the Newsroomâ€"A Case Study in the BBC London. Studies in Systems, Decision and Control, 2022, , 63-85.	0.8	0
5	Perspectives of the Journalists Content Production from Print Newspaper to Virtual Newsroom 4.0. Studies in Systems, Decision and Control, 2022, , 157-198.	0.8	1
6	Examining Potential of Scents for Enhancement of User Performance with Mobile Apps. Mobile Information Systems, 2022, 2022, 1-11.	0.4	1
7	SVM-based Analysis for Predicting Success Rate of Interest Packets in Information Centric Networks. Applied Artificial Intelligence, 2022, 36, .	2.0	4
8	Guidelines for evaluating wearablesâ€™ quality of experience in a mulsemedia context. Multimedia Tools and Applications, 2022, 81, 43283-43314.	2.6	4
9	Less is (Just as Good as) More - an Investigation of Odor Intensity and Hedonic Valence in Mulsemedia QoE using Heart Rate and Eye Tracking. IEEE Transactions on Multimedia, 2021, 23, 1095-1105.	5.2	12
10	Toward Content-Driven Intelligent Authoring of Mulsemedia Applications. IEEE MultiMedia, 2021, 28, 7-16.	1.5	10
11	The influence of human factors on 360â˜ mulsemedia QoE. International Journal of Human Computer Studies, 2021, 146, 102550.	3.7	12
12	On the influence of individual differences in cross-modal Mulsemedia QoE. Multimedia Tools and Applications, 2021, 80, 2377-2394.	2.6	4
13	Guaranteeing User Rates With Reinforcement Learning in 5G Radio Access Networks. , 2021, , 151-186.		0
14	Cascaded Complementary Filter Architecture for Sensor Fusion in Attitude Estimation. Sensors, 2021, 21, 1937.	2.1	21
15	Outlier-Resistant Remote State Estimation for Recurrent Neural Networks With Mixed Time-Delays. IEEE Transactions on Neural Networks and Learning Systems, 2021, 32, 2266-2273.	7.2	40
16	Guest editorial: Cognitive models for peer to peer networking in 5G and beyond networks and systems. Peer-to-Peer Networking and Applications, 2021, 14, 3166-3169.	2.6	0
17	When Scents Help Me Remember My Password. ACM Transactions on Applied Perception, 2021, 18, 1-18.	1.2	2
18	Development and deployment of a generative model-based framework for text to photorealistic image generation. Neurocomputing, 2021, 463, 1-16.	3.5	7

#	Article	IF	Citations
19	Gas Detection and Identification Using Multimodal Artificial Intelligence Based Sensor Fusion. Applied System Innovation, 2021, 4, 3.	2.7	31
20	Lightweight Object Detection Ensemble Framework for Autonomous Vehicles in Challenging Weather Conditions. Computational Intelligence and Neuroscience, 2021, 2021, 1-12.	1.1	16
21	Exploring Impact of Olfactory Stimuli on User Performance on Mobile Platforms. Advances in Intelligent Systems and Computing, 2021, , 1015-1023.	0.5	1
22	Using Multisensory Content to Impact the Quality of Experience of Reading Digital Books. ACM Transactions on Multimedia Computing, Communications and Applications, 2021, 17, 1-18.	3.0	3
23	Content-rich and Expansive Virtual Environments Using Passive Props As World Anchors. , 2021, , .		0
24	Mulsemedia DIY: A Survey of Devices and a Tutorial for Building Your Own Mulsemedia Environment. ACM Computing Surveys, 2020, 52, 1-29.	16.1	27
25	REST4Mobile: A framework for enhanced usability of REST services on smartphones. Concurrency Computation Practice and Experience, 2020, 32, e4174.	1.4	3
26	How Do We Experience Crossmodal Correspondent Mulsemedia Content?. IEEE Transactions on Multimedia, 2020, 22, 1249-1258.	5.2	17
27	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
28	5MART: 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
29	Overview of the 3rd DECOR Workshop. , 2020, , .		1
30	An Approach for Authoring Mulsemedia Documents Based on Events. , 2020, , .		4
31	Using olfactory media cues in e-learning â€" perspectives from an empirical investigation. Multimedia Tools and Applications, 2020, 79, 19265-19287.	2.6	9
32	An empirical investigation of performance overhead in cross-platform mobile development frameworks. Empirical Software Engineering, 2020, 25, 2997-3040.	3.0	25
33	COMPETÃŠNCIAS CONVERSACIONAIS EM AMBIENTES DE REDAÃ‡Ã•ES JORNALÃSTICAS. Revista Interamericana De ComunicaÃ§Ã£o MidiÃ¡tica, 2020, 19, .	0.0	0
34	A Comparison of Reinforcement Learning Algorithms in Fairness-Oriented OFDMA Schedulers. Information (Switzerland), 2019, 10, 315.	1.7	8
35	360Â° Mulsemedia: A Way to Improve Subjective QoE in 360Â° Videos. , 2019, , .		22
36	Enhancing User Fairness in OFDMA Radio Access Networks Through Machine Learning. , 2019, , .		4

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37	Multilayer Haptic Feedback for Pen-Based Tablet Interaction. , 2019, , .		8
38	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
39	A mulsemedia framework for delivering sensory effects to heterogeneous systems. Multimedia Systems, 2019, 25, 421-447.	3.0	17
40	Animations in Cross-Platform Mobile Applications: An Evaluation of Tools, Metrics and Performance. Sensors, 2019, 19, 2081.	2.1	9
41	Back-of-Device Force Feedback Improves Touchscreen Interaction for Mobile Devices. IEEE Transactions on Haptics, 2019, 12, 483-496.	1.8	6
42	An Empirical Study of Cross-Platform Mobile Development in Industry. Wireless Communications and Mobile Computing, 2019, 2019, 1-12.	0.8	22
43	Crowdsourcing authoring of sensory effects on videos. Multimedia Tools and Applications, 2019, 78, 19201-19227.	2.6	10
44	An Efficient Routing Strategy for Information Centric Networks. , 2019, , .		5
45	Indoor Mapping and Positioning using Augmented Reality. , 2019, , .		3
46	PassSmell: Using Olfactory Media for Authentication. , 2019, , .		2
47	Mulsemedia in Telecommunication and Networking Education: A Novel Teaching Approach that Improves the Learning Process. IEEE Communications Magazine, 2019, 57, 60-66.	4.9	21
48	Do I Smell Coffee? The Tale of a 360Â° Mulsemedia Experience. IEEE MultiMedia, 2019, , 1-1.	1.5	12
49	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
50	Toward Traffic Offload in Converged Satellite and Terrestrial Networks. IEEE Transactions on Broadcasting, 2019, 65, 340-346.	2.5	18
51	Is Multimedia Multisensorial? - A Review of Mulsemedia Systems. ACM Computing Surveys, 2019, 51, 1-35.	16.1	52
52	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
53	Coping With the Challenges of Delivering Multiple Sensorial Media. IEEE MultiMedia, 2019, 26, 66-75.	1.5	11
54	Mobile three-dimensional visualisation technologies for clinician-led fall prevention assessments. Health Informatics Journal, 2019, 25, 788-810.	1.1	14

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55	The impact of having olfactory media on user performance: Scented vs worded images. , 2019, , .		4
56	Newsroom 3.0: Managing Technological and Media Convergence in Contemporary Newsrooms. , 2019, , .		9
57	Machine Learning in Radio Resource Scheduling. Advances in Wireless Technologies and Telecommunication Book Series, 2019, , 24-56.	0.3	2
58	Guaranteeing User Rates With Reinforcement Learning in 5G Radio Access Networks. Advances in Wireless Technologies and Telecommunication Book Series, 2019, , 163-198.	0.3	1
59	An Expert System Approach for the Diagnosis and Rectification of Yarn Faults. Lecture Notes in Computer Science, 2019, , 230-242.	1.0	0
60	Integrating Perceptech Requirements through Intelligent Computation of Priorities in Multimedia Streaming. , 2019, , 856-859.		0
61	RedaÃ§Ãµes jornalÃsticas em contexto de convergÃªncia: um estudo comparativo exploratÃ³rio no Brasil, na Costa Rica e na Inglaterra. ComunicaÃ§Ã£o & InovaÃ§Ã£o, 2019, 20, .	0.0	2
62	A Tutorial for Olfaction-Based Multisensorial Media Application Design and Evaluation. ACM Computing Surveys, 2018, 50, 1-30.	16.1	39
63	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
64	Measuring Individual Video QoE. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-24.	3.0	27
65	Mulsemedia - what's new?. , 2018, , .		0
66	Towards a semantic-based content management system for journalistic writing. , 2018, , .		4
67	Towards Augmenting Multimedia Qoe With Wearable Devices: Perspectives from an Empirical Study. , 2018, , .		3
68	Inverse and Transitivity of Cross-Modal Correspondence in Mulsemedia. , 2018, , .		3
69	Improving Learning Experience by Employing DASH-Based Mulsemedia Delivery. , 2018, , .		4
70	UnBGOLD: UnB government open linked data. , 2018, , .		4
71	Mobile computing. , 2018, , .		0
72	360Â° Mulsemedia Experience over Next Generation Wireless Networks - A Reinforcement Learning Approach. , 2018, , .		20

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73	Towards a reference ontology on mulsemedia systems. , 2018, , .		5
74	A study on the quality of experience of crossmodal mulsemedia. , 2018, , .		2
75	An Effective Classification Approach for Big Data Security Based on GMPLS/MPLS Networks. Security and Communication Networks, 2018, 2018, 1-10.	1.0	7
76	WASS: Web-Based Annotation and Search System to Facilitate English Vocabulary Learning in Vocational High School. Lecture Notes in Computer Science, 2018, , 383-392.	1.0	0
77	Editorial: New developments in cloud and IoT. Future Generation Computer Systems, 2018, 86, 723-725.	4.9	0
78	Web Service Composition on Smartphones: The Challenges and a Survey of Solutions. Lecture Notes in Computer Science, 2018, , 126-141.	1.0	3
79	Towards Encouraging a Healthier Lifestyle and Increased Physical Activity â€" An App Incorporating Persuasive Design Principles. Lecture Notes in Computer Science, 2018, , 158-172.	1.0	3
80	A DASH-based Mulsemedia Adaptive Delivery Solution. , 2018, , .		14
81	Improving response time interval in networked event-based mulsemedia systems. , 2018, , .		4
82	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
83	Bridging the Gap: Investigating Device-Feature Exposure in Cross-Platform Development. , 2018, , .		4
84	User-centred personalised video abstraction approach adopting SIFT features. Multimedia Tools and Applications, 2017, 76, 2353-2378.	2.6	6
85	Focus-Plus-Context Techniques for Picoprojection-Based Interaction. IEEE Transactions on Multimedia, 2017, 19, 1521-1530.	5.2	2
86	Usability of Composing REST Services on Smartphones. , 2017, , .		2
87	Ontology-Based CMS News Authoring Environment. , 2017, , .		1
88	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
89	ForceTab: Visuo-haptic interaction with a force-sensitive actuated tablet. , 2017, , .		7
90	On the Educational Impact of Lecture Recording Reduction. , 2017, , .		1

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91	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
92	Adopting SOA in Public Service Provision. Lecture Notes in Computer Science, 2017, , 279-289.	1.0	3
93	Olfactory-enhanced multimedia video clips datasets. , 2017, , .		5
94	Can Multisensorial Media Improve Learner Experience?. , 2017, , .		46
95	Agile and continuous digital learning integration: Perspectives in ethiopian high schools. , 2017, , .		2
96	Exploring Microsoft Hololens for Interactive Visualization of UML Diagrams. , 2017, , .		4
97	Critical Success Factors in Virtual-Reality Based Marketing Ecosystems. , 2017, , .		1
98	Game-Based Learning Effectiveness and Motivation Study between Competitive and Cooperative Modes. , 2017, , .		16
99	Challenges and Opportunities of Network Virtualization over Wireless Mobile Networks. Mobile Information Systems, 2017, 2017, 1-2.	0.4	1
100	Proposal of a Brazilian Database Government Open Linked Data. , 2017, , .		1
101	Influence of Studentsâ€™ Affective and Conative Factors on Laboratory Learning: Moderating Effect of Online Social Network Attention. Eurasia Journal of Mathematics, Science and Technology Education, 2016, 13, .	0.7	1
102	Green Communication for Mobile and Wireless Networks. Mobile Information Systems, 2016, 2016, 1-2.	0.4	0
103	Understanding the Impact of Online Reviews on Customer Choice: A Probability Discounting Approach. Psychology and Marketing, 2016, 33, 125-134.	4.6	22
104	How Does Probability Impact Consumers' Choice? The Case of Online Reviews. Managerial and Decision Economics, 2016, 37, 331-336.	1.3	7
105	The SmartPT: Wearble Sensor Integration and Tracking in Training Equipment. , 2016, , .		0
106	inLoc: Location-Aware Emergency Evacuation Assistant. , 2016, , .		3
107	Designing an ontology-based Zika virus news authoring environment for the semantic web. , 2016, , .		3
108	Security of VoIP traffic over low or limited bandwidth networks. Security and Communication Networks, 2016, 9, 5591-5599.	1.0	3

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109	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
110	A Multi Platform Pain Assessment Tool using Bespoke Gaming Sensors. , 2016, , .		0
111	Do Personality and Culture Influence Perceived Video Quality and Enjoyment?. IEEE Transactions on Multimedia, 2016, 18, 1796-1807.	5.2	34
112	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
113	Meeting Quality Standards for Mobile Application Development in Businesses: A Framework for Cross-Platform Testing. , 2016, , .		8
114	Monetary Practices of Traditional Rural Communities in Ethiopia: Implications for New Financial Technology Design. Human-Computer Interaction, 2016, 31, 473-517.	3.1	8
115	Towards end-user development of REST client applications on smartphones. Computer Standards and Interfaces, 2016, 44, 205-219.	3.8	10
116	Image Category Recognition using Bag of Visual Words Representation. Transactions on Machine Learning and Artificial Intelligence, 2016, 4, .	0.3	0
117	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
118	Modelling Human Factors in Perceptual Multimedia Quality. , 2015, , .		24
119	PICOZOOM: A context sensitive multimodal zooming interface. , 2015, , .		1
120	Every Cloud Has a Push Data Lining: Incorporating Cloud Services in a Context-Aware Application. Mobile Information Systems, 2015, 2015, 1-10.	0.4	1
121	The CP-QAE-I: A video dataset for exploring the effect of personality and culture on perceived quality and affect in multimedia. , 2015, , .		14
122	Modelling the influence of personality and culture on affect and enjoyment in multimedia. , 2015, , .		23
123	Olfactory media impact on task performance: The case of a word search game. , 2015, , .		6
124	Panel discussion: Secured environment for end-users and contents. , 2015, , .		0
125	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
126	Message to ICITST participants. , 2015, , .		1

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127	Responsive web design for the internet connected TV: The answer to more smart TV content?. , 2015, , .		4
128	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
129	Beyond Multimedia Adaptation: Quality of Experience-Aware Multi-Sensorial Media Delivery. IEEE Transactions on Multimedia, 2015, 17, 104-117.	5.2	80
130	CLRF: Compressed Local Retinal Features for image description. , 2015, , .		0
131	Discovering salient objects from videos using spatiotemporal salient region detection. Signal Processing: Image Communication, 2015, 36, 154-178.	1.8	5
132	SDN in the wireless context - Towards full programmability of wireless network elements. , 2015, , .		7
133	HTML5 Technologies for Effective Cross-Platform Interactive/Smart TV Advertising. IEEE Transactions on Human-Machine Systems, 2015, 45, 534-539.	2.5	6
134	Assessing pain intensity following spinal cord injury. International Journal of Rehabilitation Research, 2015, 38, 92-94.	0.7	4
135	Perceived Synchronization of Mulsemedia Services. IEEE Transactions on Multimedia, 2015, 17, 957-966.	5.2	69
136	Wireless Backâ€haul: a software defined network enabled wireless Backâ€haul network architecture for future 5G networks. IET Networks, 2015, 4, 287-295.	1.1	15
137	Are websites optimized for mobile devices and Smart TVs?. , 2015, , .		6
138	Reliability in the Assessment of Program Quality by Teaching Assistants During Code Reviews. , 2015, , .		2
139	Personalized video summarization using sift. , 2015, , .		2
140	A proposed model for cross-platform web 3D applications on smart TV systems. , 2015, , .		3
141	A Mobile Money Solution for Illiterate Users. , 2015, , .		2
142	Enhancing Practice and Achievement in Introductory Programming With a Robot Olympics. IEEE Transactions on Education, 2015, 58, 249-254.	2.0	24
143	Salient Region Detection Using Patch Level and Region Level Image Abstractions. IEEE Signal Processing Letters, 2015, 22, 686-690.	2.1	11
144	Towards NFC payments using a lightweight architecture for the Web of Things. Computing (Vienna/New York), 2015, 97, 985-999.	3.2	9

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145	Designing Accessible Games with the VERITAS Framework: Lessons Learned from Game Designers. Lecture Notes in Computer Science, 2015, , 547-554.	1.0	2
146	Enabling Converged Satellite and Terrestrial Access Networks. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2015, , 43-52.	0.2	0
147	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
148	A Mobile Visual Diary for Personal Pain Management. Lecture Notes in Computer Science, 2015, , 435-440.	1.0	0
149	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
150	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
151	Mulsemedia. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 11, 1-23.	3.0	118
152	User-based video abstraction using visual features. , 2014, , .		0
153	Keynote speaker 5: Advances in MulSeMedia = multiple sensorial media. , 2014, , .		0
154	MPRF: Multisupport polar region features for image description. , 2014, , .		0
155	Keynote speaker 5: Advances in MulSeMedia = multiple sensorial media. , 2014, , .		0
156	Designing accessible ICT products and services. , 2014, , .		3
157	User Quality of Experience of Mulsemedia Applications. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 11, 1-19.	3.0	57
158	Measuring enrichment. , 2014, , .		33
159	Assessing the Role of Conceptual Knowledge in an Anti-phishing Educational Game. , 2014, , .		2
160	Personalized video summarization by highest quality frames. , 2014, , .		4
161	A novel user-centered design for personalized video summarization. , 2014, , .		6
162	Video summarization by group scoring. , 2014, , .		4

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163	Quality of experience study for multiple sensorial media delivery. , 2014, , .		20
164	Context-aware and automatic configuration of mobile devices in cloud-enabled ubiquitous computing. Personal and Ubiquitous Computing, 2014, 18, 883-894.	1.9	31
165	Subjective Assessment of Region of Interest-Aware Adaptive Multimedia Streaming Quality. IEEE Transactions on Broadcasting, 2014, 60, 50-60.	2.5	27
166	Dynamic cyber-incident response. , 2014, , .		5
167	Gradient-Orientation-Based PCA Subspace for Novel Face Recognition. IEEE Access, 2014, 2, 914-920.	2.6	37
168	Personalized video summarization based on group scoring. , 2014, , .		4
169	Mobile Application Platform Heterogeneity: Android vs Windows Phone vs iOS vs Firefox OS. , 2014, , .		42
170	PainDroid: an android-based virtual reality application for pain assessment. Multimedia Tools and Applications, 2014, 72, 191-206.	2.6	17
171	Worst case time requirement to cover a secure ad-hoc wireless network under full visibility. , 2014, , .		0
172	Promoting inclusive design practice at the Global Game Jam: A pilot evaluation. , 2014, , .		8
173	Mobile Money System Design for Illiterate Users in Rural Ethiopia. Lecture Notes in Computer Science, 2014, , 482-491.	1.0	2
174	Evaluating Usability of Cross-Platform Smartphone Applications. Lecture Notes in Computer Science, 2014, , 248-260.	1.0	4
175	A Secure Cloud-Based NFC Mobile Payment Protocol. International Journal of Advanced Computer Science and Applications, 2014, 5, .	0.5	9
176	Towards Interactive Virtual Environments through Handheld Devices for the Disabled. Advances in Healthcare Information Systems and Administration Book Series, 2014, , 237-249.	0.2	0
177	Path Signalling in a Wireless Back-Haul Network Integrating Unidirectional Broadcast Technologies. IEEE Transactions on Broadcasting, 2013, 59, 358-368.	2.5	1
178	Open air market and mobile money information system requirements. , 2013, , .		1
179	A Lightweight Architecture for the Web-of-Things. Lecture Notes in Computer Science, 2013, , 248-259.	1.0	5
180	Context-Aware and Cloud Based Adaptation of the User Experience. , 2013, , .		2

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181	Exploring solutions for mobile companionship: A design research approach to context-aware management. International Journal of Information Management, 2013, 33, 227-234.	10.5	7
182	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
183	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
184	Improving video summarization based on user preferences. , 2013, , .		3
185	Silver Surfers, E-government and the Digital Divide: An Exploratory Study of UK Local Authority Websites and Older Citizens. Interacting With Computers, 2013, 25, 417-442.	1.0	51
186	Ecosystem scenarios for cloud-based NFC payments. , 2013, , .		5
187	Integrating fantasy role-play into the programming lab. , 2013, , .		10
188	Implicit theories of programming aptitude as a barrier to learning to code. , 2013, , .		5
189	Information recall task impact in olfaction-enhanced multimedia. ACM Transactions on Multimedia Computing, Communications and Applications, 2013, 9, 1-16.	3.0	43
190	Pain management following new and long-standing spinal cord injury. International Journal of Rehabilitation Research, 2013, 36, 379-382.	0.7	1
191	Towards QoS-aware load distribution in heterogeneous networks. , 2013, , .		4
192	Trusted integration of cloud-based NFC transaction players. , 2013, , .		0
193	Performance Evaluation of a Modern Web Architecture. International Journal of Information Technology and Web Engineering, 2013, 8, 36-50.	1.2	2
194	Paindroid: A Mobile Tool for Pain Visualization and Management. Lecture Notes in Computer Science, 2013, , 401-406.	1.0	1
195	A Proposed NFC Payment Application. International Journal of Advanced Computer Science and Applications, 2013, 4, .	0.5	16
196	Attitudes of Patients Toward Adoption of 3D Technology in Pain Assessment: Qualitative Perspective. Journal of Medical Internet Research, 2013, 15, e55.	2.1	11
197	E-learning in Higher Educational Institutions in Kuwait: Experiences and Challenges. International Journal of Advanced Computer Science and Applications, 2013, 4, .	0.5	11
198	Cloud-based NFC Mobile Payments. Journal of Internet Technology and Secured Transaction, 2013, 2, 167-175.	0.2	1

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199	Fingerprint Scheme For Digital Text. International Journal of Multimedia and Image Processing, 2013, 3, 164-171.	0.1	0
200	User perception of media content association in olfaction-enhanced multimedia. ACM Transactions on Multimedia Computing, Communications and Applications, 2012, 8, 1-19.	3.0	40
201	Towards understanding the rural financial ecosystem in Ethiopia. , 2012, , .		0
202	Secure Sector Based Bi-path Clustering and Routing Protocol for WSNs. , 2012, , .		2
203	Security Server-Based Architecture for Mobile Ad Hoc Networks. , 2012, , .		4
204	A Wireless Back-Haul Architecture Supporting Dynamic Broadcast and White Space Coexistence. , 2012, , .		4
205	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
206	HTML5 and companion web technologies as a universal platform for interactive Internet TV advertising. , 2012, , .		2
207	Link calibration and property estimation in self-managed wireless back-haul networks. , 2012, , .		11
208	Evaluating the impact of interactivity issues on e-learning effectiveness. , 2012, , .		3
209	Cloud to Device Push Messaging on Android: A Case Study. , 2012, , .		15
210	The sweet smell of success. ACM Transactions on Multimedia Computing, Communications and Applications, 2012, 8, 1-17.	3.0	72
211	Why do commercial companies contribute to open source software?. International Journal of Information Management, 2012, 32, 106-117.	10.5	43
212	Evaluating the usability of a Virtual Reality-based Android application in managing the pain experience of wheelchair users. , 2012, 2012, 2460-3.		8
213	The More, the Merrier?. International Journal of Business Intelligence Research, 2012, 3, 34-48.	0.7	3
214	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
215	Experiences with Developing a User-Centered Digital Library. , 2012, , 1-21.		0
216	User Perception of Media Content Association in Olfaction-Enhanced Multimedia. , 2012, , 204-216.		1

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217	Business Innovation and Service Oriented Architecture. , 2012, , 184-196.		0
218	A Pilot of a QoS-Aware Wireless Back-Haul Network for Rural Areas. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 96-105.	0.2	2
219	Mobility, Context and Cloud. International Journal of Interactive Mobile Technologies, 2012, 6, 13.	0.7	0
220	Topology discovery and maintenance for heterogeneous wireless back-haul networks supporting unidirectional technologies. , 2011, , .		11
221	QoS-Aware Wireless Back-Haul Network for Rural Areas with Support for Broadcast Services in Practice. , 2011, , .		14
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