Irina Mocanu

List of Publications by Year
in descending order

45 papers	234 citations	1478505 6 h-index	1125743 13 g-index
47 all docs	47 docs citations	47 times ranked	178 citing authors

#	Article	IF	Citations
1	A Comprehensive Survey of Indoor Localization Methods Based on Computer Vision. Sensors, 2020, 20, 2641.	3.8	85
2	Fusion Mechanisms for Human Activity Recognition Using Automated Machine Learning. IEEE Access, 2020, 8, 143996-144014.	4.2	14
3	The AMIRO Social Robotics Framework: Deployment and Evaluation on the Pepper Robot. Sensors, 2020, 20, 7271.	3.8	14
4	Image Segmentation Using Encoder-Decoder with Deformable Convolutions. Sensors, 2021, 21, 1570.	3.8	14
5	Human Activity Recognition in Smart Environments. , 2013, , .		12
6	Digital camera connectivity solutions using the picture transfer protocol (PTP). IEEE Transactions on Consumer Electronics, 2002, 48, 417-427.	3.6	10
7	A Kinect based adaptive exergame. , 2016, , .		8
8	Multimodal Interface for Elderly People. , 2017, , .		8
9	A Multi-agent System for Human Activity Recognition in Smart Environments. Studies in Computational Intelligence, 2011, , 291-301.	0.9	5
10	A Novel Integrated Architecture for Ambient Assisted Living Systems. , 2017, , .		5
11	A multi-agent supervising system for smart environments. , 2012, , .		4
12	A Multi-Agent System for Service Acquiring in Smart Environments. Studies in Computational Intelligence, 2013, , 297-306.	0.9	4
13	Multimodal Interface for Ambient Assisted Living. , 2017, , .		4
14	Combining Supervised and Unsupervised Learning Algorithms for Human Activity Recognition. Sensors, 2021, 21, 6309.	3.8	4
15	VIRTUAL MINI-GAMES - A SERIOUS LEARNING TOOL FOR SENSORY SUBSTITUTION DEVICES. EDULEARN Proceedings, 2017, , .	0.0	4
16	Genetic Algorithms Viewed as Anticipatory Systems. , 2010, , .		3
17	Enhancing the physical activity of older adults based on user profiles. , 2017, , .		3
18	A Home Based Health-Care Solution for Older Adults Using Kinect. , 2017, , .		3

#	Article	IF	Citations
19	Human Activity Recognition with Convolution Neural Network Using TIAGo Robot. , 2018, , .		3
20	An Intelligent Personalized Fashion Recommendation System. , 2019, , .		3
21	Mobile@Old - an assistive platform for maintaining a healthy lifestyle for elderly people. , 2017, , .		2
22	Adaptive User Interface for Healthcare Application for People with Dementia. , 2018, , .		2
23	Multimodal Convolutional Neural Network for Object Detection Using RGB-D Images. , 2018, , .		2
24	AN END-USER PERSPECTIVE ON THE CAMI AMBIENT AND ASSISTED LIVING PROJECT. , 2018, , .		2
25	Object Recognition with Kinect Sensor. , 2015, , .		1
26	A Framework for Activity Recognition Through Deep Learning and Abnormality Detection in Daily Activities. Lecture Notes in Computer Science, 2017, , 730-740.	1.3	1
27	Personalized mhealth monitoring for elders using MR@Old. , 2017, , .		1
28	Human tracking using multiple views. , 2017, , .		1
29	Agent-Based System for Affective Intelligent Environment. Studies in Computational Intelligence, 2014, , 335-342.	0.9	1
30	MAINTAINING HEALTHY LIFESTYLE FOR ELDERLY PEOPLE THROUGH SERIOUS GAMES. INTED Proceedings, 2017, , .	0.0	1
31	TOWARDS FACILITATING LEARNING AND IMPROVING EDUCATION WITH TIAGO ROBOT. , 2019, , .		1
32	Formal Specification and Verification of Concurrent Agents in Event-B. , 2013, , .		0
33	Touch-Based Gesture Recognition for Human-Based Interfaces. , 2015, , .		0
34	A Parallel Version of the OneCut Image Segmentation Algorithm. , 2017, , .		0
35	Using Convolutional Neural Network for Image Enhancement on Mobile Devices. , 2019, , .		0
36	Agents Modeling under Fairness Assumption in Event-B. Studies in Computational Intelligence, 2014, , 301-307.	0.9	0

#	Article	IF	Citations
37	ACTIVE GAMING TO PROMOTE PHYSICAL ACTIVITY FOR ELDERLY PEOPLE. EDULEARN Proceedings, 2017, , .	0.0	0
38	THE STUDENT DESIGN BEHAVIOR AND AFFECTIVE SKILLS TO FAVOR ACADEMIC AND CAREER SUCCESS. , 2017, , .		0
39	BARRIERS TO ACCEPTANCE AND LEARNING OF ICT TECHNOLOGIES IN AN EUROPEAN AMBIENT ASSISTED LIVING PROJECT. EDULEARN Proceedings, 2017, , .	0.0	0
40	AN INNOVATIVE GAMIFICATION APPROACH FOR TREATING ACROPHOBIA USING VIRTUAL REALITY AND GESTURE RECOGNITION. INTED Proceedings, 2018, , .	0.0	0
41	Indoor Localisation through Probabilistic Ontologies. International Journal of Computers, Communications and Control, 2018, 13, 988-1006.	1.8	0
42	SERIOUS GAMES WITH VIRTUAL REALITY AS A LEARNING PLATFORM FOR COGNITIVE TRAINING. , 2019, , .		0
43	An Integrated System for Improved Assisted Living of Elderly People. Intelligent Systems Reference Library, 2020, , 111-141.	1.2	0
44	AN E-LEARNING PLATFORM THAT SUPPORTS PERSONALIZED LEARNING AND MULTIMODAL INTERACTIONS. , 2020, , .		0
45	Fusioning Multiple Treatment Retina Images into a Single One. Communications in Computer and Information Science, 2020, , 96-103.	0.5	0