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	Image Segmentation Using Encoder-Decoder with Deformable Convolutions. Sensors, 2021, 21, 1570.	3.8	14
2	Combining Supervised and Unsupervised Learning Algorithms for Human Activity Recognition. Sensors, 2021, 21, 6309.	3.8	4
3	Fusion Mechanisms for Human Activity Recognition Using Automated Machine Learning. IEEE Access, 2020, 8, 143996-144014.	4.2	14
4	The AMIRO Social Robotics Framework: Deployment and Evaluation on the Pepper Robot. Sensors, 2020, 20, 7271.	3.8	14
5	A Comprehensive Survey of Indoor Localization Methods Based on Computer Vision. Sensors, 2020, 20, 2641.	3.8	85
6	An Integrated System for Improved Assisted Living of Elderly People. Intelligent Systems Reference Library, 2020, , 111-141.	1.2	0
7	AN E-LEARNING PLATFORM THAT SUPPORTS PERSONALIZED LEARNING AND MULTIMODAL INTERACTIONS. , 2020, , .		0
8	Fusioning Multiple Treatment Retina Images into a Single One. Communications in Computer and Information Science, 2020, , 96-103.	0.5	0
9	An Intelligent Personalized Fashion Recommendation System. , 2019, , .		3
10	Using Convolutional Neural Network for Image Enhancement on Mobile Devices. , 2019, , .		0
11	TOWARDS FACILITATING LEARNING AND IMPROVING EDUCATION WITH TIAGO ROBOT. , 2019, , .		1
12	SERIOUS GAMES WITH VIRTUAL REALITY AS A LEARNING PLATFORM FOR COGNITIVE TRAINING. , 2019, , .		0
13	Adaptive User Interface for Healthcare Application for People with Dementia. , 2018, , .		2
14	Human Activity Recognition with Convolution Neural Network Using TIAGo Robot. , 2018, , .		3
15	Multimodal Convolutional Neural Network for Object Detection Using RGB-D Images. , 2018, , .		2
16	AN END-USER PERSPECTIVE ON THE CAMI AMBIENT AND ASSISTED LIVING PROJECT. , 2018, , .		2
17	AN INNOVATIVE GAMIFICATION APPROACH FOR TREATING ACROPHOBIA USING VIRTUAL REALITY AND GESTURE RECOGNITION. INTED Proceedings, 2018, , .	0.0	0
18	Indoor Localisation through Probabilistic Ontologies. International Journal of Computers, Communications and Control, 2018, 13, 988-1006.	1.8	0

#	Article	IF	Citations
19	A Novel Integrated Architecture for Ambient Assisted Living Systems. , 2017, , .		5
20	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
21	Multimodal Interface for Ambient Assisted Living. , 2017, , .		4
22	A Parallel Version of the OneCut Image Segmentation Algorithm. , 2017, , .		0
23	Multimodal Interface for Elderly People. , 2017, , .		8
24	Personalized mhealth monitoring for elders using MR@Old. , 2017, , .		1
25	Mobile@Old - an assistive platform for maintaining a healthy lifestyle for elderly people. , 2017, , .		2
26	Human tracking using multiple views. , 2017, , .		1
27	Enhancing the physical activity of older adults based on user profiles. , 2017, , .		3
28	A Home Based Health-Care Solution for Older Adults Using Kinect. , 2017, , .		3
29	ACTIVE GAMING TO PROMOTE PHYSICAL ACTIVITY FOR ELDERLY PEOPLE. EDULEARN Proceedings, 2017, , .	0.0	0
30	THE STUDENT DESIGN BEHAVIOR AND AFFECTIVE SKILLS TO FAVOR ACADEMIC AND CAREER SUCCESS. , 2017, , .		0
31	MAINTAINING HEALTHY LIFESTYLE FOR ELDERLY PEOPLE THROUGH SERIOUS GAMES. INTED Proceedings, 2017, , .	0.0	1
32	BARRIERS TO ACCEPTANCE AND LEARNING OF ICT TECHNOLOGIES IN AN EUROPEAN AMBIENT ASSISTED LIVING PROJECT. EDULEARN Proceedings, 2017, , .	0.0	0
33	VIRTUAL MINI-GAMES - A SERIOUS LEARNING TOOL FOR SENSORY SUBSTITUTION DEVICES. EDULEARN Proceedings, 2017, , .	0.0	4
34	A Kinect based adaptive exergame. , 2016, , .		8
35	Object Recognition with Kinect Sensor. , 2015, , .		1
36	Touch-Based Gesture Recognition for Human-Based Interfaces. , 2015, , .		0

#	Article	IF	Citations
37	Agents Modeling under Fairness Assumption in Event-B. Studies in Computational Intelligence, 2014, , 301-307.	0.9	0
38	Agent-Based System for Affective Intelligent Environment. Studies in Computational Intelligence, 2014, , 335-342.	0.9	1
39	A Multi-Agent System for Service Acquiring in Smart Environments. Studies in Computational Intelligence, 2013, , 297-306.	0.9	4
40	Formal Specification and Verification of Concurrent Agents in Event-B. , 2013, , .		0
41	Human Activity Recognition in Smart Environments. , 2013, , .		12
42	A multi-agent supervising system for smart environments. , 2012, , .		4
43	A Multi-agent System for Human Activity Recognition in Smart Environments. Studies in Computational Intelligence, 2011, , 291-301.	0.9	5
44	Genetic Algorithms Viewed as Anticipatory Systems. , 2010, , .		3
45	Digital camera connectivity solutions using the picture transfer protocol (PTP). IEEE Transactions on Consumer Electronics, 2002, 48, 417-427.	3.6	10