

Lazaros Vrysis

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8569963/publications.pdf>

Version: 2024-02-01

29
papers

313
citations

1039880

9
h-index

940416

16
g-index

30
all docs

30
docs citations

30
times ranked

206
citing authors

#	ARTICLE	IF	CITATIONS
1	Continuous Speech Emotion Recognition with Convolutional Neural Networks. AES: Journal of the Audio Engineering Society, 2020, 68, 14-24.	0.8	47
2	MAtHE the Game: A Serious Game for Education and Training in News Verification. Education Sciences, 2019, 9, 155.	1.4	34
3	1D/2D Deep CNNs vs. Temporal Feature Integration for General Audio Classification. AES: Journal of the Audio Engineering Society, 2020, 68, 66-77.	0.8	26
4	A Web Interface for Analyzing Hate Speech. Future Internet, 2021, 13, 80.	2.4	24
5	Crowdsourcing Audio Semantics by Means of Hybrid Bimodal Segmentation with Hierarchical Classification. AES: Journal of the Audio Engineering Society, 2016, 64, 1042-1054.	0.8	22
6	Efficient audio-driven multimedia indexing through similarity-based speech / music discrimination. Multimedia Tools and Applications, 2017, 76, 25603-25621.	2.6	20
7	Machine Learning Algorithms for Environmental Sound Recognition. , 2015, , .		18
8	Growing Media Skills and Know-How in Situ: Technology-Enhanced Practices and Collaborative Support in Mobile News-Reporting. Education Sciences, 2019, 9, 173.	1.4	15
9	Machine-Assisted Learning in Highly-Interdisciplinary Media Fields: A Multimedia Guide on Modern Art. Education Sciences, 2019, 9, 198.	1.4	14
10	An Enhanced Temporal Feature Integration Method for Environmental Sound Recognition. Acoustics, 2019, 1, 410-422.	0.8	13
11	Speech Emotion Recognition Adapted to Multimodal Semantic Repositories. , 2018, , .		9
12	Semi-supervised audio-driven TV-news speaker diarization using deep neural embeddings. Journal of the Acoustical Society of America, 2020, 148, 3751-3761.	0.5	9
13	Semantic Crowdsourcing of Soundscapes Heritage: A Mojo Model for Data-Driven Storytelling. Sustainability, 2021, 13, 2714.	1.6	8
14	Teaching game design to students of the early childhood through Forest Maths. , 2016, , .		6
15	Enhanced Temporal Feature Integration in Audio Semantics via Alpha-Stable Modeling. AES: Journal of the Audio Engineering Society, 2021, 69, 227-237.	0.8	6
16	Mobile Audio Intelligence. , 2015, , .		5
17	Audiovisual speaker indexing for Web-TV automations. Expert Systems With Applications, 2021, 186, 115833.	4.4	5
18	A web crowdsourcing framework for transfer learning and personalized Speech Emotion Recognition. Machine Learning With Applications, 2021, 6, 100132.	3.0	5

#	ARTICLE	IF	CITATIONS
19	Augmenting Social Multimedia Semantic Interaction through Audio-Enhanced Web-TV Services. , 2015, , .		4
20	Block unshifting high-accuracy motion estimation: A new method adapted to super-resolution enhancement. Signal Processing: Image Communication, 2018, 65, 81-93.	1.8	4
21	Development and evaluation of a tablet-based diagnostic audiometer. International Journal of Audiology, 2019, 58, 476-483.	0.9	4
22	Temporal Auditory Coding Features for Causal Speech Enhancement. Electronics (Switzerland), 2020, 9, 1698.	1.8	3
23	A Prototype Web Application to Support Human-Centered Audiovisual Content Authentication and Crowdsourcing. Future Internet, 2022, 14, 75.	2.4	3
24	Serious+: A technology assisted learning space based on gaming. , 2015, , .		2
25	High accuracy block-matching sub-pixel motion estimation through detection of error surface minima. Multimedia Tools and Applications, 2018, 77, 5837-5856.	2.6	2
26	Examining the Impact of an Interactive Storytelling Platform on Educational Contexts Through Contemporary Crowdsourcing Methods of Audiovisual Content Publishing. , 2020, , .		2
27	Eliciting Educatorsâ€™ Needs on the Design and Application of Augmented Reality Educational Board Games on Cultural Heritage: The case of CHARMap. , 2021, , .		1
28	Entropy Based Feature Pooling in Speech Command Classification. Lecture Notes in Networks and Systems, 2021, , 1083-1091.	0.5	0
29	Noise invariant feature pooling for the internet of audio things. Multimedia Tools and Applications, 0, , 1.	2.6	0