

Gustavo Marfia

List of Publications by Year in descending order

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Version: 2024-02-01

95
papers

1,493
citations

566801

15
h-index

433756

31
g-index

96
all docs

96
docs citations

96
times ranked

1319
citing authors

#	ARTICLE	IF	CITATIONS
1	On the Effectiveness of an Opportunistic Traffic Management System for Vehicular Networks. IEEE Transactions on Intelligent Transportation Systems, 2011, 12, 1537-1548.	4.7	143
2	Will IPTV ride the peer-to-peer stream? [Peer-to-Peer Multimedia Streaming]. , 2007, 45, 86-92.		132
3	A survey of routing and data dissemination in Delay Tolerant Networks. Journal of Network and Computer Applications, 2016, 67, 128-146.	5.8	123
4	Playing into the wild: A gesture-based interface for gaming in public spaces. Journal of Visual Communication and Image Representation, 2012, 23, 426-440.	1.7	74
5	Going realistic and optimal: A distributed multi-hop broadcast algorithm for vehicular safety. Computer Networks, 2011, 55, 2504-2519.	3.2	70
6	The digitization of cultural practices. Communications of the ACM, 2014, 57, 82-87.	3.3	69
7	Vehicular Congestion Detection and Short-Term Forecasting: A New Model With Results. IEEE Transactions on Vehicular Technology, 2011, 60, 2936-2948.	3.9	64
8	Safe Driving in LA: Report from the Greatest Intervehicular Accident Detection Test Ever. IEEE Transactions on Vehicular Technology, 2013, 62, 522-535.	3.9	59
9	Evaluating vehicle network strategies for downtown Portland. , 2007, , .		55
10	Attitudes of Crohn's Disease Patients: Infodemiology Case Study and Sentiment Analysis of Facebook and Twitter Posts. JMIR Public Health and Surveillance, 2017, 3, e51.	1.2	50
11	Diegetic user interfaces for virtual environments with HMDs: a user experience study with oculus rift. Journal on Multimodal User Interfaces, 2017, 11, 173-184.	2.0	43
12	Vehicular grid communications. , 2006, , .		38
13	TCP at last: reconsidering TCP's role for wireless entertainment centers at home. IEEE Transactions on Consumer Electronics, 2010, 56, 2233-2240.	3.0	31
14	Entertainment beyond divertissement. Computers in Entertainment, 2011, 9, 1-9.	1.2	28
15	TCP Libra: Exploring RTT-Fairness for TCP. Lecture Notes in Computer Science, 2007, , 1005-1013.	1.0	28
16	Using geosocial search for urban air pollution monitoring. Pervasive and Mobile Computing, 2017, 35, 15-31.	2.1	22
17	TCP Libra: Derivation, analysis, and comparison with other RTT-fair TCPs. Computer Networks, 2010, 54, 2327-2344.	3.2	21
18	VANET: On Mobility Scenarios and Urban Infrastructure. A Case Study. , 2007, , .		20

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19	Performance Assessment of a Commercial GPS Receiver for Networking Applications. , 2008, , .		19
20	Inside Chronic Autoimmune Disease Communities. , 2015, , .		16
21	PathS. , 2015, , .		16
22	Experimental Analysis of a Mobile Health System for Mood Disorders. IEEE Transactions on Information Technology in Biomedicine, 2010, 14, 241-247.	3.6	15
23	An optimal 1D vehicular accidentwarning algorithm for realistic scenarios. , 2010, , .		15
24	An overview of opportunistic ad hoc communication in urban scenarios. , 2014, , .		15
25	Sensing Pollution on Online Social Networks: A Transportation Perspective. Mobile Networks and Applications, 2016, 21, 688-707.	2.2	15
26	Unleashing the true potential of social networks: confirming infliximab medical trials through Facebook posts. Network Modeling Analysis in Health Informatics and Bioinformatics, 2016, 5, 1.	1.2	14
27	FairCast. , 2008, , .		13
28	To live and drive in L.A.: Measurements from a real intervehicular accident alert test. , 2012, , .		13
29	NEARCHOS. Networked Archaeological Open Science: Advances in Archaeology Through Field Analytics and Scientific Community Sharing. Journal of Archaeological Research, 2018, 26, 447-469.	1.4	13
30	Fostering fashion retail experiences through virtual reality and voice assistants. , 2020, , .		13
31	A new traffic congestion prediction model for advanced traveler information and management systems. Wireless Communications and Mobile Computing, 2013, 13, 266-276.	0.8	12
32	On the interpretation of the effects of the Infliximab treatment on Crohnâ€™s disease patients from Facebook posts: a human vs. machine comparison. Network Modeling Analysis in Health Informatics and Bioinformatics, 2017, 6, 1.	1.2	12
33	Exploiting Immersive Virtual Reality for Fashion Gamification. , 2018, , .		12
34	Dealing with wireless links in the ERA of bandwidth demanding wireless home entertainment. , 2010, , .		11
35	Exploiting fashion x-commerce through the empowerment of voice in the fashion virtual reality arena. Virtual Reality, 2022, 26, 871-884.	4.1	11
36	Combining Web Squared and serious games for crossroad accessibility. , 2011, , .		10

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37	Recognizing intuitive pre-defined gestures for cultural specific interactions: An image-based approach. , 2011, , .		10
38	A practical computer based vision system for posture and movement sensing in occupational medicine. Multimedia Tools and Applications, 2017, 76, 8109-8129.	2.6	10
39	Balancing Video on Demand Flows over Links with Heterogeneous Delays. , 2007, , .		10
40	How to Outreach the External World from a Museum: The Case of the Marsiliâ€™s Spirit App. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2013, , 25-32.	0.2	9
41	MANET QoS support without reservations. Security and Communication Networks, 2011, 4, 316-328.	1.0	8
42	Day and night at the museum: intangible computer interfaces for public exhibitions. Multimedia Tools and Applications, 2014, 69, 1131-1157.	2.6	8
43	Some Reflections on the Potential and Limitations of Deep Learning for Automated Music Generation. , 2018, , .		8
44	On developing smart applications for VANETs: Where are we now? some insights on technical issues and open problems. , 2009, , .		6
45	Leveraging Social System Networks in Ubiquitous High-Data-Rate Health Systems. IEEE Transactions on Information Technology in Biomedicine, 2011, 15, 491-498.	3.6	6
46	On the design and player satisfaction evaluation of an immersive gestural game. , 2011, , .		6
47	Using digital fountains in future IPTV streaming platforms: a future perspective. , 2012, 50, 202-207.		6
48	Modeling the Energy Consumption of Upload Patterns on Smartphones and IoT Devices. IEEE Communications Letters, 2018, 22, 2258-2261.	2.5	6
49	A Simulative Evaluation of V2V Algorithms for Road Safety and In-Car Entertainment. , 2011, , .		5
50	Efficient vehicle-to-pedestrian exchange of medical data. , 2011, , .		5
51	GPS position errors in VANETS: Their impact on a real-world accident warning system. , 2012, , .		5
52	First person shooters on the road: Leveraging on APs and VANETs for a quality gaming experience. , 2012, , .		4
53	Models and performance evaluation of event goodput in sensor platforms. Computer Networks, 2017, 123, 119-136.	3.2	4
54	Can we monitor the natural environment analyzing online social network posts? A literature review. Online Social Networks and Media, 2018, 5, 51-60.	2.3	4

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55	Reaching to inhibit a prepotent response: A wearable 3-axis accelerometer kinematic analysis. PLoS ONE, 2021, 16, e0254514.	1.1	4
56	Who will Trust my Digital Twin? Maybe a Clerk in a Brick and Mortar Fashion Shop. , 2022, , .		4
57	Modeling and Experimenting with Vehicular Congestion for Distributed Advanced Traveler Information Systems. Lecture Notes in Computer Science, 2010, , 1-16.	1.0	3
58	Technoculture of handcraft. , 2012, , .		3
59	Leveraging on Mobility Models for Sensor Network Lifetime Modeling. , 2016, , .		3
60	Blockchain and Sensor-Based Reputation Enforcement for the Support of the Reshoring of Business Activities. Measuring Operations Performance, 2017, , 125-139.	1.1	3
61	A simulation model for event goodput estimation in real-time sensor networks. , 2017, , .		3
62	Preserving Family Album Photos with the HoloLens 2. , 2021, , .		3
63	Reframing Haute Couture Handcraftship: How to Preserve Artisansâ€™ Abilities with Gesture Recognition. Lecture Notes in Computer Science, 2012, , 437-444.	1.0	3
64	P-2-P games for computer science. , 2010, , .		2
65	Vehicular congestion modeling and estimation for advanced traveler information systems. , 2010, , .		2
66	Optimal assessments in VANET: The Oracle. , 2010, , .		2
67	AREEB: Automatic REfrain extraction for ThumBnail. , 2012, , .		2
68	Mercator Atlas Robot: Bridging the Gap between Ancient Maps and Modern Travelers with Gestural Mixed Reality. , 2012, , .		2
69	On the design and run of VANET road experiments. , 2012, , .		2
70	RESTful services for an innovative e-Health infrastructure: A real case study. , 2014, , .		2
71	Revive Family Photo Albums through a Collaborative Environment Exploiting the HoloLens 2. , 2021, , .		2
72	Toward a Holistic Approach to the Socio-historical Analysis of Vernacular Photos. ACM Transactions on Multimedia Computing, Communications and Applications, 2022, 18, 1-23.	3.0	2

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73	IPTV-P2P Clients at Home. , 2009, , .		1
74	Ensuring fair coexistence of multimedia applications in a wireless home. , 2009, , .		1
75	From theory to reality. , 2011, , .		1
76	Video Games at the Library: A Historical Perspective. , 2011, , .		1
77	Satisfying the hunger for mobile online games: Providing quality time in vehicular scenarios. , 2012, , .		1
78	Learning about Fashion exploiting the Big Multimedia Data. , 2018, , .		1
79	Modeling the energy consumption of mobile apps. , 2019, , .		1
80	Laying the path to consumer-level immersive simulation environments. , 2020, , .		1
81	Qualitative Activity Recognition using Machine and Deep Learning. , 2019, , .		1
82	ProbeCast. , 2008, , .		1
83	Fashion popularity analysis based on online social network via deep learning. , 2019, , .		1
84	xTrack: A Flexible Real-Time 3D Scanner for Home Computing Applications. , 2012, , .		0
85	Listening to unanimated objects' stories for treatment and repair: A computer vision approach. , 2013, , .		0
86	Like vehicles like pedestrians, in an interconnected world. , 2013, , .		0
87	LelioSwing: Rediscovering music classics while playing in duo with Lelio Luttazzi. , 2014, , .		0
88	Everything you always wanted to know about playing a FPS game on a car. , 2014, , .		0
89	Museo Multiverso: Bridging the gap between museums and mobile platforms. , 2014, , .		0
90	Ensuring coexistence among games and downloads in multihop wireless networks. , 2015, , .		0

#	ARTICLE	IF	CITATIONS
91	Mobile Sensing and Beyond in the Information Age. , 2015, , .		0
92	Using off-the-shelf data-human interface platforms: traps and tricks. Multimedia Tools and Applications, 2021, 80, 12907-12929.	2.6	0
93	Empowering Locksmith Crafts via Mobile Augmented Reality. , 2021, , .		0
94	Modeling and shaping the lifetime of target detection sensor networks. , 2017, , .		0
95	Analyzing and shaping the lifetime and the performance of barrier coverage sensor networks. Performance Evaluation Review, 2017, 44, 69-79.	0.4	0