

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	Exploiting fashion x-commerce through the empowerment of voice in the fashion virtual reality arena. <i>Virtual Reality</i> , 2022, 26, 871-884.	4.1	11
2	Toward a Holistic Approach to the Socio-historical Analysis of Vernacular Photos. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2022, 18, 1-23.	3.0	2
3	Who will Trust my Digital Twin? Maybe a Clerk in a Brick and Mortar Fashion Shop. , 2022, , .		4
4	Using off-the-shelf data-human interface platforms: traps and tricks. <i>Multimedia Tools and Applications</i> , 2021, 80, 12907-12929.	2.6	0
5	Preserving Family Album Photos with the HoloLens 2. , 2021, , .		3
6	Reaching to inhibit a prepotent response: A wearable 3-axis accelerometer kinematic analysis. <i>PLoS ONE</i> , 2021, 16, e0254514.	1.1	4
7	Empowering Locksmith Crafts via Mobile Augmented Reality. , 2021, , .		0
8	Revive Family Photo Albums through a Collaborative Environment Exploiting the HoloLens 2. , 2021, , .		2
9	Laying the path to consumer-level immersive simulation environments. , 2020, , .		1
10	Fostering fashion retail experiences through virtual reality and voice assistants. , 2020, , .		13
11	Modeling the energy consumption of mobile apps. , 2019, , .		1
12	Qualitative Activity Recognition using Machine and Deep Learning. , 2019, , .		1
13	Fashion popularity analysis based on online social network via deep learning. , 2019, , .		1
14	Can we monitor the natural environment analyzing online social network posts? A literature review. <i>Online Social Networks and Media</i> , 2018, 5, 51-60.	2.3	4
15	Learning about Fashion exploiting the Big Multimedia Data. , 2018, , .		1
16	Exploiting Immersive Virtual Reality for Fashion Gamification. , 2018, , .		12
17	Some Reflections on the Potential and Limitations of Deep Learning for Automated Music Generation. , 2018, , .		8
18	Modeling the Energy Consumption of Upload Patterns on Smartphones and IoT Devices. <i>IEEE Communications Letters</i> , 2018, 22, 2258-2261.	2.5	6

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19	NEARCHOS. Networked Archaeological Open Science: Advances in Archaeology Through Field Analytics and Scientific Community Sharing. <i>Journal of Archaeological Research</i> , 2018, 26, 447-469.	1.4	13
20	A practical computer based vision system for posture and movement sensing in occupational medicine. <i>Multimedia Tools and Applications</i> , 2017, 76, 8109-8129.	2.6	10
21	Diegetic user interfaces for virtual environments with HMDs: a user experience study with oculus rift. <i>Journal on Multimodal User Interfaces</i> , 2017, 11, 173-184.	2.0	43
22	Models and performance evaluation of event goodput in sensor platforms. <i>Computer Networks</i> , 2017, 123, 119-136.	3.2	4
23	Blockchain and Sensor-Based Reputation Enforcement for the Support of the Reshoring of Business Activities. <i>Measuring Operations Performance</i> , 2017, , 125-139.	1.1	3
24	On the interpretation of the effects of the Infliximab treatment on Crohn's disease patients from Facebook posts: a human vs. machine comparison. <i>Network Modeling Analysis in Health Informatics and Bioinformatics</i> , 2017, 6, 1.	1.2	12
25	Using geosocial search for urban air pollution monitoring. <i>Pervasive and Mobile Computing</i> , 2017, 35, 15-31.	2.1	22
26	A simulation model for event goodput estimation in real-time sensor networks. , 2017, , .		3
27	Attitudes of Crohn's Disease Patients: Infodemiology Case Study and Sentiment Analysis of Facebook and Twitter Posts. <i>JMIR Public Health and Surveillance</i> , 2017, 3, e51.	1.2	50
28	Modeling and shaping the lifetime of target detection sensor networks. , 2017, , .		0
29	Analyzing and shaping the lifetime and the performance of barrier coverage sensor networks. <i>Performance Evaluation Review</i> , 2017, 44, 69-79.	0.4	0
30	Leveraging on Mobility Models for Sensor Network Lifetime Modeling. , 2016, , .		3
31	Unleashing the true potential of social networks: confirming infliximab medical trials through Facebook posts. <i>Network Modeling Analysis in Health Informatics and Bioinformatics</i> , 2016, 5, 1.	1.2	14
32	Sensing Pollution on Online Social Networks: A Transportation Perspective. <i>Mobile Networks and Applications</i> , 2016, 21, 688-707.	2.2	15
33	A survey of routing and data dissemination in Delay Tolerant Networks. <i>Journal of Network and Computer Applications</i> , 2016, 67, 128-146.	5.8	123
34	Inside Chronic Autoimmune Disease Communities. , 2015, , .		16
35	PathS. , 2015, , .		16
36	Ensuring coexistence among games and downloads in multihop wireless networks. , 2015, , .		0

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37	Mobile Sensing and Beyond in the Information Age. , 2015, , .		0
38	RESTful services for an innovative e-Health infrastructure: A real case study. , 2014, , .		2
39	LelioSwing: Rediscovering music classics while playing in duo with Lelio Luttazzi. , 2014, , .		0
40	An overview of opportunistic ad hoc communication in urban scenarios. , 2014, , .		15
41	Everything you always wanted to know about playing a FPS game on a car. , 2014, , .		0
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	The digitization of cultural practices. Communications of the ACM, 2014, 57, 82-87.	3.3	69
44	Museo Multiverso: Bridging the gap between museums and mobile platforms. , 2014, , .		0
45	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
46	Listening to unanimated objects' stories for treatment and repair: A computer vision approach. , 2013, , .		0
47	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
48	Like vehicles like pedestrians, in an interconnected world. , 2013, , .		0
49	How to Outreach the External World from a Museum: The Case of the Marsiliã€™s Spirit App. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2013, , 25-32.	0.2	9
50	Technoculture of handcraft. , 2012, , .		3
51	AREEB: Automatic REfrain extraction for ThumBnail. , 2012, , .		2
52	Mercator Atlas Robot: Bridging the Gap between Ancient Maps and Modern Travelers with Gestural Mixed Reality. , 2012, , .		2
53	On the design and run of VANET road experiments. , 2012, , .		2
54	Satisfying the hunger for mobile online games: Providing quality time in vehicular scenarios. , 2012, , .		1

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55	xTrack: A Flexible Real-Time 3D Scanner for Home Computing Applications. , 2012, , .		0
56	First person shooters on the road: Leveraging on APs and VANETs for a quality gaming experience. , 2012, , .		4
57	To live and drive in L.A.: Measurements from a real intervehicular accident alert test. , 2012, , .		13
58	GPS position errors in VANETS: Their impact on a real-world accident warning system. , 2012, , .		5
59	Using digital fountains in future IPTV streaming platforms: a future perspective. , 2012, 50, 202-207.		6
60	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
61	Reframing Haute Couture Handcraftship: How to Preserve Artisans's Abilities with Gesture Recognition. Lecture Notes in Computer Science, 2012, , 437-444.	1.0	3
62	Combining Web Squared and serious games for crossroad accessibility. , 2011, , .		10
63	A Simulative Evaluation of V2V Algorithms for Road Safety and In-Car Entertainment. , 2011, , .		5
64	Vehicular Congestion Detection and Short-Term Forecasting: A New Model With Results. IEEE Transactions on Vehicular Technology, 2011, 60, 2936-2948.	3.9	64
65	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
66	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
67	MANET QoS support without reservations. Security and Communication Networks, 2011, 4, 316-328.	1.0	8
68	Going realistic and optimal: A distributed multi-hop broadcast algorithm for vehicular safety. Computer Networks, 2011, 55, 2504-2519.	3.2	70
69	From theory to reality. , 2011, , .		1
70	On the design and player satisfaction evaluation of an immersive gestural game. , 2011, , .		6
71	Efficient vehicle-to-pedestrian exchange of medical data. , 2011, , .		5
72	Recognizing intuitive pre-defined gestures for cultural specific interactions: An image-based approach. , 2011, , .		10

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73	Video Games at the Library: A Historical Perspective. , 2011, , .		1
74	Entertainment beyond divertissement. Computers in Entertainment, 2011, 9, 1-9.	1.2	28
75	Experimental Analysis of a Mobile Health System for Mood Disorders. IEEE Transactions on Information Technology in Biomedicine, 2010, 14, 241-247.	3.6	15
76	TCP Libra: Derivation, analysis, and comparison with other RTT-fair TCPs. Computer Networks, 2010, 54, 2327-2344.	3.2	21
77	P-2-P games for computer science. , 2010, , .		2
78	Modeling and Experimenting with Vehicular Congestion for Distributed Advanced Traveler Information Systems. Lecture Notes in Computer Science, 2010, , 1-16.	1.0	3
79	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
80	Vehicular congestion modeling and estimation for advanced traveler information systems. , 2010, , .		2
81	Dealing with wireless links in the ERA of bandwidth demanding wireless home entertainment. , 2010, , .		11
82	An optimal 1D vehicular accidentwarning algorithm for realistic scenarios. , 2010, , .		15
83	Optimal assessments in VANET: The Oracle. , 2010, , .		2
84	On developing smart applications for VANETs: Where are we now? some insights on technical issues and open problems. , 2009, , .		6
85	IPTV-P2P Clients at Home. , 2009, , .		1
86	Ensuring fair coexistence of multimedia applications in a wireless home. , 2009, , .		1
87	Performance Assessment of a Commercial GPS Receiver for Networking Applications. , 2008, , .		19
88	FairCast. , 2008, , .		13
89	ProbeCast. , 2008, , .		1
90	VANET: On Mobility Scenarios and Urban Infrastructure. A Case Study. , 2007, , .		20

#	ARTICLE	IF	CITATIONS
91	Will IPTV ride the peer-to-peer stream? [Peer-to-Peer Multimedia Streaming]. , 2007, 45, 86-92.		132
92	Evaluating vehicle network strategies for downtown Portland. , 2007, , .		55
93	TCP Libra: Exploring RTT-Fairness for TCP. Lecture Notes in Computer Science, 2007, , 1005-1013.	1.0	28
94	Balancing Video on Demand Flows over Links with Heterogeneous Delays. , 2007, , .		10
95	Vehicular grid communications. , 2006, , .		38