

Alfredo Raúl Teyseyre

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8755450/publications.pdf>

Version: 2024-02-01

15
papers

294
citations

1478280

6
h-index

1372474

10
g-index

15
all docs

15
docs citations

15
times ranked

273
citing authors

#	ARTICLE	IF	CITATIONS
1	Gamifying Users's Learning Experience of Scrum. Communications in Computer and Information Science, 2021, , 497-509.	0.4	4
2	A deep learning approach to automatic road surface monitoring and pothole detection. Personal and Ubiquitous Computing, 2020, 24, 519-534.	1.9	72
3	Hand gesture recognition in real world scenarios using approximate string matching. Multimedia Tools and Applications, 2020, 79, 20773-20794.	2.6	12
4	Given 2n Eyeballs, All Quality Flaws Are Shallow. , 2020, , .		0
5	Evaluating Machine Learning Approaches for Evapotranspiration Estimation in the Pampean Region of Argentina. , 2020, , .		0
6	A Comparative Study of Machine Learning Techniques for Gesture Recognition Using Kinect. , 2020, , 1096-1117.		0
7	Estimating Body Condition Score in Dairy Cows From Depth Images Using Convolutional Neural Networks, Transfer Learning and Model Ensembling Techniques. Agronomy, 2019, 9, 90.	1.3	41
8	A Deep Learning Approach for Hybrid Hand Gesture Recognition. Lecture Notes in Computer Science, 2019, , 87-99.	1.0	0
9	Body condition estimation on cows from depth images using Convolutional Neural Networks. Computers and Electronics in Agriculture, 2018, 155, 12-22.	3.7	65
10	Approximate string matching: A lightweight approach to recognize gestures with Kinect. Pattern Recognition, 2017, 62, 73-86.	5.1	24
11	A visualization tool to detect refactoring opportunities in SOA applications. , 2017, , .		4
12	Combination of Agile Development and User Centered Design to Improve the Usability of a Beef-Cattle Farm Simulator. IEEE Latin America Transactions, 2016, 14, 3385-3392.	1.2	1
13	Unsupervised Learning for Detecting Refactoring Opportunities in Service-Oriented Applications. Lecture Notes in Computer Science, 2016, , 335-342.	1.0	7
14	A Comparative Study of Machine Learning Techniques for Gesture Recognition Using Kinect. Advances in Human and Social Aspects of Technology Book Series, 2016, , 1-22.	0.3	4
15	Easy gesture recognition for Kinect. Advances in Engineering Software, 2014, 76, 171-180.	1.8	60