

Andreas Lanitis

List of Publications by Year in descending order

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Version: 2024-02-01

73
papers

2,912
citations

471371

17
h-index

254106

43
g-index

80
all docs

80
docs citations

80
times ranked

1578
citing authors

#	ARTICLE	IF	CITATIONS
1	Toward automatic simulation of aging effects on face images. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2002, 24, 442-455.	9.7	695
2	Automatic interpretation and coding of face images using flexible models. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1997, 19, 743-756.	9.7	506
3	Comparing Different Classifiers for Automatic Age Estimation. IEEE Transactions on Systems, Man, and Cybernetics, 2004, 34, 621-628.	5.5	463
4	Automatic face identification system using flexible appearance models. Image and Vision Computing, 1995, 13, 393-401.	2.7	264
5	Overview of research on facial ageing using the FG-NET ageing database. IET Biometrics, 2016, 5, 37-46.	1.6	153
6	Statistical models of face images "improving specificity. Image and Vision Computing, 1998, 16, 203-211.	2.7	94
7	Comparative evaluation of virtual and augmented reality for teaching mathematics in primary education. Education and Information Technologies, 2020, 25, 381-401.	3.5	83
8	A survey of the effects of aging on biometric identity verification. International Journal of Biometrics, 2010, 2, 34.	0.3	78
9	Comparative Evaluation of Automatic Age Progression Methodologies. Eurasip Journal on Advances in Signal Processing, 2008, 2008, 239480.	1.0	54
10	Tracking and recognising hand gestures, using statistical shape models. Image and Vision Computing, 1997, 15, 345-352.	2.7	49
11	Assessing the emotional impact of virtual reality-based teacher training. International Journal of Information and Learning Technology, 2019, 36, 192-217.	1.5	38
12	An Overview of Research Activities in Facial Age Estimation Using the FG-NET Aging Database. Lecture Notes in Computer Science, 2015, , 737-750.	1.0	29
13	Evaluating the performance of face-aging algorithms. , 2008, , .		26
14	Quantitative evaluation of the effects of aging on biometric templates. IET Computer Vision, 2011, 5, 338.	1.3	25
15	Automatic tracking, coding and reconstruction of human faces, using flexible appearance models. Electronics Letters, 1994, 30, 1587-1588.	0.5	23
16	IMAGE BASED 3D FACE RECONSTRUCTION: A SURVEY. International Journal of Image and Graphics, 2009, 09, 217-250.	1.2	23
17	Enhancing Reflection and Empathy Skills via Using a Virtual Reality Based Learning Framework. International Journal of Emerging Technologies in Learning, 2019, 14, 18.	0.8	22
18	A 3D virtual environment for training teachers to identify bullying. , 2016, , .		20

#	ARTICLE	IF	CITATIONS
19	An EEG-based Evaluation for Comparing the Sense of Presence between Virtual and Physical Environments. , 2018, , .		20
20	Model-based interpretation of complex and variable images. Philosophical Transactions of the Royal Society B: Biological Sciences, 1997, 352, 1267-1274.	1.8	18
21	Person identification from heavily occluded face images. , 2004, , .		18
22	Non-linear point distribution modelling using a multi-layer perceptron. Image and Vision Computing, 1997, 15, 457-463.	2.7	17
23	Designing a virtual environment for teacher training. , 2018, , .		17
24	Virtual restoration of faces appearing in byzantine icons. Journal of Cultural Heritage, 2012, 13, 404-412.	1.5	12
25	Flexible 3D models from uncalibrated cameras. Image and Vision Computing, 1996, 14, 581-587.	2.7	10
26	Neural network methods for one-to-many multi-valued mapping problems. Neural Computing and Applications, 2011, 20, 775-785.	3.2	9
27	Model-based generation of personalized full-body 3D avatars from uncalibrated multi-view photographs. Multimedia Tools and Applications, 2017, 76, 14169-14195.	2.6	9
28	On the Potential of Using Virtual Reality for Teacher Education. Lecture Notes in Computer Science, 2017, , 173-186.	1.0	9
29	Digitization, Restoration and Visualization of Terracotta Figurines from the "House of Orpheus"™, Nea Paphos, Cyprus. Lecture Notes in Computer Science, 2012, , 543-550.	1.0	9
30	A feasibility study on using virtual reality for understanding deficiencies of high school students. , 2016, , .		7
31	Leveraging Image-to-image Translation Generative Adversarial Networks for Face Aging. , 2019, , .		7
32	One-to-many neural network mapping techniques for face image synthesis. Expert Systems With Applications, 2012, 39, 9778-9787.	4.4	6
33	On the development and evaluation of a serious game for forensic examination training. , 2016, , .		6
34	Facial Age Estimation. Scholarpedia Journal, 2010, 5, 9701.	0.3	6
35	Designing and evaluating an expert system for restoring damaged byzantine icons. Multimedia Tools and Applications, 2015, 74, 9747-9770.	2.6	5
36	On the detection of images containing child-pornographic material. , 2017, , .		5

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37	Visual Lifelogs Retrieval: State of the Art and Future Challenges. , 2019, , .		5
38	Multi-modal Contact-Less Human Computer Interaction. Lecture Notes in Business Information Processing, 2008, , 405-419.	0.8	5
39	Using Student Action Recognition to Enhance the Efficiency of Tele-education. , 2022, , .		5
40	Age interval and gender prediction using PARAFAC2 and SVMs based on visual and aural features. IET Biometrics, 2017, 6, 290-298.	1.6	4
41	A First-person Database for Detecting Barriers for Pedestrians. , 2020, , .		4
42	e-Restoration of Faces Appearing In Cultural Heritage Artefacts. , 2009, , .		3
43	Age estimation based on head movements: A feasibility study. , 2010, , .		3
44	On the analysis of factors influencing the performance of facial age progression. , 2016, , .		3
45	Age interval and gender prediction using PARAFAC2 applied to speech utterances. , 2016, , .		3
46	Preparing Student Mobility Through a VR Application for Cultural Education. Lecture Notes in Computer Science, 2018, , 218-227.	1.0	3
47	An Automated Methodology for Assessing the Damage on Byzantine Icons. Lecture Notes in Computer Science, 2012, , 320-329.	1.0	3
48	Virtual Reality-Based Simulation of Age-Related Visual Deficiencies: Implementation and Evaluation in the Design Process. Advances in Intelligent Systems and Computing, 2020, , 262-267.	0.5	3
49	Visualizing the 3D structure of medical objects based on 2D data. , 2009, , .		2
50	On the Presentation of Byzantine Art in Virtual Environments. , 2011, , .		2
51	Liver mass with central calcification. Hepatology, 2011, 53, 1397-1398.	3.6	2
52	Towards Non-invasive Patient Monitoring Through Iris Tracking and Pain Detection. IFMBE Proceedings, 2016, , 361-366.	0.2	2
53	Virtual Reality Environments (VREs) for Training and Learning. Smart Computing and Intelligence, 2019, , 195-211.	0.7	2
54	A Smartphone Application Designed to Detect Obstacles for Pedestriansâ€™ Safety. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2021, , 358-371.	0.2	2

#	ARTICLE	IF	CITATIONS
55	An integrated tool for virtual restoration of Byzantine icons. , 2013, , .		1
56	A semi-automated quality assurance toolbox for diagnostic imaging. International Journal of Biomedical Engineering and Technology, 2014, 14, 159.	0.2	1
57	Lessons learned from the application of biometric-tests on a real case involving identity verification of a missing child. , 2014, , .		1
58	FG2015 age progression evaluation. , 2015, , .		1
59	Product Packaging Evaluation Through the Eyes of Elderly People: Personas vs. Aging Suit vs. Virtual Reality Aging Simulation. Advances in Intelligent Systems and Computing, 2019, , 567-572.	0.5	1
60	Model-Based Generation of Realistic 3D Full Body Avatars from Uncalibrated Multi-view Photographs. Lecture Notes in Computer Science, 2014, , 354-363.	1.0	1
61	Virtual-Reality Based Crisis Management Training for Teachers: An Overview of the VRTEACHER Project. , 2021, , .		1
62	Detection and Recognition of Barriers in Egocentric Images for Safe Urban Sidewalks. Communications in Computer and Information Science, 2022, , 530-543.	0.4	1
63	Computer-Based Age Progression Methodologies. , 2009, , 35-52.		0
64	A general framework for selecting biometric features for automatic user profiling. , 2010, , .		0
65	An integrated framework for evaluating the performance of age progression algorithms. International Journal of Biometrics, 2017, 9, 163.	0.3	0
66	Evaluating the Impact of a Virtual Reality Application in Raising Awareness Toward the Destruction of Cultural Heritage Sites. Lecture Notes in Computer Science, 2018, , 142-149.	1.0	0
67	Augmented Reality Cultural Route at the Xeros River Valley, Larnaca, Cyprus. Lecture Notes in Computer Science, 2021, , 695-702.	1.0	0
68	Aging of Biometric Traits. , 2021, , 1-3.		0
69	Isolating Stock Prices Variation with Neural Networks. Communications in Computer and Information Science, 2009, , 401-408.	0.4	0
70	On the Quantification of Aging Effects on Biometric Features. International Federation for Information Processing, 2010, , 360-367.	0.4	0
71	Automatic Landmark Location for Analysis of Cardiac MRI Images. Communications in Computer and Information Science, 2012, , 203-212.	0.4	0
72	VIRTUAL REALITY-BASED LEARNING ENVIRONMENTS IN TEACHER TRAINING: NEW OPPORTUNITIES AND CHALLENGES. , 2017, , .		0

#	ARTICLE	IF	CITATIONS
73	EVALUATION OF VIRTUAL REALITY AND AUCMENTED REALITY FOR TEACHING THE LESSON OF GEOMETRIC SOLIDS TO PRIMARY SCHOOL CHILDREN. EDULEARN Proceedings, 2019, , .	0.0	0