Yoones A Sekhavat

List of Publications by Year
in descending order

35 papers	438 citations	933447 10 h-index	752698 20 g-index
36 all docs	36 docs citations	36 times ranked	404 citing authors

#	Article	IF	Citations
1	Play With One's Feelings: A Study on Emotion Awareness for Player Experience. IEEE Transactions on Games, 2022, 14, 3-12.	1.4	5
2	Sonification and interaction design in computer games for visually impaired individuals. Multimedia Tools and Applications, 2022, 81, 7847-7871.	3.9	9
3	StepAR: A personalized exergame for people with multiple sclerosis based on video-mapping. Entertainment Computing, 2022, 42, 100487.	2.9	2
4	Affective interaction: Using emotions as a user interface in games. Multimedia Tools and Applications, 2021, 80, 5225-5253.	3.9	13
5	KeepStep: Interactive Projection-mapping Based Exergames for People with Multiple Sclerosis. , 2021, , .		2
6	Battle of minds: a new interaction approach in BCI games through competitive reinforcement. Multimedia Tools and Applications, 2020, 79, 3449-3464.	3.9	7
7	Collaboration or battle between minds? An attention training game through collaborative and competitive reinforcement. Entertainment Computing, 2020, 34, 100360.	2.9	9
8	CFM: collusion-free model of privacy preserving frequent itemset mining. International Journal of Information and Computer Security, 2020, 13, 249.	0.2	1
9	Intelligent Adjustment of Game Properties at Run Time Using Multi-armed Bandits. The Computer Games Journal, 2019, 8, 143-156.	1.0	2
10	CDI: Configurable Data Integration Using Property Precedence Relations. Journal on Data Semantics, 2019, 8, 1-19.	2.0	0
11	A Game-based System to Study the Danger of Advertising Displays for Pedestrians: Are They Really Dangerous?. , 2019, , .		0
12	The interplay between metacognitive strategies and learning styles in learning via serious games. , 2019, , .		1
13	A Rewarding Framework for Multiplayer Serious Games based on Competitive Reinforcement. , 2019, , .		1
14	Sense of Immersion in Computer Games Using Single and Stereoscopic Augmented Reality. International Journal of Human-Computer Interaction, 2018, 34, 187-194.	4.8	25
15	The effect of tracking technique on the quality of user experience for augmented reality mobile navigation. Multimedia Tools and Applications, 2018, 77, 11635-11668.	3.9	16
16	A Framework for Rehabilitation Games to Improve Balance in People with Multiple Sclerosis (MS). , 2018, , .		4
17	ExerBrain: A Comparison of Positive and Negative Reinforcement in Attention Training Using BCI based Computer Games. , 2018, , .		5
18	Projection-Based AR: Effective Visual Feedback in Gait Rehabilitation. IEEE Transactions on Human-Machine Systems, 2018, 48, 626-636.	3.5	27

#	ARTICLE	IF	CITATIONS
19	Behavior Trees for Computer Games. International Journal on Artificial Intelligence Tools, 2017, 26, 1730001.	1.0	23
20	An image encryption scheme based on elliptic curve pseudo random and Advanced Encryption System. Signal Processing, 2017, 141, 217-227.	3.7	131
21	SEDEX: Scalable Entity Preserving Data Exchange. , 2017, , .		1
22	MPRL: Multiple-Periodic Reinforcement Learning for difficulty adjustment in rehabilitation games. , 2017, , .		22
23	Privacy Preserving Cloth Try-On Using Mobile Augmented Reality. IEEE Transactions on Multimedia, 2017, 19, 1041-1049.	7.2	42
24	A Comparison of Active and Passive Virtual Reality Exposure Scenarios to Elicit Social Anxiety. International Journal of Serious Games, 2017, 4, .	1.1	16
25	KioskAR: An Augmented Reality Game as a New Business Model to Present Artworks. International Journal of Computer Games Technology, 2016, 2016, 1-12.	2.5	18
26	Nowcasting Mobile Games Ranking Using Web Search Query Data. International Journal of Computer Games Technology, 2016, 2016, 1-9.	2.5	6
27	Can Google nowcast the market trend of Iranian mobile games?. , 2016, , .		3
28	SEDEX: Scalable Entity Preserving Data Exchange. IEEE Transactions on Knowledge and Data Engineering, 2016, 28, 1878-1890.	5.7	4
29	SESM: Semantic enrichment of schema mappings. , 2013, , .		3
30	Visualizing Association Rules Using Linked Matrix,Graph, and Detail Views. International Journal of Intelligence Science, 2013, 03, 34-49.	0.8	24
31	Semantic Schema Mapping Using Property Precedence Relations. , 2012, , .		1
32	Mining important association rules based on the RFMD technique. International Journal of Data Analysis Techniques and Strategies, 2010, 2, 1.	0.2	8
33	Mining frequent itemsets in the presence of malicious participants. IET Information Security, 2010, 4, 80.	1.7	4
34	Efficient anonymous secure auction schema (ASAS) without fully trustworthy auctioneer. Information Management and Computer Security, 2008, 16, 288-304.	1.2	2
35	KeepStep: Accommodating user diversity through individualized, projection-mapping based exergames for rehabilitation in people with multiple sclerosis. Multimedia Tools and Applications, 0, , 1.	3.9	0