

# Stefano Faralli

## List of Publications by Year in descending order

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39  
papers

511  
citations

1307366

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h-index

887953

17  
g-index

44  
all docs

44  
docs citations

44  
times ranked

347  
citing authors

#	ARTICLE	IF	CITATIONS
1	DomainSenticNet: An Ontology and a Methodology Enabling Domain-Aware Sentic Computing. Cognitive Computation, 2022, 14, 62-77.	3.6	3
2	Emotional Intensity-based Success Prediction Model for Crowdfunded Campaigns. Information Processing and Management, 2021, 58, 102394.	5.4	10
3	An Enterprise Social Analytics Dashboard to Support Competence Valorization and Diversity Management. Applied Sciences (Switzerland), 2021, 11, 8385.	1.3	1
4	Hidden space deep sequential risk prediction on student trajectories. Future Generation Computer Systems, 2021, 125, 532-543.	4.9	9
5	Second International Workshop on Algorithmic Bias in Search and Recommendation (BIAS@ECIR2021). Lecture Notes in Computer Science, 2021, , 697-700.	1.0	0
6	A Survey of Machine Learning Approaches for Student Dropout Prediction in Online Courses. ACM Computing Surveys, 2021, 53, 1-34.	16.1	50
7	MILA: A SCORM-Compliant Interactive Learning Analytics Tool for Moodle. , 2020, , .		6
8	Extracting, Mining and Predicting Usersâ€™ Interests from Social Media. Foundations and Trends in Information Retrieval, 2020, 14, 445-617.	5.8	3
9	International Workshop on Algorithmic Bias in Search and Recommendation (Bias 2020). Lecture Notes in Computer Science, 2020, , 637-640.	1.0	3
10	A Reproducibility Study of Deep and Surface Machine Learning Methods for Human-related Trajectory Prediction. , 2020, , .		4
11	Mining User Interests from Social Media. , 2020, , .		2
12	A Two-Phase Bug Localization Approach Based on Multi-layer Perceptrons and Distributional Features. Lecture Notes in Computer Science, 2019, , 518-532.	1.0	0
13	A framework for enriching lexical semantic resources with distributional semantics. Natural Language Engineering, 2018, 24, 265-312.	2.1	7
14	CrumbTrail: An efficient methodology to reduce multiple inheritance in knowledge graphs. Knowledge-Based Systems, 2018, 151, 180-197.	4.0	2
15	Wiki-MID: A Very Large Multi-domain Interests Dataset of Twitter Users with Mappings to Wikipedia. Lecture Notes in Computer Science, 2018, , 36-52.	1.0	5
16	Efficient Pruning of Large Knowledge Graphs. , 2018, , .		4
17	Automatic acquisition of a taxonomy of microblogs usersâ€™ interests. Web Semantics, 2017, 45, 23-40.	2.2	15
18	Large-scale taxonomy induction using entity and word embeddings. , 2017, , .		10

#	ARTICLE	IF	CITATIONS
19	Unsupervised, Knowledge-Free, and Interpretable Word Sense Disambiguation. , 2017, , .		6
20	Unsupervised Does Not Mean Uninterpretable: The Case for Word Sense Induction and Disambiguation. , 2017, , .		19
21	The ContrastMedium Algorithm: Taxonomy Induction From Noisy Knowledge Graphs With Just A Few Links. , 2017, , .		5
22	Using Linked Disambiguated Distributional Networks for Word Sense Disambiguation. , 2017, , .		3
23	Semantic Enabled Recommender System for Micro-Blog Users. , 2016, , .		3
24	Cross-Evaluation of Entity Linking and Disambiguation Systems for Clinical Text Annotation. , 2016, , .		3
25	Capturing Interdisciplinarity in Academic Abstracts. D-Lib Magazine, 2016, 22, .	0.5	3
26	TAXI at SemEval-2016 Task 13: a Taxonomy Induction Method based on Lexico-Syntactic Patterns, Substrings and Focused Crawling. , 2016, , .		37
27	Recommendation of microblog users based on hierarchical interest profiles. Social Network Analysis and Mining, 2015, 5, 1.	1.9	12
28	A Semantic Recommender for Micro-blog Users. , 2015, , .		3
29	SemEval-2015 Task 17: Taxonomy Extraction Evaluation (TExEval). , 2015, , .		48
30	OntoLearn Reloaded: A Graph-Based Algorithm for Taxonomy Induction. Computational Linguistics, 2013, 39, 665-707.	2.5	140
31	Two birds with one stone. , 2011, , .		29
32	The Situation Lens: A Metaphor for Personal Task Management on Mobile Devices. Journal of Computing Science and Engineering, 2009, 3, 238-259.	0.3	3
33	The Situation Lens: Looking into Personal Service Composition. Lecture Notes in Computer Science, 2008, , 165-174.	1.0	2
34	CoPuppet : Collaborative Interaction in Virtual Puppetry. , 2008, , 326-341.		5
35	Use of a dual-core DSP in a low-cost, touch-screen based musical instrument. , 2007, , .		0
36	CHAMBRE. , 2006, , .		3

#	ARTICLE	IF	CITATIONS
37	Interactive composition, performance and music generation through iterative structures. , 2006, , .		1
38	Generating multimedia content with cellular automata. IEEE MultiMedia, 2004, 11, 78-83.	1.5	3
39	Automatic Acquisition of a Taxonomy of Microblogs Userss Interests. SSRN Electronic Journal, 0, , .	0.4	1