

# Victoria Bloom

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9159140/publications.pdf>

Version: 2024-02-01

4  
papers

205  
citations

2257833

3  
h-index

2549979

3  
g-index

5  
all docs

5  
docs citations

5  
times ranked

226  
citing authors

#	ARTICLE	IF	CITATIONS
1	G3D: A gaming action dataset and real time action recognition evaluation framework. , 2012, , .		130
2	Hierarchical transfer learning for online recognition of compound actions. Computer Vision and Image Understanding, 2016, 144, 62-72.	3.0	34
3	Clustered Spatio-temporal Manifolds for Online Action Recognition. , 2014, , .		16
4	G3Di: A Gaming Interaction Dataset with a Real Time Detection and Evaluation Framework. Lecture Notes in Computer Science, 2015, , 698-712.	1.0	8