

# Oge Marques

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9250487/publications.pdf>

Version: 2024-02-01

50  
papers

875  
citations

687363

13  
h-index

580821

25  
g-index

53  
all docs

53  
docs citations

53  
times ranked

831  
citing authors

#	ARTICLE	IF	CITATIONS
1	Dropout vs. batch normalization: an empirical study of their impact to deep learning. <i>Multimedia Tools and Applications</i> , 2020, 79, 12777-12815.	3.9	223
2	Artificial intelligence and COVID-19: A multidisciplinary approach. <i>Integrative Medicine Research</i> , 2020, 9, 100434.	1.8	83
3	Rethinking Skin Lesion Segmentation in a Convolutional Classifier. <i>Journal of Digital Imaging</i> , 2018, 31, 435-440.	2.9	45
4	Educating Future Physicians in Artificial Intelligence (AI): An Integrative Review and Proposed Changes. <i>Journal of Medical Education and Curricular Development</i> , 2021, 8, 238212052110368.	1.5	42
5	New approaches to encryption and steganography for digital videos. <i>Multimedia Systems</i> , 2007, 13, 191-204.	4.7	35
6	Using visual attention to extract regions of interest in the context of image retrieval. , 2006, , .		33
7	A novel tool for summarization of arthroscopic videos. <i>Multimedia Tools and Applications</i> , 2010, 46, 521-544.	3.9	33
8	Iris recognition with tunable filter bank based feature. <i>Multimedia Tools and Applications</i> , 2018, 77, 7637-7674.	3.9	30
9	Needs, Challenges, and Applications of Artificial Intelligence in Medical Education Curriculum. <i>JMIR Medical Education</i> , 2022, 8, e35587.	2.6	28
10	Challenges and Opportunities in Video Coding for 3D TV. , 2006, , .		27
11	Context modeling in computer vision: techniques, implications, and applications. <i>Multimedia Tools and Applications</i> , 2011, 51, 303-339.	3.9	26
12	Stereo depth with a Unified Architecture GPU. , 2008, , .		24
13	A classification scheme for user intentions in image search. , 2010, , .		22
14	MUSE: A Content-Based Image Search and Retrieval System Using Relevance Feedback. <i>Multimedia Tools and Applications</i> , 2002, 17, 21-50.	3.9	17
15	A novel neural network based approach to latent overlapped fingerprints separation. <i>Multimedia Tools and Applications</i> , 2017, 76, 12775-12799.	3.9	16
16	Crowdsourced object segmentation with a game. , 2013, , .		15
17	Latent overlapped fingerprint separation: a review. <i>Multimedia Tools and Applications</i> , 2017, 76, 16263-16290.	3.9	15
18	Trustworthiness of Artificial Intelligence Models in Radiology and the Role of Explainability. <i>Journal of the American College of Radiology</i> , 2021, 18, 1160-1162.	1.8	15

#	ARTICLE	IF	CITATIONS
19	Click'n'Cut. , 2014, , .		13
20	Fingerprint ROI segmentation based on deep learning. , 2016, , .		12
21	Assessment of crowdsourcing and gamification loss in user-assisted object segmentation. Multimedia Tools and Applications, 2016, 75, 15901-15928.	3.9	10
22	Automatic separation of compound figures in scientific articles. Multimedia Tools and Applications, 2018, 77, 519-548.	3.9	10
23	Evaluation of Classifiers to a Childhood Pneumonia Computer-Aided Diagnosis System. , 2014, , .		9
24	Deep learning-based approach to latent overlapped fingerprints mask segmentation. IET Image Processing, 2018, 12, 1934-1942.	2.5	9
25	On the use of variable stride in convolutional neural networks. Multimedia Tools and Applications, 2020, 79, 13581-13598.	3.9	9
26	Image quality issues in tele dermatology: A comparative analysis of artificial intelligence solutions. Journal of the American Academy of Dermatology, 2022, 87, 240-242.	1.2	8
27	Advanced statistical and adaptive threshold techniques for moving object detection and segmentation. , 2011, , .		7
28	Fingerprint ROI segmentation using fourier coefficients and neural networks. , 2015, , .		7
29	Photo quality classification using deep learning. Multimedia Tools and Applications, 2021, 80, 22193-22208.	3.9	5
30	Sparse Regularization of TV-L1 Optical Flow. Lecture Notes in Computer Science, 2014, , 460-467.	1.3	5
31	Ask™nSeek: A New Game for Object Detection and Labeling. Lecture Notes in Computer Science, 2012, , 249-258.	1.3	5
32	Can Global Visual Features Improve Tag Recommendation for Image Annotation?. Future Internet, 2010, 2, 341-362.	3.8	4
33	Compound Figure Separation Combining Edge and Band Separator Detection. Lecture Notes in Computer Science, 2016, , 162-173.	1.3	4
34	Assessing Methods and Tools to Improve Reporting, Increase Transparency, and Reduce Failures in Machine Learning Applications in Health Care. Radiology: Artificial Intelligence, 2022, 4, e210127.	5.8	4
35	Permutation-Based Low-Complexity Alternate Coding in Multi-View H.264/AVC. , 2006, , .		3
36	Innovative directions in self-organized distributed multimedia systems. Multimedia Tools and Applications, 2011, 51, 525-553.	3.9	3

#	ARTICLE	IF	CITATIONS
37	Machine Learning Based Segmentation of Overlapped Latent Fingerprints. SpringerBriefs in Computer Science, 2019, , 29-34.	0.2	3
38	On the Potential of Incorporating Knowledge of Human Visual Attention into Cbir Systems. , 2006, , .		2
39	Which Video Do You Want to Watch Now? Development of a Prototypical Intention-based Interface for Video Retrieval. , 2011, , .		2
40	Sparsity in optical flow and trajectories. Signal, Image and Video Processing, 2016, 10, 487-494.	2.7	2
41	Machine Learning Based Overlapped Latent Fingerprints Segmentation and Separation. , 2018, , .		1
42	Segmentation and Separation of Overlapped Latent Fingerprints. SpringerBriefs in Computer Science, 2019, , .	0.2	1
43	Using Games to Solve Challenging Multimedia Problems. Advances in Intelligent Systems and Computing, 2018, , 27-35.	0.6	1
44	Using a game to evaluate image retrieval, organization, and annotation. , 2008, , .		0
45	Integrating contemporary technologies with Ayurveda: Examples, challenges, and opportunities. , 2015, , .		0
46	On the use of CNNs with patterned stride for medical image analysis. Machine Graphics and Vision, 2021, 30, 3-22.	0.1	0
47	Overlapped Latent Fingerprints Separation: Problem Definition. SpringerBriefs in Computer Science, 2019, , 35-44.	0.2	0
48	Overlapped Latent Fingerprints Segmentation: Problem Definition. SpringerBriefs in Computer Science, 2019, , 21-28.	0.2	0
49	Machine Learning Based Separation of Overlapped Latent Fingerprints. SpringerBriefs in Computer Science, 2019, , 45-51.	0.2	0
50	Latent Fingerprint Matching Systems. SpringerBriefs in Computer Science, 2019, , 1-8.	0.2	0