

Oge Marques

List of Publications by Year in descending order

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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	Image quality issues in teledermatology: A comparative analysis of artificial intelligence solutions. Journal of the American Academy of Dermatology, 2022, 87, 240-242.	1.2	8
2	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
3	Needs, Challenges, and Applications of Artificial Intelligence in Medical Education Curriculum. JMIR Medical Education, 2022, 8, e35587.	2.6	28
4	Educating Future Physicians in Artificial Intelligence (AI): An Integrative Review and Proposed Changes. Journal of Medical Education and Curricular Development, 2021, 8, 238212052110368.	1.5	42
5	Photo quality classification using deep learning. Multimedia Tools and Applications, 2021, 80, 22193-22208.	3.9	5
6	Trustworthiness of Artificial Intelligence Models in Radiology and the Role of Explainability. Journal of the American College of Radiology, 2021, 18, 1160-1162.	1.8	15
7	On the use of CNNs with patterned stride for medical image analysis. Machine Graphics and Vision, 2021, 30, 3-22.	0.1	0
8	Artificial intelligence and COVID-19: A multidisciplinary approach. Integrative Medicine Research, 2020, 9, 100434.	1.8	83
9	On the use of variable stride in convolutional neural networks. Multimedia Tools and Applications, 2020, 79, 13581-13598.	3.9	9
10	Dropout vs. batch normalization: an empirical study of their impact to deep learning. Multimedia Tools and Applications, 2020, 79, 12777-12815.	3.9	223
11	Segmentation and Separation of Overlapped Latent Fingerprints. SpringerBriefs in Computer Science, 2019, , .	0.2	1
12	Overlapped Latent Fingerprints Separation: Problem Definition. SpringerBriefs in Computer Science, 2019, , 35-44.	0.2	0
13	Overlapped Latent Fingerprints Segmentation: Problem Definition. SpringerBriefs in Computer Science, 2019, , 21-28.	0.2	0
14	Machine Learning Based Segmentation of Overlapped Latent Fingerprints. SpringerBriefs in Computer Science, 2019, , 29-34.	0.2	3
15	Machine Learning Based Separation of Overlapped Latent Fingerprints. SpringerBriefs in Computer Science, 2019, , 45-51.	0.2	0
16	Latent Fingerprint Matching Systems. SpringerBriefs in Computer Science, 2019, , 1-8.	0.2	0
17	Iris recognition with tunable filter bank based feature. Multimedia Tools and Applications, 2018, 77, 7637-7674.	3.9	30
18	Automatic separation of compound figures in scientific articles. Multimedia Tools and Applications, 2018, 77, 519-548.	3.9	10

#	ARTICLE	IF	CITATIONS
19	Rethinking Skin Lesion Segmentation in a Convolutional Classifier. Journal of Digital Imaging, 2018, 31, 435-440.	2.9	45
20	Machine Learning Based Overlapped Latent Fingerprints Segmentation and Separation. , 2018, , .		1
21	Deep learning-based approach to latent overlapped fingerprints mask segmentation. IET Image Processing, 2018, 12, 1934-1942.	2.5	9
22	Using Games to Solve Challenging Multimedia Problems. Advances in Intelligent Systems and Computing, 2018, , 27-35.	0.6	1
23	A novel neural network based approach to latent overlapped fingerprints separation. Multimedia Tools and Applications, 2017, 76, 12775-12799.	3.9	16
24	Latent overlapped fingerprint separation: a review. Multimedia Tools and Applications, 2017, 76, 16263-16290.	3.9	15
25	Fingerprint ROI segmentation based on deep learning. , 2016, , .		12
26	Compound Figure Separation Combining Edge and Band Separator Detection. Lecture Notes in Computer Science, 2016, , 162-173.	1.3	4
27	Assessment of crowdsourcing and gamification loss in user-assisted object segmentation. Multimedia Tools and Applications, 2016, 75, 15901-15928.	3.9	10
28	Sparsity in optical flow and trajectories. Signal, Image and Video Processing, 2016, 10, 487-494.	2.7	2
29	Fingerprint ROI segmentation using fourier coefficients and neural networks. , 2015, , .		7
30	Integrating contemporary technologies with Ayurveda: Examples, challenges, and opportunities. , 2015, , .		0
31	Click'n'Cut. , 2014, , .		13
32	Evaluation of Classifiers to a Childhood Pneumonia Computer-Aided Diagnosis System. , 2014, , .		9
33	Sparse Regularization of TV-L1 Optical Flow. Lecture Notes in Computer Science, 2014, , 460-467.	1.3	5
34	Crowdsourced object segmentation with a game. , 2013, , .		15
35	Ask™nSeek: A New Game for Object Detection and Labeling. Lecture Notes in Computer Science, 2012, , 249-258.	1.3	5
36	Advanced statistical and adaptive threshold techniques for moving object detection and segmentation. , 2011, , .		7

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37	Innovative directions in self-organized distributed multimedia systems. Multimedia Tools and Applications, 2011, 51, 525-553.	3.9	3
38	Context modeling in computer vision: techniques, implications, and applications. Multimedia Tools and Applications, 2011, 51, 303-339.	3.9	26
39	Which Video Do You Want to Watch Now? Development of a Prototypical Intention-based Interface for Video Retrieval. , 2011, , .		2
40	A novel tool for summarization of arthroscopic videos. Multimedia Tools and Applications, 2010, 46, 521-544.	3.9	33
41	Can Global Visual Features Improve Tag Recommendation for Image Annotation?. Future Internet, 2010, 2, 341-362.	3.8	4
42	A classification scheme for user intentions in image search. , 2010, , .		22
43	Using a game to evaluate image retrieval, organization, and annotation. , 2008, , .		0
44	Stereo depth with a Unified Architecture GPU. , 2008, , .		24
45	New approaches to encryption and steganography for digital videos. Multimedia Systems, 2007, 13, 191-204.	4.7	35
46	Using visual attention to extract regions of interest in the context of image retrieval. , 2006, , .		33
47	On the Potential of Incorporating Knowledge of Human Visual Attention into Cbir Systems. , 2006, , .		2
48	Permutation-Based Low-Complexity Alternate Coding in Multi-View H.264/AVC. , 2006, , .		3
49	Challenges and Opportunities in Video Coding for 3D TV. , 2006, , .		27
50	MUSE: A Content-Based Image Search and Retrieval System Using Relevance Feedback. Multimedia Tools and Applications, 2002, 17, 21-50.	3.9	17