Abdulmotaleb El Saddik

List of Publications by Citations

510 papers	7,648 citations	40 h-index	69 g-index
604 ext. papers	9,697 ext. citations	3 avg, IF	6.92 L-index

#	Paper	IF	Citations
510	Multimodal fusion for multimedia analysis: a survey. *Multimedia Systems*, **2010**, 16, 345-379	2.2	583
509	C2PS: A Digital Twin Architecture Reference Model for the Cloud-Based Cyber-Physical Systems. *IEEE Access*, **2017**, 5, 2050-2062	3.5	320
508	Digital Twins: The Convergence of Multimedia Technologies. *IEEE MultiMedia*, **2018**, 25, 87-92	2.1	269
507	Toward Social Internet of Vehicles: Concept, Architecture, and Applications. *IEEE Access*, **2015**, 3, 343-357	3.5	228
506	. *IEEE Sensors Journal*, **2015**, 15, 4275-4285	4	187
505	An Overview of Serious Games. *International Journal of Computer Games Technology*, **2014**, 2014, 1-15	4.8	169
504	The Potential of Haptics Technologies. *IEEE Instrumentation and Measurement Magazine*, **2007**, 10, 10-17	1.4	149
503	. *IEEE Transactions on Industrial Electronics*, **2015**, 62, 1563-1571	8.9	129
502	A survey of RST invariant image watermarking algorithms. *ACM Computing Surveys*, **2007**, 39, 5	13.4	106
501	ECG Authentication for Mobile Devices. *IEEE Transactions on Instrumentation and Measurement*, **2016**, 65, 591-600	5.2	105
500	RST-invariant digital image watermarking based on log-polar mapping and phase correlation. *IEEE Transactions on Circuits and Systems for Video Technology*, **2003**, 13, 753-765	6.4	95
499	Edge Caching and Computing in 5G for Mobile AR/VR and Tactile Internet. *IEEE MultiMedia*, **2019**, 26, 21-30	2.1	77
498	Collaborative error-reflected models for cold-start recommender systems. *Decision Support Systems*, **2011**, 51, 519-531	5.6	73
497	AR-REHAB: An Augmented Reality Framework for Poststroke-Patient Rehabilitation. *IEEE Transactions on Instrumentation and Measurement*, **2010**, 59, 2554-2563	5.2	73
496	A Novel Eye-Gaze-Controlled Wheelchair System for Navigating Unknown Environments: Case Study With a Person With ALS. *IEEE Access*, **2016**, 4, 558-573	3.5	68
495	Haptics Technologies. *Springer Series on Touch and Haptic Systems*, **2011**,	0.1	68
494	How Close are We to Realizing a Pragmatic VANET Solution? A Meta-Survey. *ACM Computing Surveys*, **2015**, 48, 1-40	13.4	67

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492	A group trust metric for identifying people of trust in online social networks. *Expert Systems With Applications*, **2012**, 39, 13173-13181	7.8	66
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490	Collaborative user modeling with user-generated tags for social recommender systems. *Expert Systems With Applications*, **2011**, 38, 8488-8496	7.8	60
489	From 3D Sensing to Printing. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2016**, 12, 1-23	3.4	54
488	Modeling and assessing quality of information in multisensor multimedia monitoring systems. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2011**, 7, 1-30	3.4	54
487	Nonlinear adaptive control for quadrotor flying vehicle. *Nonlinear Dynamics*, **2014**, 78, 117-133	5	53
486	Haptic Virtual Rehabilitation Exercises for Poststroke Diagnosis. *IEEE Transactions on Instrumentation and Measurement*, **2008**, 57, 1876-1884	5.2	53
485	Technical Evaluation of HoloLens for Multimedia: A First Look. *IEEE MultiMedia*, **2018**, 25, 8-18	2.1	53
484	Ubiquitous Biofeedback Serious Game for Stress Management. *IEEE Access*, **2016**, 4, 1274-1286	3.5	52
483	Classification of the state-of-the-art dynamic web services composition techniques. *International Journal of Web and Grid Services*, **2006**, 2, 148	1.4	50
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480	Admux: An Adaptive Multiplexer for HapticAudioVisual Data Communication. *IEEE Transactions on Instrumentation and Measurement*, **2011**, 60, 21-31	5.2	48
479	Haptic Codecs for the Tactile Internet. *Proceedings of the IEEE*, **2019**, 107, 447-470	14.3	47
478	An ISO/IEEE 11073 Standardized Digital Twin Framework for Health and Well-Being in Smart Cities. *IEEE Access*, **2020**, 8, 105950-105961	3.5	46
477	Collaborative user modeling for enhanced content filtering in recommender systems. *Decision Support Systems*, **2011**, 51, 772-781	5.6	46
476	A guided tour in haptic audio visual environments and applications. *International Journal of Advanced Media and Communication*, **2007**, 1, 265	1	46

475	U-biofeedback: a multimedia-based reference model for ubiquitous biofeedback systems. *Multimedia Tools and Applications*, **2014**, 72, 3143-3168	2.5	44
474	A Universal Ontology for Sensor Networks Data **2007**,		44
473	Towards context-sensitive collaborative media recommender system. *Multimedia Tools and Applications*, **2015**, 74, 11399-11428	2.5	43
472	. *IEEE Access*, **2015**, 3, 543-555	3.5	43
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469	Spatial resolution of vibrotactile perception on the human forearm when exploiting funneling illusion **2009**,		38
468	A haptic multimedia handwriting learning system **2007**,		37
467	Effect of kinesthetic and tactile haptic feedback on the quality of experience of edutainment applications. *Multimedia Tools and Applications*, **2013**, 67, 455-472	2.5	35
466	Sentiment Analysis on Multi-View Social Data. *Lecture Notes in Computer Science*, **2016**, 15-27	0.9	34
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464	Exploring Latent Preferences for Context-Aware Personalized Recommendation Systems. *IEEE Transactions on Human-Machine Systems*, **2016**, 46, 615-623	4.1	33
463	Design and development of a user centric affective haptic jacket. *Multimedia Tools and Applications*, **2015**, 74, 3035-3052	2.5	32
462	HugMe **2009**,		31
461	SITE: The Simple Internet of Things Enabler for Smart Homes. *IEEE Access*, **2017**, 5, 2034-2049	3.5	30
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458	Ant Colony-Based Reinforcement Learning Algorithm for Routing in Wireless Sensor Networks. *Conference Record - IEEE Instrumentation and Measurement Technology Conference*, **2007**,		27

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438	A biologically inspired multimedia content repurposing system in heterogeneous environments. *Multimedia Systems*, **2008**, 14, 135-143	2.2	21
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399	Pavement crack detection network based on pyramid structure and attention mechanism. *IET Image Processing*, **2020**, 14, 1580-1586	1.7	16
398	Folksonomy-based personalized search and ranking in social media services. *Information Systems*, **2012**, 37, 61-76	2.7	16
397	A Quality of Experience Model for Haptic Virtual Environments. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2014**, 10, 1-23	3.4	16
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390	A Review of Smart Environments for Energy Savings. *Procedia Computer Science*, **2012**, 10, 205-214	1.6	15
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388	A Novel 3D Graphical Password Schema **2006**,		15
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385	3-D Markerless Tracking of Human Gait by Geometric Trilateration of Multiple Kinects. *IEEE Systems Journal*, **2018**, 12, 1393-1403	4.3	14
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380	Context aware serious games framework for sport and health **2011**,		14
379	E-Glove: An electronic glove with vibro-tactile feedback for wrist rehabilitation of post-stroke patients **2011**,		14
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377	Gain-based Selection of Ambient Media Services in Pervasive Environments. *Mobile Networks and Applications*, **2008**, 13, 599-613	2.9	14
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374	CASP: context-aware stress prediction system. *Multimedia Tools and Applications*, **2019**, 78, 9011-9031	2.5	14
373	Development of a Self-Calibrated Motion Capture System by Nonlinear Trilateration of Multiple Kinects v2. *IEEE Sensors Journal*, **2017**, 17, 2481-2491	4	13
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#	Title	Impact	Citations
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366	InCloud: a cloud-based middleware for vehicular infotainment systems. *Multimedia Tools and Applications*, **2017**, 76, 11621-11649	2.5	12
365	A Dataset for Psychological Human Needs Detection From Social Networks. *IEEE Access*, **2017**, 5, 9109-9117	3.5	12
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363	Adaptive interaction support in ambient-aware environments based on quality of context information. *Multimedia Tools and Applications*, **2013**, 67, 409-432	2.5	12
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360	Toward a Mathematical Model for Quality of Experience Evaluation of Haptic Applications. *IEEE Transactions on Instrumentation and Measurement*, **2013**, 62, 3315-3322	5.2	12
359	A real-time privacy-sensitive data hiding approach based on chaos cryptography **2010**,		12
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357	Learning Multisensor Confidence Using a Reward-and-Punishment Mechanism. *IEEE Transactions on Instrumentation and Measurement*, **2009**, 58, 1525-1534	5.2	12
356	SENORA: A P2P Service-Oriented Framework for Collaborative Multirobot Sensor Networks. *IEEE Sensors Journal*, **2007**, 7, 658-666	4	12
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354	tNote: A Social Network of Vehicles under Internet of Things. *Lecture Notes in Computer Science*, **2014**, 227-236	0.9	12
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345	Measurements of Multimodal Approach to Haptic Interaction in Second Life Interpersonal Communication System. *IEEE Transactions on Instrumentation and Measurement*, **2011**, 60, 3547-3558	5.2	11
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