Abdulmotaleb El Saddik

List of Publications by Year in Descending Order

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	MMSUM Digital Twins: A Multi-view Multi-modality Summarization Framework for Sporting Events. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2022**, 18, 1-25	3.4	1
509	Interacting with New York City Data by HoloLens through Remote Rendering. *IEEE Consumer Electronics Magazine*, **2022**, 1-1	3.2	2
508	The Potential of Digital Twins. *IEEE Instrumentation and Measurement Magazine*, **2021**, 24, 36-41	1.4	12
507	A Machine Learning Approach as an Aid for Early COVID-19 Detection. *Sensors*, **2021**, 21,	3.8	6
506	Unsupervised cross-domain person re-identification with self-attention and joint-flexible optimization. *Image and Vision Computing*, **2021**, 111, 104191	3.7	2
505	Sitting Posture Recognition Using a Spiking Neural Network. *IEEE Sensors Journal*, **2021**, 21, 1779-1786	4	10
504	Deep Learning (DL)-Enabled System for Emotional Big Data. *IEEE Access*, **2021**, 9, 116073-116082	3.5	1
503	Early-Stage Risk Prediction of Non-Communicable Disease Using Machine Learning in Health CPS. *IEEE Access*, **2021**, 9, 96823-96837	3.5	9
502	Monitoring Cyber SentiHate Social Behavior During COVID-19 Pandemic in North America. *IEEE Access*, **2021**, 1-1	3.5	1
501	Prefrontal Cortex Involvement during Dual-Task Stair Climbing in Healthy Older Adults: An fNIRS Study. *Brain Sciences*, **2021**, 11,	3.4	1
500	Semankey: A Semantics-Driven Approach for Querying RDF Repositories Using Keywords. *IEEE Access*, **2021**, 1-1	3.5	0
499	Security with ECG Biometrics. *Smart Sensors, Measurement and Instrumentation*, **2021**, 65-79	0.3	
498	Devising Digital Twins DNA Paradigm for Modeling ISO-Based City Services. *Sensors*, **2021**, 21,	3.8	3
497	Toward integrating software defined networks with the Internet of Things: a review. *Cluster Computing*, **2021**, 1-18	2.1	1
496	DTCoach: Your Digital Twin Coach on the Edge During COVID-19 and Beyond. *IEEE Instrumentation and Measurement Magazine*, **2021**, 24, 22-28	1.4	17
495	Deep Learning-Enabled Multitask System for Exercise Recognition and Counting. *Multimodal Technologies and Interaction*, **2021**, 5, 55	1.7	0
494	VitaSi: A real-time contactless vital signs estimation system. *Computers and Electrical Engineering*, **2021**, 95, 107392	4.3	0

493	A comprehensive survey on multimodal medical signals fusion for smart healthcare systems. *Information Fusion*, **2021**, 76, 355-375	16.7	27
492	. *IEEE Access*, **2020**, 8, 69273-69283	3.5	16
491	Dual-Path Part-Level Method for Visible-Infrared Person Re-identification. *Neural Processing Letters*, **2020**, 52, 313-328	2.4	2
490	Pavement crack detection network based on pyramid structure and attention mechanism. *IET Image Processing*, **2020**, 14, 1580-1586	1.7	16
489	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
488	Semi-supervised image classification via attention mechanism and generative adversarial network **2020**,		2
487	Non-invasive Lactate Threshold Estimation Using Machine Learning. *Lecture Notes in Computer Science*, **2020**, 96-104	0.9	
486	Remote Photoplethysmography (rPPG) for Contactless Heart Rate Monitoring Using a Single Monochrome and Color Camera. *Lecture Notes in Computer Science*, **2020**, 248-262	0.9	
485	Emotional States Detection Approaches Based on Physiological Signals for Healthcare Applications: A Review **2020**, 47-74		1
484	Biofeedback in Healthcare: State of the Art and Meta Review **2020**, 113-142		2
483	Health 4.0: Digital Twins for Health and Well-Being **2020**, 143-152		13
482	Haptics in Rehabilitation, Exergames and Health **2020**, 119-148		0
481	Ontology Based Framework for Tactile Internet Applications. *Lecture Notes in Computer Science*, **2020**, 81-86	0.9	1
480	Optical Flow Estimation Using Dual Self-Attention Pyramid Networks. *IEEE Transactions on Circuits and Systems for Video Technology*, **2020**, 30, 3663-3674	6.4	17
479	Attention-Based Generative Adversarial Network for Semi-supervised Image Classification. *Neural Processing Letters*, **2020**, 51, 1527-1540	2.4	4
478	An Object Context Integrated Network for Joint Learning of Depth and Optical Flow. *IEEE Transactions on Image Processing*, **2020**, 29, 7807-7818	8.7	1
477	Light Gradient Boosting Machine for General Sentiment Classification on Short Texts: A Comparative Evaluation. *IEEE Access*, **2020**, 8, 101840-101858	3.5	21
476	NeedFull - a Tweet Analysis Platform to Study Human Needs During the COVID-19 Pandemic in New York State. *IEEE Access*, **2020**, 8, 136046-136055	3.5	19

421	Recognizing Human Needs During Critical Events Using Machine Learning Powered Psychology-Based Framework. *IEEE Access*, **2018**, 6, 58737-58753	3.5	11
420	**2018**,		1
419	Multimodal Systems, Experiences, and Communications: A Review Toward the Tactile Internet Vision **2018**, 191-220		1
418	IEEE Access Special Section Editorial: Advances of Multisensory Services and Technologies for Healthcare in Smart Cities. *IEEE Access*, **2018**, 6, 62335-62338	3.5	
417	iAware: A Real-Time Emotional Biofeedback System Based on Physiological Signals. *IEEE Access*, **2018**, 6, 78780-78789	3.5	11
416	Experimental QoS Optimization for Haptic Communication Over Tactile Internet **2018**,		1
415	Sentiment Identification in Football-Specific Tweets. *IEEE Access*, **2018**, 6, 78609-78621	3.5	29
414	Baidu Meizu Deep Learning Competition: Arithmetic Operation Recognition Using End-to-End Learning OCR Technologies. *IEEE Access*, **2018**, 6, 60128-60136	3.5	8
413	Technical Evaluation of HoloLens for Multimedia: A First Look. *IEEE MultiMedia*, **2018**, 25, 8-18	2.1	53
412	Deep Optical Flow Supervised Learning With Prior Assumptions. *IEEE Access*, **2018**, 6, 43222-43232	3.5	10
411	Instrumented Wireless SmartInsole System for Mobile Gait Analysis: A Validation Pilot Study with Tekscan Strideway. *Journal of Sensor and Actuator Networks*, **2018**, 7, 36	3.8	17
410	Scene Flow Estimation Based on 3D Local Rigidity Assumption and Depth Map Driven Anisotropic Smoothness. *IEEE Access*, **2018**, 6, 30012-30023	3.5	3
409	InCloud: a cloud-based middleware for vehicular infotainment systems. *Multimedia Tools and Applications*, **2017**, 76, 11621-11649	2.5	12
408	Mobile cloud-based physical activity advisory system using biofeedback sensors. *Future Generation Computer Systems*, **2017**, 66, 59-70	7.5	20
407	DST: days spent together using soft sensory information on OSNs case study on Facebook. *Soft Computing*, **2017**, 21, 4227-4238	3.5	3
406	Open Data-Set of Seven Canadian Cities. *IEEE Access*, **2017**, 5, 529-543	3.5	11
405	SITE: The Simple Internet of Things Enabler for Smart Homes. *IEEE Access*, **2017**, 5, 2034-2049	3.5	30
404	C2PS: A Digital Twin Architecture Reference Model for the Cloud-Based Cyber-Physical Systems. *IEEE Access*, **2017**, 5, 2050-2062	3.5	320

403	Impact of Next-Generation Mobile Technologies on IoT-Cloud Convergence **2017**, 55, 18-19		8
402	Development of a Self-Calibrated Motion Capture System by Nonlinear Trilateration of Multiple Kinects v2. *IEEE Sensors Journal*, **2017**, 17, 2481-2491	4	13
401	City digital pulse: a cloud based heterogeneous data analysis platform. *Multimedia Tools and Applications*, **2017**, 76, 10893-10916	2.5	15
400	Human Head Stiffness Rendering. *IEEE Transactions on Instrumentation and Measurement*, **2017**, 66, 2083-2096	3.2	5
399	A Dataset for Psychological Human Needs Detection From Social Networks. *IEEE Access*, **2017**, 5, 9109-9117	3.5	12
398	. *IEEE Access*, **2017**, 5, 4711-4719	3.5	40
397	Privacy Protection in Online Multimedia **2017**,		2
396	Real-Time Parking Occupancy Detection for Gas Stations Based on Haar-AdaBoosting and CNN. *IEEE Sensors Journal*, **2017**, 17, 6360-6367	4	23
395	Home automation serving a healthier lifestyle **2017**,		5
394	Nonlinear robust adaptive sliding mode control design for miniature unmanned multirotor aerial vehicle. *International Journal of Control, Automation and Systems*, **2017**, 15, 1661-1668	2.9	11
393	Development of an automatic 3D human head scanning-printing system. *Multimedia Tools and Applications*, **2017**, 76, 4381-4403	2.5	4
392	Language-independent data set annotation for machine learning-based sentiment analysis **2017**,		3
391	Distributed robust adaptive finite-time voltage control for microgrids with uncertainty **2017**,		2
390	A candidate hardware and software reference setup for kinesthetic codec standardization **2017**,		6
389	Consensus based distributed cooperative control for multiple miniature aerial vehicles with uncertainty **2017**,		2
388	A framework to analyze fatigue for haptic-based tactile internet applications **2017**,		4
387	On the Prediction of Flickr Image Popularity by Analyzing Heterogeneous Social Sensory Data. *Sensors*, **2017**, 17,	3.8	14
386	See in 3D: state of the art of 3D display technologies. *Multimedia Tools and Applications*, **2016**, 75, 17121-17155	2.5	19

385	Tag-based personalized recommendation in social media services. *Multimedia Tools and Applications*, **2016**, 75, 13299-13315	2.5	7
384	Extreme Learning Machines for approximating nonlinear dimensionality reduction mappings: Application to Haptic handwritten signatures **2016**,		1
383	On the learning of image social relevance from heterogeneous social network. *Neurocomputing*, **2016**, 210, 269-282	5.4	2
382	RecAm: a collaborative context-aware framework for multimedia recommendations in an ambient intelligence environment. *Multimedia Systems*, **2016**, 22, 587-601	2.2	15
381	Exploring Latent Preferences for Context-Aware Personalized Recommendation Systems. *IEEE Transactions on Human-Machine Systems*, **2016**, 46, 615-623	4.1	33
380	Sentiment Analysis on Multi-View Social Data. *Lecture Notes in Computer Science*, **2016**, 15-27	0.9	34
379	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
378	ECG Authentication for Mobile Devices. *IEEE Transactions on Instrumentation and Measurement*, **2016**, 65, 591-600	5.2	105
377	Towards context-aware media recommendation based on social tagging. *Journal of Intelligent Information Systems*, **2016**, 46, 499-516	2.1	5
376	From 3D Sensing to Printing. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2016**, 12, 1-23	3.4	54
375	Personality assessment using multiple online social networks. *Multimedia Tools and Applications*, **2016**, 75, 13237-13269	2.5	6
374	Visualization of Handwritten Signatures Based on Haptic Information. *Studies in Computational Intelligence*, **2016**, 277-307	0.8	2
373	E-Tourism: Mobile Dynamic Trip Planner **2016**,		10
372	MUDVA: A multi-sensory dataset for the vehicular CPS applications **2016**,		2
371	Ubiquitous Biofeedback Serious Game for Stress Management. *IEEE Access*, **2016**, 4, 1274-1286	3.5	52
370	Magnetic Field Control for Haptic Display: System Design and Simulation. *IEEE Access*, **2016**, 4, 299-311	3.5	16
369	A Pattern-Based Windowed Impulse Rejection Filter for Nonpathological HRV Artifacts Correction. *IEEE Transactions on Instrumentation and Measurement*, **2015**, 64, 1944-1957	5.2	7
368	Cloud-based rehabilitation and recovery prediction system for stroke patients. *Cluster Computing*, **2015**, 18, 803-815	2.1	13

367	. *IEEE Sensors Journal*, **2015**, 15, 4275-4285	4	187
366	Toward Social Internet of Vehicles: Concept, Architecture, and Applications. *IEEE Access*, **2015**, 3, 343-357	3.5	228
365	Nonlinear adaptive control for teleoperation systems with symmetrical and unsymmetrical time-varying delay. *International Journal of Systems Science*, **2015**, 46, 2928-2938	2.3	10
364	A Combined Approach Toward Consistent Reconstructions of Indoor Spaces Based on 6D RGB-D Odometry and KinectFusion. *ACM Transactions on Intelligent Systems and Technology*, **2015**, 6, 1-10	8	8
363	Haptic glove for finger rehabilitation **2015**,		5
362	A Framework of Reconfigurable Transducer Nodes for Smart Home Environments. *IEEE Embedded Systems Letters*, **2015**, 7, 81-84	1	6
361	An Elicitation Study on Gesture Attitudes and Preferences Towards an Interactive Hand-Gesture Vocabulary **2015**,		7
360	The affect-aware city **2015**,		10
359	Adaptive [load-distributed] muscle coordination method for kinematically redundant musculoskeletal humanoid systems. *Robotics and Autonomous Systems*, **2015**, 64, 59-69	3.5	5
358	Design and development of a user centric affective haptic jacket. *Multimedia Tools and Applications*, **2015**, 74, 3035-3052	2.5	32
357	A stochastic approach to group recommendations in social media systems. *Information Systems*, **2015**, 50, 76-93	2.7	22
356	Towards context-sensitive collaborative media recommender system. *Multimedia Tools and Applications*, **2015**, 74, 11399-11428	2.5	43
355	. *IEEE Transactions on Industrial Electronics*, **2015**, 62, 1563-1571	8.9	129
354	Modeling and Stability Analysis of Automatic Generation Control Over Cognitive Radio Networks in Smart Grids. *IEEE Transactions on Systems, Man, and Cybernetics: Systems*, **2015**, 45, 223-234	7.3	49
353	Bilateral shared autonomous systems with passive and nonpassive input forces under time varying delay. *ISA Transactions*, **2015**, 54, 218-28	5.5	17
352	Development of a haptic video chat system. *Multimedia Tools and Applications*, **2015**, 74, 5489-5512	2.5	1
351	Development of a Web-Based Haptic Authoring Tool for Multimedia Applications **2015**,		1
350	Design and Development of a Cloud Based Cyber-Physical Architecture for the Internet-of-Things **2015**,		8

349	A modular mobile exergaming system with an adaptive behavior **2015**,		4
348	Enhancing the Cognitive and Learning Skills of Children with Intellectual Disability through Physical Activity and Edutainment Games. *International Journal of Distributed Sensor Networks*, **2015**, 11, 165165	1.7	12
347	Employing Sensors and Services Fusion to Detect and Assess Driving Events **2015**,		5
346	Workload Model Based Dynamic Adaptation of Social Internet of Vehicles. *Sensors*, **2015**, 15, 23262-85	3.8	21
345	. *IEEE Access*, **2015**, 3, 543-555	3.5	43
344	⬚Load balance⬚control for a humanoid musculoskeletal arm in table tennis movement. *International Journal of Control, Automation and Systems*, **2015**, 13, 887-896	2.9	2
343	Contactless haptic feedback: state of the art **2015**,		14
342	User force profile of repetitive haptic tasks inducing fatigue **2015**,		4
341	How Close are We to Realizing a Pragmatic VANET Solution? A Meta-Survey. *ACM Computing Surveys*, **2015**, 48, 1-40	13.4	67
340	Absence Privacy Loss. *Computer*, **2015**, 48, 102-105	1.6	1
339	Utilizing image social clues for automated image tagging **2015**,		4
338	R-peak detection algorithm based on differentiation **2015**,		18
337	CAHR: A Contextually Adaptive Home-Based Rehabilitation Framework. *IEEE Transactions on Instrumentation and Measurement*, **2015**, 64, 427-438	5.2	8
336	Bilateral Control of Teleoperation Systems With Time Delay. *IEEE/ASME Transactions on Mechatronics*, **2015**, 20, 1-12	5.5	67
335	A Novel Study on Natural Robotic Rehabilitation Exergames Using the Unaffected Arm of Stroke Patients. *International Journal of Distributed Sensor Networks*, **2015**, 11, 590584	1.7	4
334	ADAPTIVE SLIDING MODE CONTROL OF UNMANNED FOUR ROTOR FLYING VEHICLE. *International Journal of Robotics and Automation*, **2015**, 30,	1.3	3
333	HAVAS: The Haptic Audio Visual Sleep Alarm System. *Lecture Notes in Computer Science*, **2015**, 247-256	0.9	2
332	Control Schemes for Passive Teleoperation Systems over Wide Area Communication Networks with Time Varying Delay. *International Journal of Automation and Computing*, **2014**, 11, 100-108	3.5	1

331	New stability and tracking criteria for a class of bilateral teleoperation systems. *Information Sciences*, **2014**, 278, 868-882	7.7	18
330	Nonlinear adaptive control for quadrotor flying vehicle. *Nonlinear Dynamics*, **2014**, 78, 117-133	5	53
329	Modeling and distributed gain scheduling strategy for load frequency control in smart grids with communication topology changes. *ISA Transactions*, **2014**, 53, 454-61	5.5	39
328	Towards consistent reconstructions of indoor spaces based on 6D RGB-D odometry and KinectFusion **2014**,		7
327	VeDi: A vehicular crowd-sourced video social network for VANETs **2014**,		15
326	Transforming a Regular Screen Into a Touch Screen Using a Single Webcam. *Journal of Display Technology*, **2014**, 10, 647-659		8
325	A Fuzzy-Based Adaptive Rehabilitation Framework for Home-Based Wrist Training. *IEEE Transactions on Instrumentation and Measurement*, **2014**, 63, 135-144	5.2	19
324	A stochastic game approach to the security issue of networked control systems under jamming attacks. *Journal of the Franklin Institute*, **2014**, 351, 4570-4583	4	34
323	An Overview of Serious Games. *International Journal of Computer Games Technology*, **2014**, 2014, 1-15	4.8	169
322	Cloud-based rehabilitation exergames system **2014**,		3
321	A Quality of Experience Model for Haptic Virtual Environments. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2014**, 10, 1-23	3.4	16
320	Towards whole body fatigue assessment of human movement: a fatigue-tracking system based on combined sEMG and accelerometer signals. *Sensors*, **2014**, 14, 2052-70	3.8	22
319	Uncertain data clustering-based distance estimation in Wireless Sensor Networks. *Sensors*, **2014**, 14, 6584-605	3.8	20
318	Towards Storytelling by Extracting Social Information from OSN Photo's Metadata **2014**,		4
317	A Low-cost Serious Game Therapy Environment with Inverse Kinematic Feedback for Children Having Physical Disability **2014**,		7
316	SODHO: Service oriented development of haptics ontology **2014**,		1
315	Detection and Visualization of Emotions in an Affect-Aware City **2014**,		14
314	Graph-based personalized recommendation in social tagging systems **2014**,		2

313	Development of a fatigue-tracking system for monitoring human body movement **2014**,		4
312	Context-aware multimedia services modeling: an e-Health perspective. *Multimedia Tools and Applications*, **2014**, 73, 1147-1176	2.5	4
311	U-biofeedback: a multimedia-based reference model for ubiquitous biofeedback systems. *Multimedia Tools and Applications*, **2014**, 72, 3143-3168	2.5	44
310	SmartPads: a plug-N-play configurable tangible user interface. *Multimedia Tools and Applications*, **2014**, 72, 1507-1530	2.5	5
309	Utility based decision support engine for camera view selection in multimedia surveillance systems. *Multimedia Tools and Applications*, **2014**, 73, 219-240	2.5	1
308	Nonlinear control for teleoperation systems with time varying delay. *Nonlinear Dynamics*, **2014**, 76, 931-954	5	26
307	From Smart Camera to SmartHub: Embracing Cloud for Video Surveillance. *International Journal of Distributed Sensor Networks*, **2014**, 10, 757845	1.7	6
306	Recovery Prediction in the Framework of Cloud-Based Rehabilitation Exergame. *Lecture Notes in Computer Science*, **2014**, 256-265	0.9	4
305	tNote: A Social Network of Vehicles under Internet of Things. *Lecture Notes in Computer Science*, **2014**, 227-236	0.9	12
304	Adaptive interaction support in ambient-aware environments based on quality of context information. *Multimedia Tools and Applications*, **2013**, 67, 409-432	2.5	12
303	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
302	Folksonomy link prediction based on a tripartite graph for tag recommendation. *Journal of Intelligent Information Systems*, **2013**, 40, 307-325	2.1	18
301	Exertion interfaces for computer videogames using smartphones as input controllers. *Multimedia Systems*, **2013**, 19, 289-302	2.2	9
300	Mobile PointMe-based spatial haptic interaction with annotated media for learning purposes. *Multimedia Systems*, **2013**, 19, 131-149	2.2	1
299	Exploring social tagging for personalized community recommendations. *User Modeling and User-Adapted Interaction*, **2013**, 23, 249-285	3.9	14
298	An edutainment system for assisting qatari children with moderate intellectual and learning disability through exerting physical activities **2013**,		5
297	Control your smart home with an autonomously mobile smartphone **2013**,		1
296	Teleoperation Systems With Symmetric and Unsymmetric Time Varying Communication Delay. *IEEE Transactions on Instrumentation and Measurement*, **2013**, 62, 2943-2953	5.2	24

277	Mobile haptic e-book system to support 3D immersive reading in ubiquitous environments. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2013**, 9, 1-20	3.4	11
276	From Sense to Print: Towards Automatic 3D Printing from 3D Sensing Devices **2013**,		9
275	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
274	Capturing ankle benchmark kinematics using an interactive sensory wobble board **2013**,		2
273	A Stochastic Security Game for Kalman Filtering in Networked Control Systems (NCSs) under Denial of Service (DoS) Attacks. *IFAC Postprint Volumes IPPV / International Federation of Automatic Control* , **2013**, 46, 106-111		9
272	A cloud-based pervasive serious game framework to support obesity treatment. *Computer Science and Information Systems*, **2013**, 10, 1229-1246	0.8	6
271	Knowing Who You Are and Who You Know: Harnessing Social Networks to Identify People via Mobile Devices. *Lecture Notes in Computer Science*, **2013**, 130-140	0.9	4
270	Modeling Personalized and Context-Aware Multimedia e-Health Framework **2013**, 309-335		7
269	Folksonomy-based personalized search and ranking in social media services. *Information Systems*, **2012**, 37, 61-76	2.7	16
268	Leveraging personal photos to inferring friendships in social network services. *Expert Systems With Applications*, **2012**, 39, 6955-6966	7.8	12
267	Tele-Wobble: A Telerehabilitation Wobble Board for Lower Extremity Therapy. *IEEE Transactions on Instrumentation and Measurement*, **2012**, 61, 1816-1824	5.2	19
266	Social media filtering based on collaborative tagging in semantic space. *Multimedia Tools and Applications*, **2012**, 56, 63-89	2.5	13
265	Chaos-cryptography based privacy preservation technique for video surveillance. *Multimedia Systems*, **2012**, 18, 145-155	2.2	19
264	A Review of Smart Environments for Energy Savings. *Procedia Computer Science*, **2012**, 10, 205-214	1.6	15
263	Diet advisory system for children using biofeedback sensor **2012**,		4
262	Home Energy saving for Heating/cooling system by distributed intelligent energy controller **2012**,		2
261	MMBIP: Biofeedback system design on Cloud-Oriented Architecture **2012**,		2
260	Learning games for children with intellectual challenges **2012**,		1

259	**2012**,		11
258	A Real-Time Biofeedback Health Advisory System for Children Care **2012**,		6
257	Exerlearn Bike: An Exergaming System for Children's Educational and Physical Well-Being **2012**,		7
256	Determining wrist reference kinematics using a sensory-mounted stress ball **2012**,		7
255	Nonpassive teleoperation systems with time varying communication delay **2012**,		3
254	A Quranic quote verification algorithm for verses authentication **2012**,		11
253	Evaluating the Quality of Experience of haptic-based applications through mathematical modeling **2012**,		6
252	Social network and user context assisted personalization for recommender systems **2012**,		4
251	A group trust metric for identifying people of trust in online social networks. *Expert Systems With Applications*, **2012**, 39, 13173-13181	7.8	66
250	A context-aware multimedia framework toward personal social network services. *Multimedia Tools and Applications*, **2012**, 71, 1717	2.5	4
249	Slingshot 3D: A synchronous haptic-audio-video game. *Multimedia Tools and Applications*, **2012**, 71, 1635	2.5	3
248	Target-shooting exergame with a hand gesture control. *Multimedia Tools and Applications*, **2012**, 70, 2211	1.5	3
247	Tableaux-based optimization of schema mappings for data integration. *Journal of Intelligent Information Systems*, **2012**, 38, 533-554	2.1	0
246	RFID-based interactive multimedia system for the children. *Multimedia Tools and Applications*, **2012**, 59, 749-774	2.5	12
245	Determining trust in media-rich websites using semantic similarity. *Multimedia Tools and Applications*, **2012**, 60, 69-96	2.5	3
244	Load frequency control for wide area monitoring and control system(WAMC) in power system with open communication links **2012**,		1
243	Applying Latent Semantic Analysis to Tag-Based Community Recommendations. *Lecture Notes in Computer Science*, **2012**, 1-12	0.9	3
242	Admux Communication Protrocol for Real-Time Multimodal Intreaction **2012**,		5

241	MeMaPads: Enhancing children's well-being through a physically interactive memory and math games **2012**,		8
240	EmoJacket: Consumer centric wearable affective jacket to enhance emotional immersion **2012**,		24
239	An Arabic-Based Tutorial System for Children with Special Needs. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2012**, 16-20	0.2	
238	Haptics Technologies. *Springer Series on Touch and Haptic Systems*, **2011**,	0.1	68
237	Context aware serious games framework for sport and health **2011**,		14
236	HKiss: Real world based haptic interaction with virtual 3D avatars **2011**,		2
235	Admux: An Adaptive Multiplexer for Haptic–Audio–Visual Data Communication. *IEEE Transactions on Instrumentation and Measurement*, **2011**, 60, 21-31	5.2	48
234	Augmenting Context Awareness by Combining Body Sensor Networks and Social Networks. *IEEE Transactions on Instrumentation and Measurement*, **2011**, 60, 345-353	5.2	20
233	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
232	Collaborative user modeling for enhanced content filtering in recommender systems. *Decision Support Systems*, **2011**, 51, 772-781	5.6	46
231	Collaborative error-reflected models for cold-start recommender systems. *Decision Support Systems*, **2011**, 51, 519-531	5.6	73
230	Effective multimedia surveillance using a human-centric approach. *Multimedia Tools and Applications*, **2011**, 51, 697-721	2.5	21
229	Transparent non-intrusive multimodal biometric system for video conference using the fusion of face and ear recognition **2011**,		5
228	Bringing virtual events into real life in Second Life home automation system **2011**,		2
227	RehaBall: Rehabilitation of upper limbs with a sensory-integrated stress ball **2011**,		6
226	Model-based telehaptic systems with time varying communication delay **2011**,		1
225	Learn-pads: A mathematical exergaming system for children's physical and mental well-being **2011**,		4
224	A fuzzy vault implementation for securing revocable iris templates **2011**,		6

223	**2011**,		2
222	Hamon: An activity recognition framework for health monitoring support at home **2011**,		10
221	Modeling and stochastic control of networked control system with packet losses **2011**,		1
220	An adaptive game-based exercising framework **2011**,		6
219	LBP-based driver fatigue monitoring system with the adoption of haptic warning scheme **2011**,		5
218	A novel haptic jacket based alerting scheme in a driver fatigue monitoring system **2011**,		6
217	Collaborative user modeling with user-generated tags for social recommender systems. *Expert Systems With Applications*, **2011**, 38, 8488-8496	7.8	60
216	Folksonomy-boosted social media search and ranking **2011**,		4
215	Photo search in a personal photo diary by drawing face position with people tagging **2011**,		3
214	Haptic data compression based on quadratic curve reconstruction and prediction **2011**,		2
213	Introduction to ACM multimedia 2010 best paper candidates. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2011**, 7S, 1-2	3.4	
212	Motion-path based in car gesture control of the multimedia devices **2011**,		18
211	An assistive computerized system for children with moderate intellectual and learning disabilities **2011**,		3
210	E-Glove: An electronic glove with vibro-tactile feedback for wrist rehabilitation of post-stroke patients **2011**,		14
209	Gesture recognition on a mobile device for remote event generation **2011**,		2
208	Bridging the gap between virtual and real with second life client in a virtual home automation system **2011**,		1
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12	A QoS-based framework for distributed content adaptation		10
11	Dynamic signature verification system using stroked based features		1
10	Measuring breathing- and heart rate data with distribution over wireless IP networks		4
9	Peer-to-peer suitability for collaborative multiplayer games		4
8	Hardware support of JPEG		4