

Dewan Tanvir Ahmed

List of Publications by Year in descending order

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Version: 2024-02-01

34
papers

460
citations

1684129

5
h-index

1588975

8
g-index

34
all docs

34
docs citations

34
times ranked

333
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|------|-----------|
| 1 | A survey of application-layer multicast protocols. IEEE Communications Surveys and Tutorials, 2007, 9, 58-74. | 39.4 | 231 |
| 2 | Virtual Caregiver: An Ambient-Aware Elderly Monitoring System. IEEE Transactions on Information Technology in Biomedicine, 2012, 16, 1024-1031. | 3.2 | 76 |
| 3 | A Dynamic Area of Interest Management and Collaboration Model for P2P MMOGs. , 2008, , . | | 23 |
| 4 | A microcell oriented load balancing model for collaborative virtual environments. , 2008, , . | | 18 |
| 5 | Improving gaming experience in zonal MMOGs. , 2007, , . | | 13 |
| 6 | Multi-level Hashing for Peer-to-Peer System in Wireless Ad Hoc Environment. , 2007, , . | | 11 |
| 7 | A hybrid P2P communications architecture for zonal MMOGs. Multimedia Tools and Applications, 2009, 45, 313-345. | 3.9 | 11 |
| 8 | Zone Based Messaging in Collaborative Virtual Environments. , 2006, , . | | 9 |
| 9 | Design Issues of Peer-to-Peer Systems for Wireless Ad Hoc Networks. , 2007, , . | | 8 |
| 10 | A Framework for Provisioning Overlay Network Based Multimedia Distribution Services. , 2007, , . | | 7 |
| 11 | A Dynamic Networking Substrate for Distributed MMOGs. IEEE Transactions on Emerging Topics in Computing, 2015, 3, 289-302. | 4.6 | 7 |
| 12 | Uniform and Non-Uniform Zoning for Load Balancing in Virtual Environments. , 2010, , . | | 6 |
| 13 | Improving online gaming experience using location awareness and interaction details. Multimedia Tools and Applications, 2012, 61, 163-180. | 3.9 | 6 |
| 14 | A Human Caregiver Support System in Elderly Monitoring Facility. , 2012, , . | | 5 |
| 15 | Supporting Large-Scale Networked Virtual Environments. , 2007, , . | | 4 |
| 16 | Performance Enhancement in MMOGs Using Entity Types. , 2007, , . | | 3 |
| 17 | An Expedite State Dissemination Mechanism for MMOGs. Parallel Architectures, Algorithms and Networks (I-SPAN), Proceedings of the International Symposium on, 2008, , . | 0.0 | 3 |
| 18 | Intelligent path finding for avatars in Massively Multiplayer Online Games. , 2009, , . | | 3 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | An auxiliary area of interest management for synchronization and load regulation in zonal P2P MMOGs. , 2008, , . | | 2 |
| 20 | Zoning Issues and Area of Interest Management in Massively Multiplayer Online Games. , 2009, , 175-195. | | 2 |
| 21 | A fault tolerance procedure for P2P online games. , 2010, , . | | 2 |
| 22 | A decision support engine for video surveillance systems. , 2011, , . | | 2 |
| 23 | State Management in Large Scale Group Communication. , 2007, , . | | 1 |
| 24 | Distributed Video Adaptation and Streaming for Heterogeneous Devices. , 2008, , . | | 1 |
| 25 | Model and measurement of MMOG time-constraint relaxation algorithm. , 2009, , . | | 1 |
| 26 | An algorithm for measurement and detection of path cheating in virtual environments. Virtual Environments, Human-Computer Interfaces and Measurements Systems, 2009 VECIMS '09 IEEE International Conference on, 2009, , . | 0.0 | 1 |
| 27 | A Quality Control Algorithm Based on Virtual Distance in Games. , 2010, , . | | 1 |
| 28 | A framework for computing quality of information in multi-sensor systems. , 2012, , . | | 1 |
| 29 | Dynamic prioritization of multi-sensor feeds for resource limited surveillance systems. , 2012, , . | | 1 |
| 30 | Utility based decision support engine for camera view selection in multimedia surveillance systems. Multimedia Tools and Applications, 2014, 73, 219-240. | 3.9 | 1 |
| 31 | The Roots and the Rationale behind the ALM Based Collaboration. , 2007, , . | | 0 |
| 32 | Hybrid Maximal Matching for Input Buffered Crossbar Switches. , 2007, , . | | 0 |
| 33 | Dynamic Resource Allocation for Event Processing in Surveillance Systems. , 2012, , . | | 0 |
| 34 | A Message Prioritization Scheme for Virtual Collaboration. Lecture Notes in Electrical Engineering, 2012, , 377-385. | 0.4 | 0 |