

# Ahmad Hoirul Basori

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2243308/publications.pdf>

Version: 2024-02-01

46  
papers

283  
citations

1163117

8  
h-index

1199594

12  
g-index

49  
all docs

49  
docs citations

49  
times ranked

190  
citing authors

#	ARTICLE	IF	CITATIONS
1	Blend Shape Interpolation and FACS for Realistic Avatar. 3D Research, 2015, 6, 1.	1.8	24
2	The feasibility of human haptic emotion as a feature to enhance interactivity and immersiveness on virtual reality game. , 2008, , .		20
3	Interactive Hand and Arm Gesture Control for 2D Medical Image and 3D Volumetric Medical Visualization. Procedia, Social and Behavioral Sciences, 2013, 97, 723-729.	0.5	20
4	The effect of emotional colour on creating realistic expression of avatar. , 2012, , .		13
5	Personalized Learning Model based on Deep Learning Algorithm for Student Behaviour Analytic. Procedia Computer Science, 2019, 163, 125-133.	2.0	13
6	Intelligent Avatar on E-Learning using Facial Expression and Haptic. Telkomnika (Telecommunication) Tj ETQq0 0 0 ggBT /Overlock 10 Tf	0.8	13
7	Finger-based Gestural Interaction for Exploration of 3D Heart Visualization. Procedia, Social and Behavioral Sciences, 2013, 97, 684-690.	0.5	12
8	Realistic Facial Expression of Virtual Human Based on Color, Sweat, and Tears Effects. Scientific World Journal, The, 2014, 2014, 1-9.	2.1	12
9	Fast Markerless Tracking for Augmented Reality in Planar Environment. 3D Research, 2015, 6, 1.	1.8	12
10	Extreme expression of sweating in 3D virtual human. Computers in Human Behavior, 2014, 35, 307-314.	8.5	11
11	Orientation Control for Indoor Virtual Landmarks based on Hybrid-based Markerless Augmented Reality. Procedia, Social and Behavioral Sciences, 2013, 97, 648-655.	0.5	10
12	The Influence of Beta Signal toward Emotion Classification for Facial Expression Control through EEG Sensors. Procedia, Social and Behavioral Sciences, 2013, 97, 730-736.	0.5	9
13	The Correlation Between Blood Oxygenation Effects and Human Emotion Towards Facial Skin Colour of Virtual Human. 3D Research, 2015, 6, 1.	1.8	9
14	Haptic Vibration for Emotional Expression of Avatar to Enhance the Realism of Virtual Reality. , 2009, , .		8
15	Emotion Walking for Humanoid Avatars Using Brain Signals. International Journal of Advanced Robotic Systems, 2013, 10, 29.	2.1	8
16	An overview of interactive wet cloth simulation in virtual reality and serious games. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2018, 6, 93-100.	1.9	8
17	iMars: Intelligent Municipality Augmented Reality Service for Efficient Information Dissemination based on Deep Learning algorithm in Smart City of Jeddah. Procedia Computer Science, 2019, 163, 93-108.	2.0	7
18	Development of 3D Tawaf Simulation for Hajj Training Application Using Virtual Environment. Lecture Notes in Computer Science, 2011, , 67-76.	1.3	6

#	ARTICLE	IF	CITATIONS
19	Oxygenation absorption and light scattering driven facial animation of natural virtual human. <i>Multimedia Tools and Applications</i> , 2017, 76, 9587-9623.	3.9	5
20	Comprehensive analysis of Student's Academic Failure Classification through Role-Sphere Influence and Flow betweenness centrality. <i>Procedia Computer Science</i> , 2017, 116, 509-515.	2.0	5
21	HapAR: Handy Intelligent Multimodal Haptic and Audio-Based Mobile AR Navigation for the Visually Impaired. <i>EAI/Springer Innovations in Communication and Computing</i> , 2020, , 319-334.	1.1	5
22	SMARF: Smart Farming Framework Based on Big Data, IoT and Deep Learning Model for Plant Disease Detection and Prevention. <i>Communications in Computer and Information Science</i> , 2020, , 44-56.	0.5	5
23	A Traffic Congestion Framework for Smart Riyadh City based on IoT Services. <i>International Journal of Advanced Computer Science and Applications</i> , 2018, 9, .	0.7	5
24	Emotion Expression of Avatar through Eye Behaviors, Lip Synchronization and MPEG4 in Virtual Reality based on Xface Toolkit: Present and Future. <i>Procedia, Social and Behavioral Sciences</i> , 2013, 97, 700-706.	0.5	4
25	Intelligent Socio-Emotional Control of Pedestrian Crowd behaviour inside Smart City. <i>Procedia Computer Science</i> , 2021, 182, 80-88.	2.0	4
26	The development of 3D multiplayer mobile racing games based on 3D photo satellite map. , 2008, , .		3
27	E-Facetic. , 2010, , .		3
28	Kinect-based Gesture Recognition in Volumetric Visualisation of Heart from Cardiac Magnetic Resonance (CMR) Imaging. <i>Intelligent Systems Reference Library</i> , 2014, , 79-92.	1.2	3
29	Real Time Interactive Presentation Apparatus based on Depth Image Recognition. <i>International Journal of Electrical and Computer Engineering</i> , 2017, 7, 1308.	0.7	3
30	A Crucial Investigation of Facial Skin Colour Research Trend and Direction. <i>International Journal of Multimedia and Ubiquitous Engineering</i> , 2015, 10, 295-316.	0.4	3
31	Intelligence Context Aware Mobile Navigation using Augmented Reality Technology. <i>Journal of Information Systems Engineering and Business Intelligence</i> , 2018, 4, 65.	1.1	3
32	Profound correlation of human and NAO-robot interaction through facial expression controlled by EEG sensor. <i>International Journal of Advanced and Applied Sciences</i> , 2018, 5, 104-112.	0.4	3
33	Facial Animations: Future Research Directions & Challenges. <i>3D Research</i> , 2014, 5, 1.	1.8	2
34	OntoDI: The Methodology for Ontology Development on Data Integration. <i>International Journal of Advanced Computer Science and Applications</i> , 2019, 10, .	0.7	2
35	Deep Reinforcement Learning-Based Long Short-Term Memory for Satellite IoT Channel Allocation. <i>Intelligent Automation and Soft Computing</i> , 2022, 33, 1-19.	2.1	2
36	Emotional Facial Expression and Tears Simulation: An Analysis & Comparison of Current Approaches. <i>3D Research</i> , 2015, 6, 1.	1.8	1

#	ARTICLE	IF	CITATIONS
37	Social Awareness and Safety Assistance of COVID-19 based on DLN face mask detection and AR Distancing. International Journal of Artificial Intelligence Research, 2021, 5, .	0.4	1
38	A Natural Conversational Virtual Human with Multimodal Dialog System. Jurnal Teknologi (Sciences) Tj ETQq0 0 0 rgBT /Overlck 10 Tf 5	0.4	1
39	The Analysis of Student Collaborative Work Inside Social Learning Network Analysis Based on Degree and Eigenvector Centrality. International Journal of Electrical and Computer Engineering, 2016, 6, 2488.	0.7	1
40	Emotional Facial Expression Based On Action Units and Facial Muscle. International Journal of Electrical and Computer Engineering, 2016, 6, 2478.	0.7	1
41	Performance Driven-biped Control for Animated Human Model with Motion Synthesis Data. Journal of Information Systems Engineering and Business Intelligence, 2018, 4, 162.	1.1	1
42	Turning Avatar into Realistic Human Expression Using Linear and Bilinear Interpolations. 3D Research, 2014, 5, 1.	1.8	0
43	Telerobotic 3D Articulated Arm-Assisted Surgery Tools with Augmented Reality for Surgery Training. , 0, , .		0
44	SIMULASI VIRTUAL REALITY PADA RUMAH SAKIT GRAHA AMERTA SURABAYA. Telkomnika (Telecommunication Computing Electronics and Control), 2007, 5, 193.	0.8	0
45	PENCARIAN RUTE TERPENDEK DALAM DUNIA 3 DIMENSI BERDASARKAN ALGORITMA DIJKSTRA. JUTI: Jurnal Ilmiah Teknologi Informasi, 2008, 7, 87.	0.1	0
46	Robot Perception Based on Vision and Haptic Feedback for Fighting the COVID-19 Pandemic. , 0, , .		0