Ahmad Hoirul Basori

List of Publications by Year
in descending order

46	283	1163117	1199594
		8	12
papers	citations	h-index	g-index

49	49	49	190
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Deep Reinforcement Learning-Based Long Short-Term Memory for Satellite IoT Channel Allocation. Intelligent Automation and Soft Computing, 2022, 33, 1-19.	2.1	2
2	Intelligent Socio-Emotional Control of Pedestrian Crowd behaviour inside Smart City. Procedia Computer Science, 2021, 182, 80-88.	2.0	4
3	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
4	HapAR: Handy Intelligent Multimodal Haptic and Audio-Based Mobile AR Navigation for the Visually Impaired. EAI/Springer Innovations in Communication and Computing, 2020, , 319-334.	1.1	5
5	SMARF: Smart Farming Framework Based on Big Data, IoT and Deep Learning Model for Plant Disease Detection and Prevention. Communications in Computer and Information Science, 2020, , 44-56.	0.5	5
6	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
7	Personalized Learning Model based on Deep Learning Algorithm for Student Behaviour Analytic. Procedia Computer Science, 2019, 163, 125-133.	2.0	13
8	OntoDI: The Methodology for Ontology Development on Data Integration. International Journal of Advanced Computer Science and Applications, 2019, 10, .	0.7	2
9	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
10	A Traffic Congestion Framework for Smart Riyadh City based on IoT Services. International Journal of Advanced Computer Science and Applications, 2018, 9, .	0.7	5
11	Intelligence Context Aware Mobile Navigation using Augmented Reality Technology. Journal of Information Systems Engineering and Business Intelligence, 2018, 4, 65.	1.1	3
12	Profound correlation of human and NAO-robot interaction through facial expression controlled by EEG sensor. International Journal of Advanced and Applied Sciences, 2018, 5, 104-112.	0.4	3
13	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
14	Oxygenation absorption and light scattering driven facial animation of natural virtual human. Multimedia Tools and Applications, 2017, 76, 9587-9623.	3.9	5
15	Comprehensive analysis of Student's Academic Failure Classification through Role-Sphere Influence and Flow betwenness centrality. Procedia Computer Science, 2017, 116, 509-515.	2.0	5
16	Real Time Interactive Presentation Apparatus based on Depth Image Recognition. International Journal of Electrical and Computer Engineering, 2017, 7, 1308.	0.7	3
17	The Analysis of Student Colla borative 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
18	Emotional Facial Expression Based On Action Units and Facial Muscle. International Journal of Electrical and Computer Engineering, 2016, 6, 2478.	0.7	1

#	Article	IF	Citations
19	Blend Shape Interpolation and FACS for Realistic Avatar. 3D Research, 2015, 6, 1.	1.8	24
20	Emotional Facial Expression and Tears Simulation: An Analysis & Comparison of Current Approaches. 3D Research, 2015, 6, 1.	1.8	1
21	The Correlation Between Blood Oxygenation Effects and Human Emotion Towards Facial Skin Colour of Virtual Human. 3D Research, 2015, 6, 1.	1.8	9
22	Fast Markerless Tracking for Augmented Reality in Planar Environment. 3D Research, 2015, 6, 1.	1.8	12
23	A Crucial Investigation of Facial Skin Colour Research Trend and Direction. International Journal of Multimedia and Ubiquitous Engineering, 2015, 10, 295-316.	0.4	3
24	Realistic Facial Expression of Virtual Human Based on Color, Sweat, and Tears Effects. Scientific World Journal, The, 2014, 2014, 1-9.	2.1	12
25	Turning Avatar into Realistic Human Expression Using Linear and Bilinear Interpolations. 3D Research, 2014, 5, 1.	1.8	0
26	Facial Animations: Future Research Directions & Challenges. 3D Research, 2014, 5, 1.	1.8	2
27	Extreme expression of sweating in 3D virtual human. Computers in Human Behavior, 2014, 35, 307-314.	8.5	11
28	Kinect-based Gesture Recognition in Volumetric Visualisation of Heart from Cardiac Magnetic Resonance (CMR) Imaging. Intelligent Systems Reference Library, 2014, , 79-92.	1.2	3
29	A Natural Conversational Virtual Human with Multimodal Dialog System. Jurnal Teknologi (Sciences) Tj ETQq1 1 0.784314 rgBT /Over	0.4	1
30	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
31	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
32	Finger-based Gestural Interaction for Exploration of 3D Heart Visualization. Procedia, Social and Behavioral Sciences, 2013, 97, 684-690.	0.5	12
33	Emotion Expression of Avatar through Eye Behaviors, Lip Synchronization and MPEG4 in Virtual Reality based on Xface Toolkit: Present and Future. Procedia, Social and Behavioral Sciences, 2013, 97, 700-706.	0.5	4
34	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
35	Emotion Walking for Humanoid Avatars Using Brain Signals. International Journal of Advanced Robotic Systems, 2013, 10, 29.	2.1	8
36	The effect of emotional colour on creating realistic expression of avatar. , 2012, , .		13

#	Article	IF	Citations
37	Development of 3D Tawaf Simulation for Hajj Training Application Using Virtual Environment. Lecture Notes in Computer Science, 2011, , 67-76.	1.3	6
38	Intelligent Avatar on E-Learning using Facial Expression and Haptic. Telkomnika (Telecommunication) Tj ETQq0 0 0 rgBT /Overlock 10 Tf	0.8	13
39	E-Facetic. , 2010, , .		3
40	Haptic Vibration for Emotional Expression of Avatar to Enhance the Realism of Virtual Reality. , 2009, , .		8
41	The development of 3D multiplayer mobile racing games based on 3D photo satellite map. , 2008, , .		3
42	The feasibility of human haptic emotion as a feature to enhance interactivity and immersiveness on virtual reality game. , 2008, , .		20
43	PENCARIAN RUTE TERPENDEK DALAM DUNIA 3 DIMENSI BERDASARKAN ALGORITMA DIJKSTRA. JUTI: Jurnal Ilmiah Teknologi Informasi, 2008, 7, 87.	0.1	0
44	SIMULASI VIRTUAL REALITY PADA RUMAH SAKIT GRAHA AMERTA SURABAYA. Telkomnika (Telecommunication Computing Electronics and Control), 2007, 5, 193.	0.8	0
45	Telerobotic 3D Articulated Arm-Assisted Surgery Tools with Augmented Reality for Surgery Training. , 0, , .		0
46	Robot Perception Based on Vision and Haptic Feedback for Fighting the COVID-19 Pandemic. , 0, , .		0