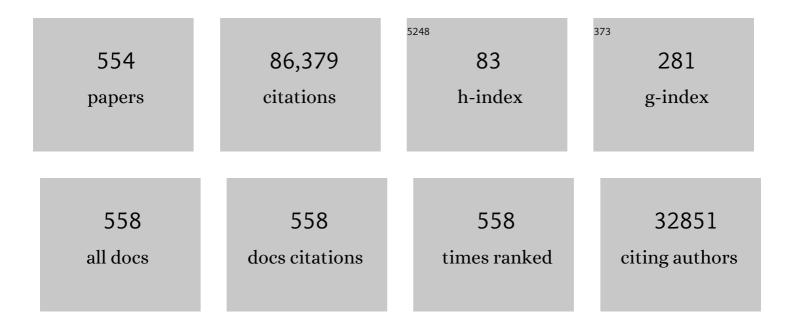
Alan Bovik

List of Publications by Year in descending order

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| 1 | A Subjective and Objective Study of Space-Time Subsampled Video Quality. IEEE Transactions on Image Processing, 2022, 31, 934-948. | 6.0 | 16 |
| 2 | Learning to compress videos without computing motion. Signal Processing: Image Communication, 2022, 103, 116633. | 1.8 | 3 |
| 3 | Quality Aware Features for Performance Prediction and Time Reduction in Video Object Tracking. IEEE Access, 2022, 10, 13290-13310. | 2.6 | 2 |
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| 5 | Subjective Quality Assessment of User-Generated Content Gaming Videos. , 2022, , . | | 5 |
| 6 | Making Video Quality Assessment Models Sensitive to Frame Rate Distortions. IEEE Signal Processing Letters, 2022, 29, 897-901. | 2.1 | 1 |
| 7 | Image Quality Assessment using Synthetic Images. , 2022, , . | | 6 |
| 8 | No-Reference Quality Assessment of Variable Frame-Rate Videos Using Temporal Bandpass Statistics. , 2022, , . | | 3 |
| 9 | Video Quality Model of Compression, Resolution and Frame Rate Adaptation Based on Space-Time Regularities. IEEE Transactions on Image Processing, 2022, 31, 3644-3656. | 6.0 | 2 |
| 10 | Image Quality Assessment Using Contrastive Learning. IEEE Transactions on Image Processing, 2022, 31, 4149-4161. | 6.0 | 55 |
| 11 | FOVQA: Blind Foveated Video Quality Assessment. IEEE Transactions on Image Processing, 2022, 31, 4571-4584. | 6.0 | 5 |
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| 19 | Predicting the Quality of Compressed Videos With Pre-Existing Distortions. IEEE Transactions on Image Processing, 2021, 30, 7511-7526. | 6.0 | 16 |
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| 21 | UGC-VQA: Benchmarking Blind Video Quality Assessment for User Generated Content. IEEE Transactions on Image Processing, 2021, 30, 4449-4464. | 6.0 | 128 |
| 22 | Perceptual Monocular Depth Estimation. Neural Processing Letters, 2021, 53, 1205-1228. | 2.0 | 2 |
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| 24 | On the space-time statistics of motion pictures. Journal of the Optical Society of America A: Optics and Image Science, and Vision, 2021, 38, 908. | 0.8 | 8 |
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| 26 | High Frame Rate Video Quality Assessment using VMAF and Entropic Differences. , 2021, , . | | 4 |
| 27 | Efficient User-Generated Video Quality Prediction. , 2021, , . | | 3 |
| 28 | Assessment of Subjective and Objective Quality of Live Streaming Sports Videos. , 2021, , . | | 7 |
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