

# Bjoern Schuller

## List of Publications by Year in descending order

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83  
papers

1,983  
citations

304743

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315739

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all docs

91  
docs citations

91  
times ranked

1702  
citing authors

#	ARTICLE	IF	CITATIONS
1	End-to-End Video-to-Speech Synthesis Using Generative Adversarial Networks. IEEE Transactions on Cybernetics, 2023, 53, 3454-3466.	9.5	18
2	Holistic Affect Recognition Using PaNDA: Paralinguistic Non-Metric Dimensional Analysis. IEEE Transactions on Affective Computing, 2022, 13, 769-780.	8.3	21
3	Multi-Task Semi-Supervised Adversarial Autoencoding for Speech Emotion Recognition. IEEE Transactions on Affective Computing, 2022, 13, 992-1004.	8.3	51
4	Exploring Zero-Shot Emotion Recognition in Speech Using Semantic-Embedding Prototypes. IEEE Transactions on Multimedia, 2022, 24, 2752-2765.	7.2	13
5	Learning Multimodal Representations for Drowsiness Detection. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 11539-11548.	8.0	8
6	Rethinking Auditory Affective Descriptors Through Zero-Shot Emotion Recognition in Speech. IEEE Transactions on Computational Social Systems, 2022, 9, 1530-1541.	4.4	6
7	Guest Editorial: Introduction to the Special Section on Efficient Network Design for Convergence of Deep Learning and Edge Computing. IEEE Transactions on Network Science and Engineering, 2022, 9, 109-110.	6.4	2
8	Vocalisation Repertoire at the End of the First Year of Life: An Exploratory Comparison of Rett Syndrome and Typical Development. Journal of Developmental and Physical Disabilities, 2022, 34, 1053-1069.	1.6	5
9	Selective Element and Two Orders Vectorization Networks for Automatic Depression Severity Diagnosis via Facial Changes. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 8065-8077.	8.3	5
10	EmoBed: Strengthening Monomodal Emotion Recognition via Training with Crossmodal Emotion Embeddings. IEEE Transactions on Affective Computing, 2021, 12, 553-564.	8.3	31
11	A Review on Five Recent and Near-Future Developments in Computational Processing of Emotion in the Human Voice. Emotion Review, 2021, 13, 44-50.	3.4	31
12	An Online Robot Collision Detection and Identification Scheme by Supervised Learning and Bayesian Decision Theory. IEEE Transactions on Automation Science and Engineering, 2021, 18, 1144-1156.	5.2	33
13	SEWA DB: A Rich Database for Audio-Visual Emotion and Sentiment Research in the Wild. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, 43, 1022-1040.	13.9	86
14	Can Machine Learning Assist Locating the Excitation of Snore Sound? A Review. IEEE Journal of Biomedical and Health Informatics, 2021, 25, 1233-1246.	6.3	24
15	The Detection of Parkinson's Disease From Speech Using Voice Source Information. IEEE/ACM Transactions on Audio Speech and Language Processing, 2021, 29, 1925-1936.	5.8	39
16	Guided Generative Adversarial Neural Network for Representation Learning and Audio Generation Using Fewer Labelled Audio Data. IEEE/ACM Transactions on Audio Speech and Language Processing, 2021, 29, 2575-2590.	5.8	5
17	A Deep Adaptation Network for Speech Enhancement: Combining a Relativistic Discriminator With Multi-Kernel Maximum Mean Discrepancy. IEEE/ACM Transactions on Audio Speech and Language Processing, 2021, 29, 41-53.	5.8	11
18	Sentiment Analysis and Topic Recognition in Video Transcriptions. IEEE Intelligent Systems, 2021, 36, 88-95.	4.0	75

#	ARTICLE	IF	CITATIONS
19	Introduction to the Special Issue on MMAC: Multimodal Affective Computing of Large-Scale Multimedia Data. IEEE MultiMedia, 2021, 28, 8-10.	1.7	2
20	Can Appliances Understand the Behavior of Elderly Via Machine Learning? A Feasibility Study. IEEE Internet of Things Journal, 2021, 8, 8343-8355.	8.7	6
21	Artificial Intelligence Internet of Things for the Elderly: From Assisted Living to Health-Care Monitoring. IEEE Signal Processing Magazine, 2021, 38, 78-88.	5.6	47
22	CAA-Net: Conditional Atrous CNNs With Attention for Explainable Device-Robust Acoustic Scene Classification. IEEE Transactions on Multimedia, 2021, 23, 4131-4142.	7.2	18
23	Exploiting time-frequency patterns with LSTM-RNNs for low-bitrate audio restoration. Neural Computing and Applications, 2020, 32, 1095-1107.	5.6	29
24	“Are You Playing a Shooter Again?” Deep Representation Learning for Audio-Based Video Game Genre Recognition. IEEE Transactions on Games, 2020, 12, 145-154.	1.4	15
25	Snore-GANs: Improving Automatic Snore Sound Classification With Synthesized Data. IEEE Journal of Biomedical and Health Informatics, 2020, 24, 300-310.	6.3	34
26	A Generic Human-Machine Annotation Framework Based on Dynamic Cooperative Learning. IEEE Transactions on Cybernetics, 2020, 50, 1230-1239.	9.5	12
27	Analysis of loss functions for fast single-class classification. Knowledge and Information Systems, 2020, 62, 337-358.	3.2	2
28	Automatic Assessment of Depression From Speech via a Hierarchical Attention Transfer Network and Attention Autoencoders. IEEE Journal on Selected Topics in Signal Processing, 2020, 14, 423-434.	10.8	48
29	Machine Listening for Heart Status Monitoring: Introducing and Benchmarking HSS “The Heart Sounds Shenzhen Corpus. IEEE Journal of Biomedical and Health Informatics, 2020, 24, 2082-2092.	6.3	23
30	Guest Editorial Special Issue on Adversarial Learning in Computational Intelligence. IEEE Transactions on Emerging Topics in Computational Intelligence, 2020, 4, 414-416.	4.9	0
31	High-Fidelity Audio Generation and Representation Learning With Guided Adversarial Autoencoder. IEEE Access, 2020, 8, 223509-223528.	4.2	7
32	Validity of machine learning in biology and medicine increased through collaborations across fields of expertise. Nature Machine Intelligence, 2020, 2, 18-24.	16.0	43
33	Customized ViNeRS Method for Video Neuro-Advertising of Green Housing. International Journal of Environmental Research and Public Health, 2020, 17, 2244.	2.6	6
34	Efficient Collection and Representation of Preverbal Data in Typical and Atypical Development. Journal of Nonverbal Behavior, 2020, 44, 419-436.	1.0	3
35	Classification of Lung Nodules Based on Deep Residual Networks and Migration Learning. Computational Intelligence and Neuroscience, 2020, 2020, 1-10.	1.7	32
36	Average Jane, Where Art Thou? “Recent Avenues in Efficient Machine Learning Under Subjectivity Uncertainty. Communications in Computer and Information Science, 2020, , 42-55.	0.5	26

#	ARTICLE	IF	CITATIONS
37	The perception of emotional cues by children in artificial background noise. International Journal of Speech Technology, 2020, 23, 169-182.	2.2	5
38	The ASC-Inclusion Perceptual Serious Gaming Platform for Autistic Children. IEEE Transactions on Games, 2019, 11, 328-339.	1.4	19
39	Speech Emotion Classification Using Attention-Based LSTM. IEEE/ACM Transactions on Audio Speech and Language Processing, 2019, 27, 1675-1685.	5.8	160
40	AVEC'19. , 2019, , .		16
41	I Know How you Feel Now, and Here's why!: Demystifying Time-Continuous High Resolution Text-Based Affect Predictions in the Wild. , 2019, , .		0
42	A Comparison of AI-Based Throughput Prediction for Cellular Vehicle-To-Server Communication. , 2019, , .		8
43	Large-scale Data Collection and Analysis via a Gamified Intelligent Crowdsourcing Platform. International Journal of Automation and Computing, 2019, 16, 427-436.	4.5	1
44	Context Modelling Using Hierarchical Attention Networks for Sentiment and Self-assessed Emotion Detection in Spoken Narratives. , 2019, , .		10
45	Microexpressions: A Chance for Computers to Beat Humans at Detecting Hidden Emotions?. Computer, 2019, 52, 4-5.	1.1	0
46	<italic>IEEE Transactions on Affective Computing</italic>â€œOn Novelty and Valence. IEEE Transactions on Affective Computing, 2019, 10, 1-2.	8.3	1
47	Responding to uncertainty in emotion recognition. Journal of Information Communication and Ethics in Society, 2019, 17, 299-303.	1.5	2
48	Deep Wavelets for Heart Sound Classification. , 2019, , .		6
49	Can Deep Generative Audio be Emotional? Towards an Approach for Personalised Emotional Audio Generation. , 2019, , .		13
50	Audiovisual Analysis for Recognising Frustration during Game-Play: Introducing the Multimodal Game Frustration Database. , 2019, , .		15
51	Audio-based Eating Analysis and Tracking Utilising Deep Spectrum Features. , 2019, , .		0
52	Personalized Estimation of Engagement From Videos Using Active Learning With Deep Reinforcement Learning. , 2019, , .		20
53	A Deep Learning Approach for Location Independent Throughput Prediction. , 2019, , .		11
54	Automated Classification of Airborne Pollen using Neural Networks. , 2019, 2019, 4474-4478.		11

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55	Teaching Machines to Know Your Depressive State: On Physical Activity in Health and Major Depressive Disorder. , 2019, 2019, 3592-3595.		7
56	Snoring - An Acoustic Definition. , 2019, 2019, 3653-3657.		5
57	Audio-based Recognition of Bipolar Disorder Utilising Capsule Networks. , 2019, , .		13
58	End-to-end Audio Classification with Small Datasets “ Making It Work. , 2019, , .		8
59	Analysing and Inferring of Intimacy Based on fNIRS Signals and Peripheral Physiological Signals. , 2019, , .		1
60	Predicting Biological Signals from Speech: Introducing a Novel Multimodal Dataset and Results. , 2019, , .		5
61	Dynamic Difficulty Awareness Training for Continuous Emotion Prediction. IEEE Transactions on Multimedia, 2019, 21, 1289-1301.	7.2	29
62	Multi-modal Active Learning From Human Data: A Deep Reinforcement Learning Approach. , 2019, , .		25
63	Augment to Prevent. , 2019, , .		51
64	Sound and the City: Current Perspectives on Acoustic Geo-Sensing in Urban Environment. Acta Acustica United With Acustica, 2019, 105, 766-778.	0.8	4
65	VCMNet: Weakly Supervised Learning for Automatic Infant Vocalisation Maturity Analysis. , 2019, , .		5
66	Editorial: Transactions on Affective Computing“Good Reasons for Joy and Excitement. IEEE Transactions on Affective Computing, 2018, 9, 1-2.	8.3	1
67	Asynchronous and Event-Based Fusion Systems for Affect Recognition on Naturalistic Data in Comparison to Conventional Approaches. IEEE Transactions on Affective Computing, 2018, 9, 410-423.	8.3	9
68	Personalized machine learning for robot perception of affect and engagement in autism therapy. Science Robotics, 2018, 3, .	17.6	204
69	Accelerating Biomedical Signal Processing Using GPU: A Case Study of Snore Sound Feature Extraction. Interdisciplinary Sciences, Computational Life Sciences, 2017, 9, 550-555.	3.6	2
70	Advanced Data Exploitation in Speech Analysis: An overview. IEEE Signal Processing Magazine, 2017, 34, 107-129.	5.6	42
71	A Survey on perceived speaker traits: Personality, likability, pathology, and the first challenge. Computer Speech and Language, 2015, 29, 100-131.	4.3	43
72	Affective neural networks and cognitive learning systems for big data analysis. Neural Networks, 2014, 58, 1-3.	5.9	13

#	ARTICLE	IF	CITATIONS
73	Paralinguistics in speech and language – State-of-the-art and the challenge. <i>Computer Speech and Language</i> , 2013, 27, 4-39.	4.3	207
74	The INTERSPEECH 2019 Computational Paralinguistics Challenge: Styrian Dialects, Continuous Sleepiness, Baby Sounds & Orca Activity. , 0, , .		41
75	Attention-Enhanced Connectionist Temporal Classification for Discrete Speech Emotion Recognition. , 0, , .		37
76	Towards Robust Speech Emotion Recognition Using Deep Residual Networks for Speech Enhancement. , 0, , .		31
77	A Hierarchical Attention Network-Based Approach for Depression Detection from Transcribed Clinical Interviews. , 0, , .		25
78	Autonomous Emotion Learning in Speech: A View of Zero-Shot Speech Emotion Recognition. , 0, , .		10
79	Continuous Emotion Recognition in Speech – Do We Need Recurrence?. , 0, , .		20
80	Using Speech to Predict Sequentially Measured Cortisol Levels During a Trier Social Stress Test. , 0, , .		10
81	Robust Speech Emotion Recognition Under Different Encoding Conditions. , 0, , .		3
82	Speech Augmentation via Speaker-Specific Noise in Unseen Environment. , 0, , .		0
83	Sincerity in Acted Speech: Presenting the Sincere Apology Corpus and Results. , 0, , .		3