Gabriel-Miro Muntean

List of Publications by Year
in descending order

351 papers	6,393 citations	94433 37 h-index	123424 61 g-index
353 all docs	353 docs citations	353 times ranked	3889 citing authors

#	ARTICLE	IF	CITATIONS
1	A Communications-Oriented Perspective on Traffic Management Systems for Smart Cities: Challenges and Innovative Approaches. IEEE Communications Surveys and Tutorials, 2015, 17, 125-151.	39.4	290
2	Distributed scheduling scheme for video streaming over multi-channel multi-radio multi-hop wireless networks. IEEE Journal on Selected Areas in Communications, 2010, 28, 409-419.	14.0	220
3	Game Theory-Based Network Selection: Solutions and Challenges. IEEE Communications Surveys and Tutorials, 2012, 14, 1212-1231.	39.4	189
4	CMT-QA: Quality-Aware Adaptive Concurrent Multipath Data Transfer in Heterogeneous Wireless Networks. IEEE Transactions on Mobile Computing, 2013, 12, 2193-2205.	5.8	163
5	QoE-Driven User-Centric VoD Services in Urban Multihomed P2P-Based Vehicular Networks. IEEE Transactions on Vehicular Technology, 2013, 62, 2273-2289.	6.3	150
6	Utility-based Intelligent Network Selection in Beyond 3G Systems. , 2006, , .		140
7	Ultra-Reliable IoT Communications with UAVs: A Swarm Use Case. IEEE Communications Magazine, 2018, 56, 90-96.	6.1	133
8	A Survey on Adaptive 360Â° Video Streaming: Solutions, Challenges and Opportunities. IEEE Communications Surveys and Tutorials, 2020, 22, 2801-2838.	39.4	101
9	Congestion Control Design for Multipath Transport Protocols: A Survey. IEEE Communications Surveys and Tutorials, 2016, 18, 2948-2969.	39.4	99
10	Energy consumption analysis of video streaming to Android mobile devices. , 2012, , .		88
11	Beyond Multimedia Adaptation: Quality of Experience-Aware Multi-Sensorial Media Delivery. IEEE Transactions on Multimedia, 2015, 17, 104-117.	7.2	80
12	Enhanced Power-Friendly Access Network Selection Strategy for Multimedia Delivery Over Heterogeneous Wireless Networks. IEEE Transactions on Broadcasting, 2014, 60, 85-101.	3.2	76
13	Performance-Aware Mobile Community-Based VoD Streaming Over Vehicular Ad Hoc Networks. IEEE Transactions on Vehicular Technology, 2015, 64, 1201-1217.	6.3	75
14	Single Frequency-Based Device-to-Device-Enhanced Video Delivery for Evolved Multimedia Broadcast and Multicast Services. IEEE Transactions on Broadcasting, 2015, 61, 263-278.	3.2	72
15	Cross-Layer Fairness-Driven Concurrent Multipath Video Delivery Over Heterogeneous Wireless Networks. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 1175-1189.	8.3	70
16	Socially aware mobile peer-to-peer communications for community multimedia streaming services. , 2015, 53, 150-156.		70
17	Perceived Synchronization of Mulsemedia Services. IEEE Transactions on Multimedia, 2015, 17, 957-966.	7.2	69
18	A New Adaptive Multimedia Streaming System for All-IP Multi-Service Networks. IEEE Transactions on Broadcasting, 2004, 50, 1-10.	3.2	66

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19	Olfaction-Enhanced Multimedia. ACM Computing Surveys, 2016, 48, 1-34.	23.0	65
20	Ant-Inspired Mini-Community-Based Solution for Video-On-Demand Services in Wireless Mobile Networks. IEEE Transactions on Broadcasting, 2014, 60, 322-335.	3.2	63
21	Reputation-based network selection mechanism using game theory. Physical Communication, 2011, 4, 156-171.	2.1	61
22	EcoTrecâ€"A Novel VANET-Based Approach to Reducing Vehicle Emissions. IEEE Transactions on Intelligent Transportation Systems, 2017, 18, 608-620.	8.0	60
23	Performance-Aware Replication of Distributed Pre-Recorded IPTV Content. IEEE Transactions on Broadcasting, 2009, 55, 516-526.	3.2	59
24	Energyâ€"Qualityâ€"Cost Tradeoff in a Multimedia-Based Heterogeneous Wireless Network Environment. IEEE Transactions on Broadcasting, 2013, 59, 340-357.	3.2	57
25	User Quality of Experience of Mulsemedia Applications. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 11, 1-19.	4.3	57
26	Subjective evaluation of olfactory and visual media synchronization. , 2013, , .		54
27	VANET-Enabled Eco-Friendly Road Characteristics-Aware Routing for Vehicular Traffic. , 2013, , .		53
28	CMT-NC: Improving the Concurrent Multipath Transfer Performance Using Network Coding in Wireless Networks. IEEE Transactions on Vehicular Technology, 2016, 65, 1735-1751.	6.3	53
29	Is Multimedia Multisensorial? - A Review of Mulsemedia Systems. ACM Computing Surveys, 2019, 51, 1-35.	23.0	52
30	Objective and subjective evaluation of QOAS video streaming over broadband networks. IEEE Transactions on Network and Service Management, 2005, 2, 19-28.	4.9	49
31	Pipeline Network Coding-Based Multipath Data Transfer in Heterogeneous Wireless Networks. IEEE Transactions on Broadcasting, 2017, 63, 376-390.	3.2	48
32	Performance Evaluation of Multimedia Content Distribution Over Multi-Homed Wireless Networks. IEEE Transactions on Broadcasting, 2011, 57, 204-215.	3.2	47
33	Multiple-Scent Enhanced Multimedia Synchronization. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 11, 1-28.	4.3	47
34	Can Multisensorial Media Improve Learner Experience?. , 2017, , .		46
35	DBNS: A Distributed Blockchain-Enabled Network Slicing Framework for 5G Networks. IEEE Communications Magazine, 2020, 58, 90-96.	6.1	46
36	Video Streaming in Content-Centric Mobile Networks: Challenges and Solutions. IEEE Wireless Communications, 2017, 24, 157-165.	9.0	45

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37	Information-centric cost-efficient optimization for multimedia content delivery in mobile vehicular networks. Computer Communications, 2017, 99, 93-106.	5.1	45
38	Objective Assessment of Region of Interest-Aware Adaptive Multimedia Streaming Quality. IEEE Transactions on Broadcasting, 2009, 55, 202-212.	3.2	44
39	Efficient Delivery of Multimedia Streams Over Broadband Networks Using QOAS. IEEE Transactions on Broadcasting, 2006, 52, 230-235.	3.2	43
40	Distributed Storage-Assisted Data-Driven Overlay Network for P2P VoD Services. IEEE Transactions on Broadcasting, 2009, 55, 1-10.	3.2	41
41	Quality Utility modelling for multimedia applications for Android Mobile devices. , 2012, , .		41
42	Adaptive Energy Optimization in Multimedia-Centric Wireless Devices: A Survey. IEEE Communications Surveys and Tutorials, 2013, 15, 768-786.	39.4	41
43	Performance evaluation of MADM-based methods for network selection in a multimedia wireless environment. Wireless Networks, 2015, 21, 1745-1763.	3.0	41
44	A vehicle route management solution enabled by Wireless Vehicular Networks. , 2008, , .		40
45	Region of Interest-Based Adaptive Multimedia Streaming Scheme. IEEE Transactions on Broadcasting, 2008, 54, 296-303.	3.2	39
46	Battery and Stream-Aware Adaptive Multimedia Delivery for wireless devices. , 2010, , .		39
47	Joint Optimization of User-Experience and Energy-Efficiency in Wireless Multimedia Broadcast. IEEE Transactions on Mobile Computing, 2014, 13, 1522-1535.	5.8	39
48	A Tutorial for Olfaction-Based Multisensorial Media Application Design and Evaluation. ACM Computing Surveys, 2018, 50, 1-30.	23.0	39
49	Resource Efficient Quality-Oriented Wireless Broadcasting of Adaptive Multimedia Content. IEEE Transactions on Broadcasting, 2007, 53, 362-368.	3.2	38
50	Power-friendly access network selection strategy for heterogeneous wireless multimedia networks. , 2010, , .		38
51	Adaptive-Buffer Power Save Mechanism for Mobile Multimedia Streaming. , 2007, , .		37
52	A Hybrid Unicast-Multicast Network Selection for Video Deliveries in Dense Heterogeneous Network Environments. IEEE Transactions on Broadcasting, 2019, 65, 83-93.	3.2	37
53	Subjective Assessment of the Quality-Oriented Adaptive Scheme. IEEE Transactions on Broadcasting, 2005, 51, 276-286.	3.2	36
54	SASHAâ€"A Quality-Oriented Handover Algorithm for Multimedia Content Delivery to Mobile Users. IEEE Transactions on Broadcasting, 2009, 55, 437-450.	3.2	36

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55	A Comparison-Based Study of Quality-Oriented Video on Demand. IEEE Transactions on Broadcasting, 2007, 53, 92-102.	3.2	35
56	A Prioritized Adaptive Scheme for Multimedia Services over IEEE 802.11 WLANs. IEEE Transactions on Network and Service Management, 2013, 10, 340-355.	4.9	35
57	Edge Intelligence: A Computational Task Offloading Scheme for Dependent IoT Application. IEEE Transactions on Wireless Communications, 2022, 21, 7222-7237.	9.2	35
58	A Traffic Type-Based Differentiated Reputation Algorithm for Radio Resource Allocation During Multi-Service Content Delivery in 5G Heterogeneous Scenarios. IEEE Access, 2019, 7, 27720-27735.	4.2	34
59	An energy-aware multipath-TCP-based content delivery scheme in heterogeneous wireless networks. , 2013, , .		32
60	A Transcoding-Enabled 360° VR Video Caching and Delivery Framework for Edge-Enhanced Next-Generation Wireless Networks. IEEE Journal on Selected Areas in Communications, 2022, 40, 1615-1631.	14.0	32
61	OFLoad: An OpenFlow-Based Dynamic Load Balancing Strategy for Datacenter Networks. IEEE Transactions on Network and Service Management, 2017, 14, 792-803.	4.9	31
62	E^{3}DOAS: Balancing QoE and Energy-Saving for Multi-Device Adaptation in Future Mobile Wireless Video Delivery. IEEE Transactions on Broadcasting, 2018, 64, 26-40.	3.2	31
63	User-profile-based perceived olfactory and visual media synchronization. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 10, 1-24.	4.3	30
64	Real-Virtual World Device Synchronization in a Cloud-Enabled Social Virtual Reality IoT Network. IEEE Access, 2019, 7, 106588-106599.	4.2	30
65	A Novel Cooperative Content Fetching-Based Strategy to Increase the Quality of Video Delivery to Mobile Users in Wireless Networks. IEEE Transactions on Broadcasting, 2014, 60, 370-384.	3.2	29
66	5MART: A 5G SMART Scheduling Framework for Optimizing QoS Through Reinforcement Learning. IEEE Transactions on Network and Service Management, 2020, 17, 1110-1124.	4.9	29
67	IHSF: An Intelligent Solution for Improved Performance of Reliable and Time-Sensitive Flows in Hybrid SDN-Based FC IoT Systems. IEEE Internet of Things Journal, 2021, 8, 3130-3142.	8.7	29
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69	Audio Masking Effect on Inter-Component Skews in Olfaction-Enhanced Multimedia Presentations. ACM Transactions on Multimedia Computing, Communications and Applications, 2016, 12, 1-14.	4.3	28
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71	MBE: Model-Based Available Bandwidth Estimation for IEEE 802.11 Data Communications. IEEE Transactions on Vehicular Technology, 2012, 61, 2158-2171.	6.3	27
72	Subjective Assessment of Region of Interest-Aware Adaptive Multimedia Streaming Quality. IEEE Transactions on Broadcasting, 2014, 60, 50-60.	3.2	27

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73	Age and gender influence on perceived olfactory &amp; visual media synchronization. , 2013, , .		26
74	An Innovative Machine-Learning-Based Scheduling Solution for Improving Live UHD Video Streaming Quality in Highly Dynamic Network Environments. IEEE Transactions on Broadcasting, 2021, 67, 212-224.	3.2	26
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76	A Balanced Tree-Based Strategy for Unstructured Media Distribution in P2P Networks. , 2008, , .		25
77	User-Oriented Fuzzy Logic-Based Clustering Scheme for Vehicular Ad-Hoc Networks. , 2013, , .		25
78	A Combined Field-of-View Prediction-Assisted Viewport Adaptive Delivery Scheme for 360° Videos. IEEE Transactions on Broadcasting, 2021, 67, 746-760.	3.2	25
79	PrePass-Flow: A Machine Learning based technique to minimize ACL policy violation due to links failure in hybrid SDN. Computer Networks, 2021, 184, 107706.	5.1	24
80	A Unified Approach for Efficient Delivery of Unicast and Multicast Wireless Video Services. IEEE Transactions on Wireless Communications, 2016, 15, 8063-8076.	9.2	23
81	An Energy-efficient Solution for Multi-Hop Communications in Low Power Wide Area Networks. , 2018, , .		23
82	Stochastic Analysis of DASH-Based Video Service in High-Speed Railway Networks. IEEE Transactions on Multimedia, 2019, 21, 1577-1592.	7.2	22
83	User-oriented cluster-based solution for multimedia content delivery over VANETs. , 2012, , .		21
84	Towards Reasoning Vehicles. ACM Computing Surveys, 2018, 50, 1-37.	23.0	21
85	Mulsemedia in Telecommunication and Networking Education: A Novel Teaching Approach that Improves the Learning Process. IEEE Communications Magazine, 2019, 57, 60-66.	6.1	21
86	Supporting mobile devices with wireless LAN/MAN in large controlled environments. , 2010, 48, 36-43.		20
87	eDOAS: Energy-aware device-oriented adaptive multimedia scheme for Wi-Fi offload. , 2014, , .		20
88	Quality of experience study for multiple sensorial media delivery. , 2014, , .		20
89	Vehicular-Communications-Based Speed Advisory System for Electric Bicycles. IEEE Transactions on Vehicular Technology, 2016, 65, 4129-4143.	6.3	20
90	A Hierarchical Distributed Control Plane for Path Computation Scalability in Large Scale Software-Defined Networks. IEEE Transactions on Network and Service Management, 2019, 16, 1019-1031.	4.9	20

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91	Route-Based Vehicular Traffic Management for Wireless Access in Vehicular Environments. , 2008, , .		19
92	Novel End-to-End Quality of Service Provisioning Algorithms for Multimedia Services in Virtualization-Based Future Internet. IEEE Transactions on Broadcasting, 2012, 58, 569-579.	3.2	19
93	An Innovative No-Reference Metric for Real-Time 3D Stereoscopic Video Quality Assessment. IEEE Transactions on Broadcasting, 2016, 62, 654-663.	3.2	19
94	Adaptive real-time multi-user access network selection algorithm for load-balancing over heterogeneous wireless networks. , 2016, , .		19
95	A Utility-Based Framework for Performance and Energy-Aware Convergence in 5G Heterogeneous Network Environments. IEEE Transactions on Broadcasting, 2020, 66, 589-599.	3.2	19
96	RAISING STUDENTSâ€™ INTEREST IN STEM EDUCATION VIA REMOTE DIGITAL FABRICATION: AN IRISH PRIMARY SCHOOL CASE STUDY. , 2018, , .		19
97	A LARGE-SCALE PILOT STUDY ON GAME-BASED LEARNING AND BLENDED LEARNING METHODOLOGIES IN UNDERGRADUATE PROGRAMMING COURSES. , 2018, , .		19
98	iPAS: An user perceived quality-based intelligent Prioritized Adaptive Scheme for IPTV in Wireless Home Networks. , 2010, , .		18
99	Increasing User Perceived Quality by Selective Load Balancing of Video Traffic in Wireless Networks. IEEE Transactions on Broadcasting, 2015, 61, 238-250.	3.2	18
100	Design, simulation and testing of a cloud platform for sharing digital fabrication resources for education. Journal of Cloud Computing: Advances, Systems and Applications, 2019, 8, .	3.9	18
101	AirSlice: A Network Slicing Framework for UAV Communications. IEEE Communications Magazine, 2020, 58, 62-68.	6.1	18
102	E-Mesh: An energy-efficient cross-layer solution for video delivery in wireless mesh networks. , 2012, , .		17
103	No reference objective quality metric for stereoscopic 3D video. , 2014, , .		17
104	An Energy-Aware Routing Algorithm for Quality-Oriented Wireless Video Delivery. IEEE Transactions on Broadcasting, 2016, 62, 55-68.	3.2	17
105	A DASH-Based Adaptive Multiple Sensorial Content Delivery Solution for Improved User Quality of Experience. IEEE Access, 2019, 7, 89172-89187.	4.2	17
106	A Multi-User Cost-Efficient Crowd-Assisted VR Content Delivery Solution in 5G-and-Beyond Heterogeneous Networks. IEEE Transactions on Mobile Computing, 2023, 22, 4405-4421.	5.8	17
107	QAVA: QoE-Aware Adaptive Video Bitrate Aggregation for HTTP Live Streaming Based on Smart Edge Computing. IEEE Transactions on Broadcasting, 2022, 68, 661-676.	3.2	17
108	Location-Aware Chord-Based Overlay for Wireless Mesh Networks. IEEE Transactions on Vehicular Technology, 2014, 63, 1378-1387.	6.3	16

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110	Final Frontier: An Educational Game on Solar System Concepts Acquisition for Primary Schools. , 2017, , .		16
111	A Reinforcement Learning-Based Duty Cycle Adjustment Technique in Wireless Multimedia Sensor Networks. IEEE Access, 2020, 8, 58774-58787.	4.2	16
112	Power Save Adaptation Algorithm for Multimedia Streaming to Mobile Devices. , 2007, , .		15
113	Dynamic stream control for energy efficient video streaming. , 2011, , .		15
114	On the impact of wireless network traffic location and access technology on mobile device energy consumption. , 2012, , .		15
115	Fabrication-as-a-Service: A Web-Based Solution for STEM Education Using Internet of Things. IEEE Internet of Things Journal, 2020, 7, 1519-1530.	8.7	15
116	Assessing the Effectiveness of Using Fab Lab-Based Learning in Schools on Kâ€"12 Studentsâ€™ Attitude Toward STEAM. IEEE Transactions on Education, 2020, 63, 56-62.	2.4	15
117	A Multi-update Deep Reinforcement Learning Algorithm for Edge Computing Service Offloading. , 2020, , .		15
118	Performance Evaluation of Distributing Real-Time Video Over Concurrent Multipath. , 2009, , .		14
119	Signal Strength-based Adaptive Multimedia Delivery Mechanism. , 2009, , .		14
120	RLoad: Reputation-based load-balancing network selection strategy for heterogeneous wireless environments. , 2013, , .		14
121	Reputation-based network selection solution for improved video delivery quality in heterogeneous wireless network environments. , 2013, , .		14
122	Modeling User Quality of Experience of Olfaction-Enhanced Multimedia. IEEE Transactions on Broadcasting, 2018, 64, 539-551.	3.2	14
123	A DASH-based Mulsemedia Adaptive Delivery Solution. , 2018, , .		14
124	GCH-MV: Game-Enhanced Compensation Handover Scheme for Multipath TCP in 6G Software Defined Vehicular Networks. IEEE Transactions on Vehicular Technology, 2020, 69, 16142-16154.	6.3	14
125	Game-Based Learning: Enhancing Student Experience, Knowledge Gain, and Usability in Higher Education Programming Courses. IEEE Transactions on Education, 2022, 65, 502-513.	2.4	14
126	A moving cluster architecture and an intelligent resource reuse protocol for vehicular networks. Wireless Networks, 2013, 19, 1881-1900.	3.0	13

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127	Final Frontier Game: A Case Study on Learner Experience. , 2018, , .		13
128	An Adaptive Vehicle Route Management Solution Enabled by Wireless Vehicular Networks. , 2008, , .		12
129	A DASH-based performance-oriented Adaptive Video distribution solution. , 2013, , .		12
130	eWU-TV: User-Centric Energy-Efficient Digital TV Broadcast Over Wi-Fi Networks. IEEE Transactions on Broadcasting, 2015, 61, 39-55.	3.2	12
131	Balancing Energy and Quality Awareness: A MAC-Layer Duty Cycle Management Solution for Multimedia Delivery Over Wireless Mesh Networks. IEEE Transactions on Vehicular Technology, 2017, 66, 1547-1560.	6.3	12
132	A Distributed Blockchain-based Broker for Efficient Resource Provisioning in 5G Networks. , 2020, , .		12
133	SOSW: scalable and optimal nearsighted location selection for fog node deployment and routing in SDN-based wireless networks for IoT systems. Annales Des Telecommunications/Annals of Telecommunications, 2021, 76, 331.	2.5	12
134	iBE: A Novel Bandwidth Estimation Algorithm for Multimedia Services over IEEE 802.11 Wireless Networks. Lecture Notes in Computer Science, 2009, , 69-80.	1.3	12
135	STEM EDUCATION WITH ATOMIC STRUCTURE VIRTUAL LAB FOR LEARNERS WITH SPECIAL EDUCATION NEEDS. EDULEARN Proceedings, 2018, , .	0.0	12
136	Analysis of Real-time Multimedia Transmission over PR-SCTP with Failover Detection Delay and Reliability Level Differential. , 2009, , .		11
137	A utility-based priority scheduling scheme for multimedia delivery over LTE networks. , 2013, , .		11
138	Synchronisation Between Real and Virtual-World Devices in a VR-IoT Environment. , 2018, , .		11
139	QoS-driven Path Selection for MPTCP: A Scalable SDN-assisted Approach. , 2019, , .		11
140	A QoE-Driven Multicast Strategy With Segment Routingâ€"A Novel Multimedia Traffic Engineering Paradigm. IEEE Transactions on Broadcasting, 2020, 66, 34-46.	3.2	11
141	DQ-RM: Deep Reinforcement Learning-based Route Mutation Scheme for Multimedia Services. , 2020, , .		11
142	Improving Student Learning Satisfaction by Using an Innovative DASH-Based Multiple Sensorial Media Delivery Solution. IEEE Transactions on Multimedia, 2021, 23, 3494-3505.	7.2	11
143	Multicast-aware optimization for resource allocation with edge computing and caching. Journal of Network and Computer Applications, 2021, 193, 103195.	9.1	11
144	A Q-Learning Driven Energy-Aware Multipath Transmission Solution for 5G Media Services. IEEE Transactions on Broadcasting, 2022, 68, 559-571.	3.2	11

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145	Dynamic Viewport Selection-Based Prioritized Bitrate Adaptation for Tile-Based 360Â° Video Streaming. IEEE Access, 2022, 10, 29377-29392.	4.2	11
146	Performance Comparison of Local Area Video Streaming Systems. IEEE Communications Letters, 2004, 8, 326-328.	4.1	10
147	CASHeW: Cluster-based Adaptive Scheme for Multimedia Delivery in Heterogeneous Wireless Networks. Wireless Personal Communications, 2012, 62, 517-536.	2.7	10
148	Device characteristics-based differentiated Energy-efficient Adaptive Solution for video delivery over heterogeneous wireless networks. , 2013, , .		10
149	A heuristic correlation algorithm for data reduction through noise detection in stream-based communication management systems. , 2014, , .		10
150	URAN: Utility-based reputation-oriented access network selection strategy for HetNets. , 2015, , .		10
151	Quality of experience assessment of 3D video synchronised with multisensorial media components. , 2017, , .		10
152	A Stochastic Optimal Scheduler for Multipath TCP in Software Defined Wireless Network. , 2019, , .		10
153	Joint Optimal Multicast Scheduling and Caching for Improved Performance and Energy Saving in Wireless Heterogeneous Networks. IEEE Transactions on Broadcasting, 2021, 67, 119-130.	3.2	10
154	An Innovative Multi-Layer Gamification Framework for Improved STEM Learning Experience. IEEE Access, 2022, 10, 3879-3889.	4.2	10
155	Mitigating the Impact of Cross-Tier Interference on Quality in Heterogeneous Cellular Networks. , 2020, , .		10
156	A novel adaptive multimedia delivery algorithm for increasing user quality of experience during wireless and mobile e-learning. , 2009, , .		9
157	Quality-Oriented Multiple-Source Multimedia Delivery Over Heterogeneous Wireless Networks. IEEE Transactions on Broadcasting, 2011, 57, 216-230.	3.2	9
158	Dynamic Time Slot Partitioning for Multimedia Transmission in Two-Hop Cellular Networks. IEEE Transactions on Mobile Computing, 2011, 10, 532-543.	5.8	9
159	Cross-layer and one-hop neighbour-assisted video sharing solution in mobile ad hoc networks. China Communications, 2013, 10, 111-126.	3.2	9
160	eWARPE - Energy-efficient weather-aware route planner for electric bicycles. , 2013, , .		9
161	Reliability-oriented ant colony optimization-based mobile peer-to-peer VoD solution in MANETs. Wireless Networks, 2014, 20, 1185-1202.	3.0	9
162	Time-Ants: An innovative temporal and spatial ant-based vehicular Routing Mechanism. , 2014, , .		9

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164	A DASH-based Efficient Throughput and Buffer Occupancy-based Adaptation Algorithm for Smooth Multimedia Streaming. , 2019, , .		9
165	A Load Balancing Solution for Improving Video Quality in Loaded Wireless Network Conditions. IEEE Transactions on Broadcasting, 2019, 65, 742-754.	3.2	9
166	GTTC: A Low-Expenditure IoT Multi-Task Coordinated Distributed Computing Framework with Fog Computing. , 2019, , .		9
167	ReMIoT: Reputation-based Network Selection in Multimedia IoT. , 2019, , .		9
168	A Universal Transcoding and Transmission Method for Livecast with Networked Multi-Agent Reinforcement Learning. , 2021, , .		9
169	A Machine Learning Solution for Automatic Network Selection to Enhance Quality of Service for Video Delivery. , 2021, , .		9
170	Short paper: On the potential of V2X communications in helping electric bicycles saving energy. , 2013, , .		8
171	E<sup>2</sup>DOAS: User experience meets energy saving for multi-device adaptive video delivery. , 2015, , .		8
172	Extended no reference objective Quality Metric for stereoscopic 3D video. , 2015, , .		8
173	Hybrid real-time quality assessment model for voice over IP. , 2015, , .		8
174	Mobile Multi-Source High Quality Multimedia Delivery Scheme. IEEE Transactions on Broadcasting, 2017, 63, 391-403.	3.2	8
175	ComProSe: Shaping Future Public Safety Communities with ProSe-Based UAVs. , 2017, 55, 165-171.		8
176	QoE Oriented Adaptive Streaming Method for 360Â° Virtual Reality Videos. , 2019, , .		8
177	An Energy-Quality Utility-Based Adaptive Scheduling Solution for Mobile Users in Dense Networks. IEEE Transactions on Broadcasting, 2020, 66, 47-55.	3.2	8
178	A Novel Markov Decision Process-Based Solution for Improved Quality Prioritized Video Delivery. IEEE Transactions on Network and Service Management, 2020, 17, 592-606.	4.9	8
179	Decentralized asynchronous optimization for dynamic adaptive multimedia streaming over information centric networking. Journal of Network and Computer Applications, 2020, 157, 102574.	9.1	8
180	Automatic CNN-Based Enhancement of 360Â° Video Experience With Multisensorial Effects. IEEE Access, 2021, 9, 133156-133169.	4.2	8

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181	A Machine Learning Resource Allocation Solution to Improve Video Quality in Remote Education. IEEE Transactions on Broadcasting, 2021, 67, 664-684.	3.2	8
182	Performance analysis of the Quality of Service-aware NETworking Scheme for sMart Internet of Things gatewayS. , 2017, , .		7
183	A NETworking scheme for an Internet of Things Integration Platform. , 2017, , .		7
184	Age of Information as a QoS Metric in a Relay-Based IoT Mobility Solution. , 2018, , .		7
185	A MPTCP-based RTT-aware Packet Delivery Prioritisation Algorithm in AR/VR Scenarios. , 2018, , .		7
186	Energy-Efficient QoS-Based Congestion Control for Reliable Communications in Wireless Multimedia Sensor Networks. , 2018, , .		7
187	A Relay and Mobility Scheme for QoS Improvement in IoT Communications. , 2018, , .		7
188	Interactive Personalised STEM Virtual Lab Based on Self-Directed Learning and Self-Efficacy. , 2019, , .		7
189	Performance Evaluation of a Multi-User Virtual Reality Platform. , 2020, , .		7
190	PIRS^{3}A: A Low Complexity Multi-knapsack-based Approach for User Association and Resource Allocation in HetNets. , 2021, , .		7
191	Learner Attitude, Educational Background, and Gender Influence on Knowledge Gain in a Serious Games-Enhanced Programming Course. IEEE Transactions on Education, 2021, 64, 308-316.	2.4	7
192	Advanced Solutions for Quality-Oriented Multimedia Broadcasting. IEEE Transactions on Broadcasting, 2008, 54, 494-498.	3.2	6
193	A Slow-sTart Exponential and Linear Algorithm for energy saving in wireless networks. , 2011, , .		6
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