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 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
2	A Machine Learning Solution for Video Delivery to Mitigate Co-Tier Interference in 5G HetNets. IEEE Transactions on Multimedia, 2023, 25, 5117-5129.	7.2	3
3	Reduced Complexity Optimal Resource Allocation for Enhanced Video Quality in a Heterogeneous Network Environment. IEEE Transactions on Wireless Communications, 2022, 21, 2892-2908.	9.2	6
4	An Innovative Multi-Layer Gamification Framework for Improved STEM Learning Experience. IEEE Access, 2022, 10, 3879-3889.	4.2	10
5	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
6	Learning-Based Joint QoE Optimization for Adaptive Video Streaming Based on Smart Edge. IEEE Transactions on Network and Service Management, 2022, 19, 1789-1806.	4.9	5
7	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
8	A Q-Learning Driven Energy-Aware Multipath Transmission Solution for 5G Media Services. IEEE Transactions on Broadcasting, 2022, 68, 559-571.	3.2	11
9	A Deep Reinforcement Learning-based Resource Management Scheme for SDN-MEC-supported XR Applications. , 2022, , .		5
10	Edge Intelligence: A Computational Task Offloading Scheme for Dependent IoT Application. IEEE Transactions on Wireless Communications, 2022, 21, 7222-7237.	9.2	35
11	Dynamic Viewport Selection-Based Prioritized Bitrate Adaptation for Tile-Based 360° Video Streaming. IEEE Access, 2022, 10, 29377-29392.	4.2	11
12	User Gaze-Driven Adaptation of Omnidirectional Video Delivery Using Spatial Tiling and Scalable Video Encoding. IEEE Transactions on Broadcasting, 2022, 68, 609-619.	3.2	6
13	Distributed data backup and recovery for software‐defined wide area network controllers. Transactions on Emerging Telecommunications Technologies, 2022, 33, .	3.9	3
14	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
15	A Cloud Platform for Sharing Educational Digital Fabrication Resources Over the Internet. , 2022, , 54-81.		0
16	IEEE Transactions on Broadcasting Special Issue on: 5G Media Production, Contribution, and Distribution. IEEE Transactions on Broadcasting, 2022, 68, 415-421.	3.2	6
17	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
18	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

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19	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
20	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
21	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
22	Video Super-Resolution and Caching—An Edge-Assisted Adaptive Video Streaming Solution. IEEE Transactions on Broadcasting, 2021, 67, 799-812.	3.2	26
23	Clustering and 5G-Enabled Smart Cities. , 2021, , 1012-1050.		4
24	Automatic CNN-Based Enhancement of 360° Video Experience With Multisensorial Effects. IEEE Access, 2021, 9, 133156-133169.	4.2	8
25	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
26	A Universal Transcoding and Transmission Method for Livecast with Networked Multi-Agent Reinforcement Learning. , 2021, , .		9
27	PIRS^{3}A: A Low Complexity Multi-knapsack-based Approach for User Association and Resource Allocation in HetNets. , 2021, , .		7
28	Fairness-Guaranteed Transcoding Task Assignment for Viewer-Assisted Crowdsourced Livecast Services. , 2021, , .		2
29	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
30	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
31	A Machine Learning Resource Allocation Solution to Improve Video Quality in Remote Education. IEEE Transactions on Broadcasting, 2021, 67, 664-684.	3.2	8
32	Multicast-aware optimization for resource allocation with edge computing and caching. Journal of Network and Computer Applications, 2021, 193, 103195.	9.1	11
33	REMOS-IoT-A Relay and Mobility Scheme for Improved IoT Communication Performance. IEEE Access, 2021, 9, 73000-73011.	4.2	5
34	Improving Learner Experience, Motivation and Knowledge Gain When Using Mulsemedia-Based Technology Enhanced Learning. Communications in Computer and Information Science, 2021, , 146-161.	0.5	2
35	CoLEAP: Cooperative Learning-Based Edge Scheme With Caching and Prefetching for DASH Video Delivery. IEEE Transactions on Multimedia, 2021, 23, 3631-3645.	7.2	6
36	An Adaptive Resolution Scheme for Performance Enhancement of a Web-based Multi-User VR Application. , 2021, , .		3

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37	Cross-Layer Joint Optimization Algorithm for Adaptive Video Streaming in MEC- Enabled Wireless Networks. , 2021, , .		2
38	A Machine Learning Solution for Automatic Network Selection to Enhance Quality of Service for Video Delivery. , 2021, , .		9
39	A Fairness-Driven Resource Allocation Scheme Based on a Weighted Interference Graph in HetNets. , 2021, , .		4
40	Edge Computing-Assisted Multimedia Service Energy Optimization based on Deep Reinforcement Learning. , 2021, , .		3
41	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
42	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
43	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
44	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
45	Co-Channel Secondary Deployment Over DTV Bands Using Reconfigurable Radios. IEEE Transactions on Vehicular Technology, 2020, 69, 12202-12215.	6.3	3
46	AVIRA: Enhanced Multipath for Content-aware Adaptive Virtual Reality. , 2020, , .		3
47	DQ-RM: Deep Reinforcement Learning-based Route Mutation Scheme for Multimedia Services. , 2020, , .		11
48	A Distributed Blockchain-based Broker for Efficient Resource Provisioning in 5G Networks. , 2020, , .		12
49	A Priority-aware DASH-based Multi-View Video Streaming Scheme over Multiple Channels. , 2020, , .		3
50	Performance Evaluation of a Multi-User Virtual Reality Platform. , 2020, , .		7
51	DBNS: A Distributed Blockchain-Enabled Network Slicing Framework for 5G Networks. IEEE Communications Magazine, 2020, 58, 90-96.	6.1	46
52	Performance Analysis of an IoT Platform with Virtual Reality and Social Media Integration. , 2020, , .		0
53	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
54	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

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55	A Survey on Adaptive 360Â° Video Streaming: Solutions, Challenges and Opportunities. IEEE Communications Surveys and Tutorials, 2020, 22, 2801-2838.	39.4	101
56	Decentralized asynchronous optimization for dynamic adaptive multimedia streaming over information centric networking. Journal of Network and Computer Applications, 2020, 157, 102574.	9.1	8
57	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
58	A Reinforcement Learning-Based Duty Cycle Adjustment Technique in Wireless Multimedia Sensor Networks. IEEE Access, 2020, 8, 58774-58787.	4.2	16
59	Virtual Reality and Virtual Lab-Based Technology-Enhanced Learning in Primary School Physics. Communications in Computer and Information Science, 2020, , 467-478.	0.5	4
60	AirSlice: A Network Slicing Framework for UAV Communications. IEEE Communications Magazine, 2020, 58, 62-68.	6.1	18
61	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
62	A Multi-update Deep Reinforcement Learning Algorithm for Edge Computing Service Offloading. , 2020, , .		15
63	Evaluation of an Interactive Personalised Virtual Lab in Secondary Schools. Communications in Computer and Information Science, 2020, , 538-556.	0.5	1
64	A Cloud Platform for Sharing Educational Digital Fabrication Resources Over the Internet. Advances in Information Security, Privacy, and Ethics Book Series, 2020, , 103-130.	0.5	0
65	Mulsemedia in Education: A Case Study on Learner Experience, Motivation and Knowledge Gain. , 2020, , .		2
66	A Weighted Tile-based Approach for Viewport Adaptive 360Â° Video Streaming. , 2020, , .		2
67	An Innovative Algorithm for Improved Quality Multipath Delivery of Virtual Reality Content. , 2020, , .		2
68	Performance Impact of Background Traffic on Broadcast-like Services in Converged 5G Network Environments. , 2020, , .		0
69	A Study of Learning Experience during Olfaction-enhanced Adaptive Rich Media Delivery. , 2020, , .		1
70	Mitigating the Impact of Cross-Tier Interference on Quality in Heterogeneous Cellular Networks. , 2020, , .		10
71	Real-Virtual World Device Synchronization in a Cloud-Enabled Social Virtual Reality IoT Network. IEEE Access, 2019, 7, 106588-106599.	4.2	30
72	A Platform Agnostic Solution for Inter-Communication between Virtual Reality Devices. , 2019, , .		4

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73	A DASH-Based Adaptive Multiple Sensorial Content Delivery Solution for Improved User Quality of Experience. IEEE Access, 2019, 7, 89172-89187.	4.2	17
74	Modelling and Simulation of a Cloud Platform for Sharing Distributed Digital Fabrication Resources. Computers, 2019, 8, 47.	3.3	5
75	A Stochastic Optimal Scheduler for Multipath TCP in Software Defined Wireless Network. , 2019, , .		10
76	Improving STEM Learning Experience in Primary School by Using NEWTON Project Innovative Technologies. Communications in Computer and Information Science, 2019, , 214-230.	0.5	2
77	Interactive Personalised STEM Virtual Lab Based on Self-Directed Learning and Self-Efficacy. , 2019, , .		7
78	QoS-driven Path Selection for MPTCP: A Scalable SDN-assisted Approach. , 2019, , .		11
79	Energy Efficient for Scalable Video Caching Service over Device-to-Device Communication. , 2019, , .		3
80	Interference-Aware Co-Channel Transmission Over DTV Bands via Partial Frequency and Time Overlaps. , 2019, , .		2
81	A DASH-based Efficient Throughput and Buffer Occupancy-based Adaptation Algorithm for Smooth Multimedia Streaming. , 2019, , .		9
82	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
83	A Mobile Quality-oriented Cooperative Multimedia Delivery Solution. , 2019, , .		0
84	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
85	A Load Balancing Solution for Improving Video Quality in Loaded Wireless Network Conditions. IEEE Transactions on Broadcasting, 2019, 65, 742-754.	3.2	9
86	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
87	RA3D: Reputation-based Adaptive 3D Video Delivery in Heterogeneous Wireless Networks. , 2019, , .		1
88	GTTC: A Low-Expenditure IoT Multi-Task Coordinated Distributed Computing Framework with Fog Computing. , 2019, , .		9
89	Buffer-Aware Dynamic Adaptive Streaming over Content Centric Networks. , 2019, , .		1
90	Delivery of High Definition Video Content over Bandwidth Constrained Links in Heterogeneous Wireless Networks. , 2019, , .		3

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91	EduVirtual - Modern Educational Platform based on Multimedia Technologies. , 2019, , .		0
92	QoE Oriented Adaptive Streaming Method for 360Â° Virtual Reality Videos. , 2019, , .		8
93	ReMIoT: Reputation-based Network Selection in Multimedia IoT. , 2019, , .		9
94	Design, Implementation and Analysis of a Twitter-Based Social IoT Network. , 2019, , .		1
95	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
96	An Energy-efficient Congestion Control Scheme for MPTCP in Wireless Multimedia Sensor Networks. , 2019, , .		3
97	Is Multimedia Multisensorial? - A Review of Mulsemedia Systems. ACM Computing Surveys, 2019, 51, 1-35.	23.0	52
98	Stochastic Analysis of DASH-Based Video Service in High-Speed Railway Networks. IEEE Transactions on Multimedia, 2019, 21, 1577-1592.	7.2	22
99	Convergence of Heterogeneous Wireless Networks for 5G-and-Beyond Communications: Applications, Architecture, and Resource Management. Wireless Communications and Mobile Computing, 2019, 2019, 1-2.	1.2	6
100	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
101	Clustering and 5G-Enabled Smart Cities. Advances in Wireless Technologies and Telecommunication Book Series, 2019, , 18-55.	0.4	3
102	Atomic Structure Interactive Personalised Virtual Lab: Results from an Evaluation Study in Secondary Schools. , 2019, , .		4
103	NEWTON FAB LAB INITIATIVE: ATTRACTING K-12 EUROPEAN STUDENTS TO STEM EDUCATION THROUGH CURRICULUM-BASED FAB LABS. EDULEARN Proceedings, 2019, , .	0.0	2
104	A Tutorial for Olfaction-Based Multisensorial Media Application Design and Evaluation. ACM Computing Surveys, 2018, 50, 1-30.	23.0	39
105	Video streaming distribution over mobile Internet: a survey. Frontiers of Computer Science, 2018, 12, 1039-1059.	2.4	6
106	Modeling User Quality of Experience of Olfaction-Enhanced Multimedia. IEEE Transactions on Broadcasting, 2018, 64, 539-551.	3.2	14
107	DE-BAR: Device Energy-Centric Backlight and Adaptive Region of Interest Mechanism for Wireless Mobile Devices. Wireless Personal Communications, 2018, 100, 351-377.	2.7	1
108	Towards Reasoning Vehicles. ACM Computing Surveys, 2018, 50, 1-37.	23.0	21

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109	E³DOAS: 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
110	A Distributed Control Plane for Path Computation Scalability in Software-Defined Networks. , 2018, , .		0
111	Optimal Coded Caching in 5G Information-Centric Device-to-Device Communications. , 2018, , .		6
112	A Cloud-based Architecture for Remote Access to Digital Fabrication Services for Education. , 2018, , .		5
113	An Approach to Video Compression Using Saliency Based Foveation. , 2018, , .		4
114	Innovative Algorithms for Prioritised AR/VR Content Delivery. , 2018, , .		6
115	Ultra-Reliable IoT Communications with UAVs: A Swarm Use Case. IEEE Communications Magazine, 2018, 56, 90-96.	6.1	133
116	Age of Information as a QoS Metric in a Relay-Based IoT Mobility Solution. , 2018, , .		7
117	Synchronisation Between Real and Virtual-World Devices in a VR-IoT Environment. , 2018, , .		11
118	A MPTCP-based RTT-aware Packet Delivery Prioritisation Algorithm in AR/VR Scenarios. , 2018, , .		7
119	Family-Aware Pricing Strategy for Accelerating Video Dissemination over Information-Centric Vehicular Networks. , 2018, , .		5
120	MO-PR: Message-Oriented Partial-Reliability MPTCP for Real-time Multimedia Transmission in Wireless Networks. , 2018, , .		2
121	Energy-Efficient QoS-Based Congestion Control for Reliable Communications in Wireless Multimedia Sensor Networks. , 2018, , .		7
122	Emerging Small Cell Wireless Technologies for 5G: Architectures and Applications. Wireless Communications and Mobile Computing, 2018, 2018, 1-2.	1.2	2
123	A Dynamic Transmission Opportunity Allocation Scheme to Improve Service Quality of Vehicle-to-Vehicle Non-Safety Applications. , 2018, , .		0
124	Olfaction-Enhanced Multimedia Synchronization. , 2018, , 319-356.		4
125	A Relay and Mobility Scheme for QoS Improvement in IoT Communications. , 2018, , .		7
126	A DASH-based Mulsemedia Adaptive Delivery Solution. , 2018, , .		14

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127	An Energy-efficient Solution for Multi-Hop Communications in Low Power Wide Area Networks. , 2018, , .		23
128	RAISING STUDENTSâ€™ INTEREST IN STEM EDUCATION VIA REMOTE DIGITAL FABRICATION: AN IRISH PRIMARY SCHOOL CASE STUDY. , 2018, , .		19
129	A LARGE-SCALE PILOT STUDY ON GAME-BASED LEARNING AND BLENDED LEARNING METHODOLOGIES IN UNDERGRADUATE PROGRAMMING COURSES. , 2018, , .		19
130	STEM EDUCATION WITH ATOMIC STRUCTURE VIRTUAL LAB FOR LEARNERS WITH SPECIAL EDUCATION NEEDS. EDULEARN Proceedings, 2018, , .	0.0	12
131	Final Frontier Game: A Case Study on Learner Experience. , 2018, , .		13
132	A STUDY OF LEARNING EXPERIENCE WITH A DASH-BASED MULTIMEDIA DELIVERY SYSTEM. EDULEARN Proceedings, 2018, , .	0.0	3
133	DESIGNING, TESTING AND ADAPTING TO CREATE A DISTRIBUTED LEARNING PROGRAM IN OPEN DESIGN AND DIGITAL FABRICATION. , 2018, , .		3
134	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
135	Video Streaming in Content-Centric Mobile Networks: Challenges and Solutions. IEEE Wireless Communications, 2017, 24, 157-165.	9.0	45
136	Mobile Multi-Source High Quality Multimedia Delivery Scheme. IEEE Transactions on Broadcasting, 2017, 63, 391-403.	3.2	8
137	Reducing stalling events during DASH video playback in heterogeneous multi-network wireless environments. , 2017, , .		2
138	Smart mobile device power consumption measurement for video streaming in wireless environments: WiFi vs. LTE. , 2017, , .		28
139	Enhanced scheme for adaptive multimedia delivery over wireless video sensor networks. , 2017, , .		4
140	Performance analysis of the Quality of Service-aware NETworking Scheme for sMart Internet of Things gatewayS. , 2017, , .		7
141	E-ARMANS: Energy-aware device-oriented video delivery in heterogeneous wireless networks. , 2017, , .		5
142	Quality of experience assessment of 3D video synchronised with multisensorial media components. , 2017, , .		10
143	Final Frontier: An Educational Game on Solar System Concepts Acquisition for Primary Schools. , 2017, , .		16
144	Magnet: Real-Time Trace Stream Analytics Framework for 5G Operations Support Systems. IEEE Network, 2017, 31, 6-13.	6.9	0

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145	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
146	Uplink Adaptive Multimedia Delivery (UAMD) scheme for Video Sensor Network. , 2017, , .		3
147	Olfactory-enhanced multimedia video clips datasets. , 2017, , .		5
148	A NETworking scheme for an Internet of Things Integration Platform. , 2017, , .		7
149	Can Multisensorial Media Improve Learner Experience?. , 2017, , .		46
150	Information-centric cost-efficient optimization for multimedia content delivery in mobile vehicular networks. Computer Communications, 2017, 99, 93-106.	5.1	45
151	Pipeline Network Coding-Based Multipath Data Transfer in Heterogeneous Wireless Networks. IEEE Transactions on Broadcasting, 2017, 63, 376-390.	3.2	48
152	EcoTrecâ€"A Novel VANET-Based Approach to Reducing Vehicle Emissions. IEEE Transactions on Intelligent Transportation Systems, 2017, 18, 608-620.	8.0	60
153	Location-aware network selection mechanism in heterogeneous wireless networks. , 2017, , .		3
154	ComProSe: Shaping Future Public Safety Communities with ProSe-Based UAVs. , 2017, 55, 165-171.		8
155	A Distributed Energy-Aware Cooperative Multimedia Delivery Solution. , 2017, , .		2
156	Challenges and Opportunities of Network Virtualization over Wireless Mobile Networks. Mobile Information Systems, 2017, 2017, 1-2.	0.6	1
157	Green Communication for Mobile and Wireless Networks. Mobile Information Systems, 2016, 2016, 1-2.	0.6	0
158	A novel quality-aware 3D video adaptive scheme. , 2016, , .		1
159	Quality and standardization in technology-enhanced learning. , 2016, , .		4
160	An Innovative No-Reference Metric for Real-Time 3D Stereoscopic Video Quality Assessment. IEEE Transactions on Broadcasting, 2016, 62, 654-663.	3.2	19
161	Congestion Control Design for Multipath Transport Protocols: A Survey. IEEE Communications Surveys and Tutorials, 2016, 18, 2948-2969.	39.4	99
162	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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163	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
164	An energy-efficient mechanism for increasing video quality of service in Wireless Mesh Networks. , 2016, , .		1
165	Mobility-aware energy-quality trade-off for video delivery in dense heterogeneous networks. , 2016, , .		4
166	Adaptive real-time multi-user access network selection algorithm for load-balancing over heterogeneous wireless networks. , 2016, , .		19
167	MPEG-DASH-based framework for improving end-user video experience in heterogeneous multi-network wireless environments. , 2016, , .		3
168	A novel direction-based clustering algorithm for VANETs. , 2016, , .		6
169	Olfaction-Enhanced Multimedia. ACM Computing Surveys, 2016, 48, 1-34.	23.0	65
170	An Energy-Aware Routing Algorithm for Quality-Oriented Wireless Video Delivery. IEEE Transactions on Broadcasting, 2016, 62, 55-68.	3.2	17
171	A Cross-Layer Quality-Oriented Scheme for Energy-Efficient Multimedia Delivery in Wireless Networks. IEEE Transactions on Vehicular Technology, 2016, 65, 8554-8566.	6.3	1
172	Vehicular-Communications-Based Speed Advisory System for Electric Bicycles. IEEE Transactions on Vehicular Technology, 2016, 65, 4129-4143.	6.3	20
173	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
174	Spotted. Advances in Knowledge Acquisition, Transfer and Management Book Series, 2016, , 1-40.	0.2	0
175	Towards Smarter Cities and Roads. , 2016, , 1594-1630.		0
176	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
177	EMULSIoN: Environment Mitigation on mULtimedia StreamIng Networks. , 2015, , .		0
178	i-MagNet: A real-time intelligent framework for finding specific needles from needle stacks. , 2015, , .		2
179	E<sup>2</sup>DOAS: User experience meets energy saving for multi-device adaptive video delivery. , 2015, , .		8
180	Link quality-aware overlay for video delivery over wireless mesh networks. , 2015, , .		0

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181	Extended no reference objective Quality Metric for stereoscopic 3D video. , 2015, , .		8
182	Hybrid real-time quality assessment model for voice over IP. , 2015, , .		8
183	URAN: Utility-based reputation-oriented access network selection strategy for HetNets. , 2015, , .		10
184	Scan-Or-Not-to-Scan - balancing network selection accuracy and energy consumption. , 2015, , .		3
185	A recommender system architecture for predictive telecom network management. , 2015, 53, 286-293.		16
186	Beyond Multimedia Adaptation: Quality of Experience-Aware Multi-Sensorial Media Delivery. IEEE Transactions on Multimedia, 2015, 17, 104-117.	7.2	80
187	A location coordinate-based video delivery scheme over wireless mesh networks. Wireless Networks, 2015, 21, 1591-1602.	3.0	2
188	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
189	eWU-TV: User-Centric Energy-Efficient Digital TV Broadcast Over Wi-Fi Networks. IEEE Transactions on Broadcasting, 2015, 61, 39-55.	3.2	12
190	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
191	Perceived Synchronization of Mulsemedia Services. IEEE Transactions on Multimedia, 2015, 17, 957-966.	7.2	69
192	An integrated data offloading approach for mobile users in urban environments. , 2015, , .		0
193	Energy-efficient device-differentiated cooperative adaptive multimedia delivery solution in wireless networks. Journal of Network and Computer Applications, 2015, 58, 194-207.	9.1	9
194	Socially aware mobile peer-to-peer communications for community multimedia streaming services. , 2015, 53, 150-156.		70
195	E-stream: Towards pattern centric network incident discovery and corrective action recommendation in telecommunication networks. , 2015, , .		3
196	On the management of unicast and multicast services in LTE networks. , 2015, , .		2
197	Performance evaluation of MADM-based methods for network selection in a multimedia wireless environment. Wireless Networks, 2015, 21, 1745-1763.	3.0	41
198	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

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200	TraffCon. , 2015, , 1633-1666.		1
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202	User Quality of Experience of Mulsemedia Applications. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 11, 1-19.	4.3	57
203	Efficient concurrent multipath transfer using network coding in wireless networks. , 2014, , .		1
204	User-profile-based perceived olfactory and visual media synchronization. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 10, 1-24.	4.3	30
205	Multiple-Scent Enhanced Multimedia Synchronization. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 11, 1-28.	4.3	47
206	Context-aware heterogeneous network performance analysis: Test-bed development. , 2014, , .		1
207	eDOAS: Energy-aware device-oriented adaptive multimedia scheme for Wi-Fi offload. , 2014, , .		20
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