

Warning: [2026-06-13 14:46] this document is a print-out of the Ciência-IUL web portal and was automatically generated at the labeled date. The document has a mere informational purpose and represents the information contained on Ciência_Iscte at that date.

Outdated Information: The information in this public profile may be outdated.

David Walter Figueira Jardim

Total Citations

Web of Science®	11
Scopus	21

Publications

- **Conferences/Workshops and Talks**
 - **Publication in conference proceedings**

1	<p>Jardim, D., Nunes, L. & Dias, M. (2016). Predicting human activities in sequences of actions in RGB-D videos. In Verikas, A., Radeva, P., Nikolaev, D. P., Zhang, W. and Zhou, J. (Ed.), Proceedings of SPIE, Ninth International Conference on Machine Vision (ICMV 2016). Nice, France: SPIE.</p> <ul style="list-style-type: none"> - Times Cited Scopus: 1 - Times Cited Google Scholar: 2
---	---

2	Jardim, D., Nunes, L. & Dias, M. S. (2016). Automatic human activity segmentation and labeling in RGBD videos. In 8th KES International Conference on Intelligent Decision Technologies, KES-IDT 2016. (pp. 383-394). Czarnowski I., Caballero A., Howlett R., Jain L.: Springer. - Times Cited Web of Science®: 3 - Times Cited Scopus: 4 - Times Cited Google Scholar: 8
3	Jardim, D., Nunes, L. & Dias, M. (2016). Impact of automated action labeling in classification of human actions in RGB-D videos. In Van Harmelen, F., Dignum, V., Dignum, F., Bouquet, P., Fox, M., Kaminka, G. A., and Hüllermeier, E. (Ed.), ECAI 2016: 22nd European Conference on Artificial Intelligence. (pp. 1632-1633). The Hage: IOS Press . - Times Cited Scopus: 1 - Times Cited Google Scholar: 2
4	Jardim, D., Nunes, L. & Dias, M. (2016). Human activity recognition from automatically labeled data in RGB-D videos. In 2016 8th Computer Science and Electronic Engineering (CEECE). (pp. 89-94). Colchester, UK: IEEE. - Times Cited Web of Science®: 8 - Times Cited Scopus: 6 - Times Cited Google Scholar: 9
5	Jardim, D., Nunes, L. & Dias, J. (2015). Human activity recognition and prediction. In Maria De Marsico, Mário Figueiredo, Ana Fred (Ed.), ICPRAM 2015: Proceedings of the International Conference on Pattern Recognition Applications and Methods. (pp. 24-32). Lisboa: SCITEPRESS. - Times Cited Google Scholar: 3
6	Alexandre, I. M., Jardim, D. & Lopes, P. F. (2012). Hand in hand: Maths and storytelling together in an educational game. In Joaquim Filipe e Ana Fred (Ed.), 4th International Conference on Agents and Artificial Intelligence, ICAART 2012. (pp. 335-338). Vilamoura: SciTePress.
7	Jardim, D., Nunes, Luis & Oliveira, S. (2011). Hierarchical reinforcement learning: Learning sub-goals and state-abstraction. In AISTI - Associação Ibérica de Sistemas e Tecnologias de Informação (Ed.), 6th Iberian Conference on Information Systems and Technologies (CISTI 2011). (pp. 245-248). Chaves, Portugal: IEEE. - Times Cited Scopus: 5 - Times Cited Google Scholar: 11
8	Alexandre, I. M., Jardim, D. & Lopes, P. F. (2010). Maths4Kids: Telling stories with maths. In Jhala, A., Riedl, M., and Roberts, D. (Ed.), INT3 '10: Proceedings of the Intelligent Narrative Technologies III Workshop. (pp. 1-6). Monterey California : ACM. - Times Cited Scopus: 4 - Times Cited Google Scholar: 8

- Talk

1	Lopes, P. F. & Jardim, D. (2011). Virtual Media Lab - Math4Kids. First International Workshop - NUIGraM - Natural User Interaction, Graphics and Mobility.
2	Lopes, P. F., Jardim, D. & Alexandre, I. (2011). Math4Kids. Proc First Iberian Workshop on Serious Games and Meaningful Play - SGaMePlay.