

Pieter Spronck

List of Publications by Year in descending order

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13
papers

363
citations

1477746

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1719596

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g-index

13
all docs

13
docs citations

13
times ranked

207
citing authors

#	ARTICLE	IF	CITATIONS
1	Correlating Facial Expressions and Subjective Player Experiences in Competitive Hearthstone. , 2021, , .		1
2	Modeling and adjusting in-game difficulty based on facial expression analysis. Entertainment Computing, 2019, 31, 100307.	1.8	16
3	Evolutionary Cooperation in a Multi-agent Society. Advances in Intelligent Systems and Computing, 2017, , 67-79.	0.5	0
4	Transfer Learning of Air Combat Behavior. , 2015, , .		6
5	Rewarding Air Combat Behavior in Training Simulations. , 2015, , .		7
6	Dynamic Scripting with Team Coordination in Air Combat Simulation. Lecture Notes in Computer Science, 2014, , 440-449.	1.0	14
7	Effective and Diverse Adaptive Game AI. IEEE Transactions on Games, 2009, 1, 16-27.	1.7	21
8	Rapid and Reliable Adaptation of Video Game AI. IEEE Transactions on Games, 2009, 1, 93-104.	1.7	45
9	Evolutionary Ethics in Agent Societies. International Journal of Social Robotics, 2009, 1, 223-232.	3.1	1
10	Rapid adaptation of video game AI. , 2008, , .		15
11	Dynamic formations in real-time strategy games. , 2008, , .		19
12	Knowledge acquisition for adaptive game AI. Science of Computer Programming, 2007, 67, 59-75.	1.5	26
13	Adaptive game AI with dynamic scripting. Machine Learning, 2006, 63, 217-248.	3.4	192