

# Jonathan Schaeffer

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10912763/publications.pdf>

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31  
papers

1,007  
citations

516710

16  
h-index

454955

30  
g-index

32  
all docs

32  
docs citations

32  
times ranked

434  
citing authors

#	ARTICLE	IF	CITATIONS
1	The compressed differential heuristic. <i>AI Communications</i> , 2017, 30, 393-418.	1.2	0
2	Inconsistent heuristics in theory and practice. <i>Artificial Intelligence</i> , 2011, 175, 1570-1603.	5.8	42
3	Computer-game construction: A gender-neutral attractor to Computing Science. <i>Computers and Education</i> , 2010, 55, 1098-1111.	8.3	59
4	Deferring design pattern decisions and automating structural pattern changes using a design-pattern-based programming system. <i>ACM Transactions on Programming Languages and Systems</i> , 2009, 31, 1-49.	2.1	7
5	Duality in permutation state spaces and the dual search algorithm. <i>Artificial Intelligence</i> , 2008, 172, 514-540.	5.8	23
6	Interactive story authoring: A viable form of creative expression for the classroom. <i>Computers and Education</i> , 2008, 51, 687-707.	8.3	32
7	Adolescents Composing Fiction in Digital Game and Written Formats: Tacit, Explicit and Metacognitive Strategies. <i>E-Learning and Digital Media</i> , 2007, 4, 273-284.	2.6	8
8	ScriptEase: A generative/adaptive programming paradigm for game scripting. <i>Science of Computer Programming</i> , 2007, 67, 32-58.	1.9	25
9	Automatic Generation of Search Engines. <i>Lecture Notes in Computer Science</i> , 2006, , 23-38.	1.3	3
10	PRE-SEARCHING. <i>ICGA Journal</i> , 2004, 27, 203-208.	0.3	1
11	Using generative design patterns to generate parallel code for a distributed memory environment. <i>ACM SIGPLAN Notices</i> , 2003, 38, 203-215.	0.2	4
12	Transposition Table Driven Work Scheduling in Distributed Game-Tree Search. <i>Lecture Notes in Computer Science</i> , 2002, , 56-68.	1.3	6
13	Sokoban: Enhancing general single-agent search methods using domain knowledge. <i>Artificial Intelligence</i> , 2001, 129, 219-251.	5.8	51
14	APHID: Asynchronous Parallel Game-Tree Search. <i>Journal of Parallel and Distributed Computing</i> , 2000, 60, 247-273.	4.1	12
15	The games computers (and people) play. <i>Advances in Computers</i> , 2000, 52, 189-266.	1.6	27
16	Pattern Databases. <i>Computational Intelligence</i> , 1998, 14, 318-334.	3.2	142
17	Experience with parallel programming using code templates. <i>Concurrency and Computation: Practice and Experience</i> , 1998, 10, 91-120.	0.5	11
18	PI/OT: Parallel I/O templates. <i>Parallel Computing</i> , 1997, 23, 543-570.	2.1	10

#	ARTICLE	IF	CITATIONS
19	Pattern-based object-oriented parallel programming. Lecture Notes in Computer Science, 1997, , 267-274.	1.3	3
20	An experiment to measure the usability of parallel programming systems. Concurrency and Computation: Practice and Experience, 1996, 8, 147-166.	0.5	38
21	On the versatility of parallel sorting by regular sampling. Parallel Computing, 1993, 19, 1079-1103.	2.1	89
22	Parallel sorting by regular sampling. Journal of Parallel and Distributed Computing, 1992, 14, 361-372.	4.1	153
23	A world championship caliber checkers program. Artificial Intelligence, 1992, 53, 273-289.	5.8	92
24	Empirical results with conspiracy numbers. Computational Intelligence, 1990, 6, 1-11.	3.2	8
25	Conspiracy numbers. Artificial Intelligence, 1990, 43, 67-84.	5.8	50
26	Distributed game-tree searching. Journal of Parallel and Distributed Computing, 1989, 6, 90-114.	4.1	41
27	Speculative Computing. ICGA Journal, 1987, 10, 118-124.	0.3	0
28	Experiments in Distributed Game-Tree Searching. ICGA Journal, 1987, 10, 42-42.	0.3	2
29	Low overhead alternatives to SSSâ—. Artificial Intelligence, 1987, 31, 185-199.	5.8	33
30	Experiments in Search and Knowledge. ICGA Journal, 1986, 9, 156-156.	0.3	22
31	The Relative Importance of Knowledge. ICGA Journal, 1984, 7, 138-145.	0.3	1