

# Claude Moulin

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11277150/publications.pdf>

Version: 2024-02-01

17  
papers

130  
citations

1684188

5  
h-index

1474206

9  
g-index

17  
all docs

17  
docs citations

17  
times ranked

114  
citing authors

#	ARTICLE	IF	CITATIONS
1	Discovering Semantic Web services using SPARQL and intelligent agents. <i>Web Semantics</i> , 2010, 8, 310-328.	2.9	65
2	The TATIN-PIC project: A multi-modal collaborative work environment for preliminary design. , 2011, , .		12
3	Agent-Based System Architecture Supporting Remote Collaboration via an Internet of Multimedia Things Approach. <i>IEEE Access</i> , 2018, 6, 17067-17079.	4.2	12
4	HARMONIZATION BETWEEN PERSONAL AND SHARED MEMORIES. <i>International Journal of Software Engineering and Knowledge Engineering</i> , 2010, 20, 521-531.	0.8	8
5	Capitalization of remote collaborative brainstorming activities. <i>Computer Standards and Interfaces</i> , 2016, 48, 217-224.	5.4	7
6	Agent-based management of support systems for distributed brainstorming. <i>Advanced Engineering Informatics</i> , 2020, 44, 101050.	8.0	7
7	An IoT Application Connecting Edge Resources and Cloud Resources using Agents. <i>International Journal of Energy Information and Communications</i> , 2017, 8, 1-14.	0.1	4
8	Toward an E-Government Semantic Platform. , 2010, , 209-234.		3
9	Mapping semantic script with image processing algorithms to leverage amateur video material in professional production. <i>Multimedia Tools and Applications</i> , 2013, 62, 333-358.	3.9	2
10	Prototyping a meeting support system using ubiquitous agents. , 2015, , .		2
11	Agent-based Design of IoT Applications for Remote Brainstorming Support. , 2018, , .		2
12	A System of Information Systems to Capitalize Resources of Collaborative Activities: the ECOPACK Project. , 2018, , .		2
13	Semantic audiovisual asset model. <i>Multimedia Tools and Applications</i> , 2013, 63, 663-690.	3.9	1
14	An application of an agent space connecting real space and digital space. , 2014, , .		1
15	Enforcing Methodological Rules During Collaborative Brainstorming to Enhance Results. , 2019, , .		1
16	Interaction Model and Respect of Rules to Enhance Collaborative Brainstorming Results. <i>Advances in Science, Technology and Engineering Systems</i> , 2020, 5, 484-493.	0.5	1
17	AI-based Automatic Activity Recognition of Single Persons and Groups During Brainstorming*. , 2020, , .		0