

# Analia Amandi

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11439870/publications.pdf>

Version: 2024-02-01

46  
papers

1,465  
citations

471509

17  
h-index

330143

37  
g-index

46  
all docs

46  
docs citations

46  
times ranked

1079  
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluating Bayesian networksâ€™ precision for detecting studentsâ€™ learning styles. Computers and Education, 2007, 49, 794-808.	8.3	316
2	eTeacher: Providing personalized assistance to e-learning students. Computers and Education, 2008, 51, 1744-1754.	8.3	203
3	Automatic detection of learning styles: state of the art. Artificial Intelligence Review, 2015, 44, 157-186.	15.7	84
4	Intelligent User Profiling. Lecture Notes in Computer Science, 2009, , 193-216.	1.3	82
5	User profiling in personal information agents: a survey. Knowledge Engineering Review, 2005, 20, 329-361.	2.6	76
6	Intelligent assistance for teachers in collaborative e-learning environments. Computers and Education, 2009, 53, 1147-1154.	8.3	72
7	Modeling user interests by conceptual clustering. Information Systems, 2006, 31, 247-265.	3.6	61
8	A deterministic crowding evolutionary algorithm to form learning teams in a collaborative learning context. Expert Systems With Applications, 2012, 39, 8584-8592.	7.6	61
9	A genetic algorithm approach to recognise students' learning styles. Interactive Learning Environments, 2006, 14, 55-78.	6.4	51
10	Hybridizing a multi-objective simulated annealing algorithm with a multi-objective evolutionary algorithm to solve a multi-objective project scheduling problem. Expert Systems With Applications, 2013, 40, 2421-2434.	7.6	51
11	Detecting students' perception style by using games. Computers and Education, 2014, 71, 14-22.	8.3	49
12	Ontology-based user profile learning. Applied Intelligence, 2012, 36, 857-869.	5.3	44
13	A knowledge-based evolutionary assistant to software development project scheduling. Expert Systems With Applications, 2011, 38, 8403-8413.	7.6	39
14	Project scheduling: A multi-objective evolutionary algorithm that optimizes the effectiveness of human resources and the project makespan. Engineering Optimization, 2013, 45, 45-65.	2.6	27
15	Argumentationâ€™based negotiation planning for autonomous agents. Decision Support Systems, 2011, 51, 532-548.	5.9	25
16	A reinforcement learning approach to improve the argument selection effectiveness in argumentation-based negotiation. Expert Systems With Applications, 2013, 40, 2182-2188.	7.6	21
17	PersonalSearcher: An Intelligent Agent for Searching Web Pages. Lecture Notes in Computer Science, 2000, , 43-52.	1.3	21
18	Improving User Profiling for a Richer Personalization. , 2012, , 182-197.		20

#	ARTICLE	IF	CITATIONS
19	A software architecture perspective about Moodle flexibility for supporting empirical research of teaching theories. <i>Education and Information Technologies</i> , 2021, 26, 817-842.	5.7	18
20	Hybrid Content and Tag-based Profiles for Recommendation in Collaborative Tagging Systems. , 2008, , .		17
21	Whom should I persuade during a negotiation? An approach based on social influence maximization. <i>Decision Support Systems</i> , 2015, 77, 1-20.	5.9	16
22	Assisting students with argumentation plans when solving problems in CSCL. <i>Computers and Education</i> , 2010, 54, 416-426.	8.3	12
23	Personalized e-Learning Environments: Considering Students's™ Contexts. <i>IFIP Advances in Information and Communication Technology</i> , 2009, , 48-57.	0.7	10
24	An Interface Agent Approach to Personalize Users' Interaction with Databases. <i>Journal of Intelligent Information Systems</i> , 2005, 25, 251-273.	3.9	8
25	Interest Drifts in User Profiling: A Relevance-Based Approach and Analysis of Scenarios. <i>Computer Journal</i> , 2009, 52, 771-788.	2.4	8
26	Integrating user modeling approaches into a framework for recommender agents. <i>Internet Research</i> , 2010, 20, 29-54.	4.9	7
27	Exploiting User Interests to Characterize Navigational Patterns in Web Browsing Assistance. <i>New Generation Computing</i> , 2008, 26, 259-275.	3.3	6
28	An intelligent tutor for teaching software design patterns. <i>Computer Applications in Engineering Education</i> , 2014, 22, 583-592.	3.4	6
29	Learning Browsing Patterns for Context-Aware Recommendation. , 2006, , 61-70.		6
30	Building user argumentative models. <i>Applied Intelligence</i> , 2010, 32, 131-145.	5.3	5
31	Exploring the use of online video games to detect personality dichotomies. <i>Online Information Review</i> , 2017, 41, 598-610.	3.2	5
32	A Diversity-Adaptive Hybrid Evolutionary Algorithm to Solve a Project Scheduling Problem. <i>Lecture Notes in Computer Science</i> , 2014, , 412-423.	1.3	5
33	A Memetic Approach to Project Scheduling that Maximizes the Effectiveness of the Human Resources Assigned to Project Activities. <i>Lecture Notes in Computer Science</i> , 2012, , 159-173.	1.3	5
34	Intelligent Agents for Distance Learning. <i>Informatics in Education</i> , 2003, 2, 161-180.	2.2	5
35	An agent specific planning algorithm. <i>Expert Systems With Applications</i> , 2012, 39, 4860-4873.	7.6	3
36	Agents that Learn How to Generate Arguments from Other Agents. <i>New Generation Computing</i> , 2014, 32, 31-58.	3.3	3

#	ARTICLE	IF	CITATIONS
37	Can digital games help us identify our skills to manage abstractions?. Applied Intelligence, 2016, 45, 1103-1118.	5.3	3
38	Detecting conflicts in collaborative learning through the valence change of atomic interactions. Expert Systems With Applications, 2021, 183, 115291.	7.6	3
39	COLLABORATIVE WEB SEARCH BASED ON USER INTEREST SIMILARITY. International Journal of Cooperative Information Systems, 2008, 17, 495-521.	0.8	2
40	Recommending educational video games based on game features and student's Learning Styles. , 2016, , .		2
41	A Hybrid Algorithm Combining an Evolutionary Algorithm and a Simulated Annealing Algorithm to Solve a Collaborative Learning Team Building Problem. Lecture Notes in Computer Science, 2013, , 376-389.	1.3	2
42	A Hybrid Evolutionary Algorithm based on Adaptive Mutation and Crossover for Collaborative Learning Team Formation in Higher Education. Lecture Notes in Computer Science, 2017, , 345-354.	1.3	2
43	Scheduling Projects by a Hybrid Evolutionary Algorithm with Self-Adaptive Processes. Lecture Notes in Computer Science, 2015, , 401-412.	1.3	1
44	Hybrid Evolutionary Algorithm with Adaptive Crossover, Mutation and Simulated Annealing Processes to Project Scheduling. Lecture Notes in Computer Science, 2015, , 340-351.	1.3	1
45	Modeling Interests of Web Users for Recommendation: A User Profiling Approach and Trends. Studies in Computational Intelligence, 2008, , 41-68.	0.9	1
46	An Approach to Establish the Negotiation Agenda in Argumentation-Based Contexts. , 2013, , .		0