

Sebastian Von Mammen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/12127698/publications.pdf>

Version: 2024-02-01

23
papers

218
citations

1478505

6
h-index

1199594

12
g-index

27
all docs

27
docs citations

27
times ranked

185
citing authors

#	ARTICLE	IF	CITATIONS
1	VReanimate II: training first aid and reanimation in virtual reality. Journal of Computers in Education, 2019, 6, 53-78.	8.3	27
2	Adaptive agent abstractions to speed up spatial agent-based simulations. Simulation Modelling Practice and Theory, 2014, 40, 144-160.	3.8	24
3	Robotics for Self-Organised Construction. , 2016, , .		24
4	Swarm grammars: growing dynamic structures in 3D agent spaces. Digital Creativity, 2007, 18, 54-64.	1.6	22
5	The evolution of swarm grammars- growing trees, crafting art, and bottom-up design. IEEE Computational Intelligence Magazine, 2009, 4, 10-19.	3.2	18
6	Constructing living buildings: a review of relevant technologies for a novel application of biohybrid robotics. Journal of the Royal Society Interface, 2019, 16, 20190238.	3.4	18
7	Genetic swarm grammar programming: Ecological breeding like a gardener. , 2007, , .		17
8	Robot gardens. , 2016, , .		11
9	VReanimate " Non-verbal guidance and learning in virtual reality. , 2017, , .		11
10	OCbotics: An organic computing approach to collaborative robotic swarms. , 2014, , .		10
11	Abstraction of agent interaction processes: Towards large-scale multi-agent models. Simulation, 2013, 89, 524-538.	1.8	7
12	Hierarchical self-organized learning in agent-based modeling of the MAPK signaling pathway. , 2011, , .		4
13	Component-based networking for simulations in medical education. , 2010, , .		3
14	Special issue on self-organised construction. Swarm Intelligence, 2018, 12, 97-99.	2.2	3
15	Advanced multimodal interaction techniques and user interfaces for serious games and virtual environments. Journal on Multimodal User Interfaces, 2021, 15, 255-256.	2.9	3
16	Optimization of Swarm-Based Simulations. , 2012, 2012, 1-13.		3
17	Design and exploration of braiding swarms in VR. , 2017, , .		2
18	The LINDSAY Virtual Human Project: Anatomy and Physiology Come to Life. FASEB Journal, 2012, 26, lb28.	0.5	2

#	ARTICLE	IF	CITATIONS
19	Interactive, Visual Simulation of a Spatio-Temporal Model of Gas Exchange in the Human Alveolus. <i>Frontiers in Bioinformatics</i> , 2022, 1, .	2.1	2
20	Artistic Exploration of the Worlds of Digital Developmental Swarms. <i>Leonardo</i> , 2011, 44, 5-13.	0.3	1
21	Swarm-Based Computational Development. <i>Understanding Complex Systems</i> , 2012, , 473-499.	0.6	1
22	Remarks on the future of AI: machines and communication. <i>Annals of Mathematics and Artificial Intelligence</i> , 2011, 61, 41-46.	1.3	0
23	Stigmergic, Diegetic Guidance of Swarm Construction. , 2021, , .		0