

Georgios N Yannakakis

List of Publications by Year in descending order

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Version: 2024-02-01

164
papers

5,127
citations

212478

28
h-index

190340

53
g-index

172
all docs

172
docs citations

172
times ranked

2218
citing authors

#	ARTICLE	IF	CITATIONS
1	The Pixels and Sounds of Emotion: General-Purpose Representations of Arousal in Games. IEEE Transactions on Affective Computing, 2023, 14, 680-693.	5.7	30
2	Play With One's Feelings: A Study on Emotion Awareness for Player Experience. IEEE Transactions on Games, 2022, 14, 3-12.	1.2	5
3	Editorial Leveling Up!. IEEE Transactions on Games, 2022, 14, 1-2.	1.2	0
4	RankNEAT. , 2022, , .		2
5	The Ordinal Nature of Emotions: An Emerging Approach. IEEE Transactions on Affective Computing, 2021, 12, 16-35.	5.7	55
6	Deep learning for procedural content generation. Neural Computing and Applications, 2021, 33, 19-37.	3.2	48
7	The AI4Media Project: Use of Next-Generation Artificial Intelligence Technologies for Media Sector Applications. IFIP Advances in Information and Communication Technology, 2021, , 81-93.	0.5	3
8	Monte Carlo elites. , 2021, , .		6
9	ARCH-Elites. , 2021, , .		6
10	Architectural Form and Affect: A Spatiotemporal Study of Arousal. , 2021, , .		4
11	Privileged Information for Modeling Affect In The Wild. , 2021, , .		5
12	Trace It Like You Believe It: Time-Continuous Believability Prediction. , 2021, , .		4
13	Towards General Models of Player Experience: A Study Within Genres. , 2021, , .		7
14	Experience-Driven PCG via Reinforcement Learning: A Super Mario Bros Study. , 2021, , .		21
15	Keiki: Towards Realistic Danmaku Generation via Sequential GANs. , 2021, , .		0
16	Contrastive Learning of Generalized Game Representations. , 2021, , .		4
17	Discrete versus Ordinal Time-Continuous Believability Assessment. , 2021, , .		1
18	Go-Blend Behavior and Affect. , 2021, , .		6

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19	AffectGAN: Affect-Based Generative Art Driven by Semantics. , 2021, , .		3
20	I Feel I Feel You: A Theory of Mind Experiment in Games. KI - Kunstliche Intelligenz, 2020, 34, 45-55.	2.2	8
21	Dungeons & Replicants: Automated Game Balancing via Deep Player Behavior Modeling. , 2020, , .		27
22	Moment-to-moment Engagement Prediction through the Eyes of the Observer: PUBG Streaming on Twitch. , 2020, , .		9
23	Introduction to the GaLA Conf 2019 Special Issue. International Journal of Serious Games, 2020, 7, 59-60.	0.8	0
24	Evolutionary computation and games. , 2020, , .		0
25	Djehuty: A Mixed-Initiative Handwriting Game for Preschoolers. , 2020, , .		2
26	Fusing Level and Ruleset Features for Multimodal Learning of Gameplay Outcomes. , 2019, , .		6
27	Creative evolutionary computation. , 2019, , .		0
28	Procedural Content Generation through Quality Diversity. , 2019, , .		49
29	Blending notions of diversity for MAP-elites. , 2019, , .		4
30	Guest Editorial Special Issue on AI-Based and AI-Assisted Game Design. IEEE Transactions on Games, 2019, 11, 1-4.	1.2	3
31	PAGAN: Platform for Audiovisual General-purpose ANnotation. , 2019, , .		1
32	Your Gameplay Says It All: Modelling Motivation in Tom Clancyâ€™s The Division. , 2019, , .		22
33	PAGAN: Video Affect Annotation Made Easy. , 2019, , .		22
34	From Pixels to Affect: A Study on Games and Player Experience. , 2019, , .		23
35	PyPLT: Python Preference Learning Toolbox. , 2019, , .		4
36	Orchestrating Game Generation. IEEE Transactions on Games, 2019, 11, 48-68.	1.2	36

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37	Quality Diversity Through Surprise. IEEE Transactions on Evolutionary Computation, 2019, 23, 603-616.	7.5	19
38	Modelling Affect for Horror Soundscapes. IEEE Transactions on Affective Computing, 2019, 10, 209-222.	5.7	17
39	Using a Surrogate Model of Gameplay for Automated Level Design. , 2018, , .		14
40	Fusing novelty and surprise for evolving robot morphologies. , 2018, , .		5
41	Pairing character classes in a deathmatch shooter game via a deep-learning surrogate model. , 2018, , .		8
42	Artificial Intelligence and Games. , 2018, , .		214
43	Coupling novelty and surprise for evolutionary divergence. , 2017, , .		5
44	Game Character Ontology (GCO) A Vocabulary for Extracting and Describing Game Character Information from Web Content. , 2017, , .		0
45	The ordinal nature of emotions. , 2017, , .		75
46	RankTrace: Relative and unbounded affect annotation. , 2017, , .		39
47	Towards general models of player affect. , 2017, , .		26
48	Exploring divergence in soft robot evolution. , 2017, , .		4
49	General general game AI. , 2016, , .		10
50	A holistic approach for semantic-based game generation. , 2016, , .		1
51	Platformer level design for player believability. , 2016, , .		8
52	Evolving missions for Dwarf quest dungeons. , 2016, , .		2
53	Evolving missions to create game spaces. , 2016, , .		10
54	Psychophysiology in Games. A Practical Guide To Sentiment Analysis, 2016, , 119-137.	0.3	17

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55	Constrained surprise search for content generation. , 2016, , .		14
56	Sonancia: A multi-faceted generator for horror. , 2016, , .		1
57	Evolving models of player decision making: Personas versus clones. Entertainment Computing, 2016, 16, 95-104.	1.8	12
58	Evaluating content generators. Computational Synthesis and Creative Systems, 2016, , 215-224.	1.1	7
59	Emotion-Driven Level Generation. A Practical Guide To Sentiment Analysis, 2016, , 155-166.	0.3	4
60	To rank or to classify? Annotating stress for reliable PTSD profiling. , 2015, , .		14
61	Ratings are Overrated!. Frontiers in ICT, 2015, 2, .	3.6	55
62	Grounding truth via ordinal annotation. , 2015, , .		45
63	The platformer experience dataset. , 2015, , .		25
64	Experience-driven procedural content generation (Extended abstract). , 2015, , .		13
65	Constrained Novelty Search: A Study on Game Content Generation. Evolutionary Computation, 2015, 23, 101-129.	2.3	39
66	Adapting virtual camera behaviour through player modelling. User Modeling and User-Adapted Interaction, 2015, 25, 155-183.	2.9	7
67	A Panorama of Artificial and Computational Intelligence in Games. IEEE Transactions on Games, 2015, 7, 317-335.	1.7	105
68	Multimodal PTSD characterization via the StartleMart game. Journal on Multimodal User Interfaces, 2015, 9, 3-15.	2.0	16
69	Serious Games for Teaching Conflict Resolution: Modeling Conflict Dynamics. , 2015, , 449-475.		10
70	AudiInSpace: Exploring the Creative Fusion of Generative Audio, Visuals and Gameplay. Lecture Notes in Computer Science, 2015, , 101-112.	1.0	18
71	Procedural Personas as Critics for Dungeon Generation. Lecture Notes in Computer Science, 2015, , 331-343.	1.0	30
72	A Benchmark for Virtual Camera Control. Lecture Notes in Computer Science, 2015, , 455-467.	1.0	0

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73	The C ² create authoring tool: Fostering creativity via game asset creation. , 2014, , .		0
74	Guest Editorial: Emotion in Games. IEEE Transactions on Affective Computing, 2014, 5, 1-2.	5.7	21
75	Deep Multimodal Fusion. , 2014, , .		47
76	Designer modeling for Sentient Sketchbook. , 2014, , .		16
77	Evolving personas for player decision modeling. , 2014, , .		66
78	Procedural generation of music-guided weapons. , 2014, , .		3
79	The iLearnRW Game: Support for Students with Dyslexia in Class and at Home. , 2014, , .		14
80	Don't Classify Ratings of Affect; Rank Them!. IEEE Transactions on Affective Computing, 2014, 5, 314-326.	5.7	86
81	Validating Generic Metrics of Fairness in Game-Based Resource Allocation Scenarios with Crowdsourced Annotations. Lecture Notes in Computer Science, 2014, , 176-200.	1.0	2
82	Personas versus Clones for Player Decision Modeling. Lecture Notes in Computer Science, 2014, , 159-166.	1.0	13
83	Imitating human playing styles in Super Mario Bros. Entertainment Computing, 2013, 4, 93-104.	1.8	71
84	The turing test track of the 2012 Mario AI Championship: Entries and evaluation. , 2013, , .		19
85	Learning deep physiological models of affect. IEEE Computational Intelligence Magazine, 2013, 8, 20-33.	3.4	229
86	Crowdsourcing the Aesthetics of Platform Games. IEEE Transactions on Games, 2013, 5, 276-290.	1.7	35
87	Adaptive game level creation through rank-based interactive evolution. , 2013, , .		16
88	Controllable procedural map generation via multiobjective evolution. Genetic Programming and Evolvable Machines, 2013, 14, 245-277.	1.5	41
89	Artificial evolution for the detection of group identities in complex artificial societies. , 2013, , .		6
90	Shifting niches for community structure detection. , 2013, , .		3

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91	Interaction-based group identity detection via reinforcement learning and artificial evolution. , 2013, , .		4
92	Enhancements to constrained novelty search. , 2013, , .		24
93	Using reinforcement learning and artificial evolution for the detection of group identities in complex adaptive artificial societies. , 2013, , .		0
94	Stress Detection for PTSD via the StartleMart Game. , 2013, , .		26
95	Fusing Visual and Behavioral Cues for Modeling User Experience in Games. IEEE Transactions on Cybernetics, 2013, 43, 1519-1531.	6.2	65
96	The Mario AI Championship 2009â€“2012. AI Magazine, 2013, 34, 89-92.	1.4	41
97	Game Data Mining. , 2013, , 205-253.		41
98	Assessing Believability. , 2013, , 215-230.		16
99	Sentient World: Human-Based Procedural Cartography. Lecture Notes in Computer Science, 2013, , 180-191.	1.0	13
100	Generating Map Sketches for Strategy Games. Lecture Notes in Computer Science, 2013, , 264-273.	1.0	17
101	Spicing Up Map Generation. Lecture Notes in Computer Science, 2012, , 224-233.	1.0	16
102	Towards player-driven procedural content generation. , 2012, , .		8
103	Modelling Global Pattern Formations for Collaborative Learning Environments. , 2012, , .		2
104	Guest Editorial: Special Issue on Computational Aesthetics in Games. IEEE Transactions on Games, 2012, 4, 149-151.	1.7	6
105	A procedural procedural level generator generator. , 2012, , .		28
106	Towards Detecting Clusters of Players using Visual and Gameplay Behavioral Cues. Procedia Computer Science, 2012, 15, 140-147.	1.2	15
107	Evolving levels for Super Mario Bros using grammatical evolution. , 2012, , .		73
108	Adapting Models of Visual Aesthetics for Personalized Content Creation. IEEE Transactions on Games, 2012, 4, 213-228.	1.7	49

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109	Evolving card sets towards balancing dominion. , 2012, , .		36
110	Diversified Virtual Camera Composition. Lecture Notes in Computer Science, 2012, , 265-274.	1.0	13
111	Digging Deeper into Platform Game Level Design: Session Size and Sequential Features. Lecture Notes in Computer Science, 2012, , 275-284.	1.0	17
112	Feature analysis for modeling game content quality. , 2011, , .		19
113	Modelling and evaluation of complex scenarios with the Strategy Game Description Language. , 2011, , .		12
114	Neuroevolutionary constrained optimization for content creation. , 2011, , .		19
115	The 2010 IEEE Conference on Computational Intelligence and Games Report [Society Briefs]. IEEE Computational Intelligence Magazine, 2011, 6, 10-14.	3.4	2
116	Search-Based Procedural Content Generation: A Taxonomy and Survey. IEEE Transactions on Games, 2011, 3, 172-186.	1.7	412
117	The 2010 Mario AI Championship: Level Generation Track. IEEE Transactions on Games, 2011, 3, 332-347.	1.7	88
118	Modelling virtual camera behaviour through player gaze. , 2011, , .		7
119	Mining multimodal sequential patterns. , 2011, , .		34
120	Towards Player Adaptivity in a Serious Game for Conflict Resolution. , 2011, , .		26
121	Towards gaze-controlled platform games. , 2011, , .		18
122	What is procedural content generation?. , 2011, , .		77
123	Towards Procedural Strategy Game Generation: Evolving Complementary Unit Types. Lecture Notes in Computer Science, 2011, , 93-102.	1.0	13
124	Evolving Interesting Maps for a First Person Shooter. Lecture Notes in Computer Science, 2011, , 63-72.	1.0	45
125	Towards Adaptive Virtual Camera Control in Computer Games. Lecture Notes in Computer Science, 2011, , 25-36.	1.0	8
126	A Game-Based Corpus for Analysing the Interplay between Game Context and Player Experience. Lecture Notes in Computer Science, 2011, , 547-556.	1.0	24

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127	Generic Physiological Features as Predictors of Player Experience. Lecture Notes in Computer Science, 2011, , 267-276.	1.0	27
128	Ranking vs. Preference: A Comparative Study of Self-reporting. Lecture Notes in Computer Science, 2011, , 437-446.	1.0	52
129	Analysing the Relevance of Experience Partitions to the Prediction of Playersâ€™ Self-reports of Affect. Lecture Notes in Computer Science, 2011, , 538-546.	1.0	1
130	Towards affective camera control in games. User Modeling and User-Adapted Interaction, 2010, 20, 313-340.	2.9	96
131	Modeling Player Experience for Content Creation. IEEE Transactions on Games, 2010, 2, 54-67.	1.7	158
132	Global search for occlusion minimisation in virtual camera control. , 2010, , .		7
133	Towards multiobjective procedural map generation. , 2010, , .		71
134	Cellular automata for real-time generation of infinite cave levels. , 2010, , .		85
135	Towards procedural level generation for rehabilitation. , 2010, , .		15
136	Multiobjective exploration of the StarCraft map space. , 2010, , .		76
137	Predicting player behavior in Tomb Raider: Underworld. , 2010, , .		68
138	Combining local and global optimisation for virtual camera control. , 2010, , .		11
139	Extending neuro-evolutionary preference learning through player modeling. , 2010, , .		8
140	Search-Based Procedural Content Generation. Lecture Notes in Computer Science, 2010, , 141-150.	1.0	83
141	Genetic search feature selection for affective modeling. , 2010, , .		20
142	Preference learning for affective modeling. , 2009, , .		32
143	Fantasy, curiosity and challenge as adaptation indicators in multimodal dialogue systems for preschoolers. , 2009, , .		8
144	Real-Time Game Adaptation for Optimizing Player Satisfaction. IEEE Transactions on Games, 2009, 1, 121-133.	1.7	141

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145	Player modeling using self-organization in Tomb Raider: Underworld. , 2009, , .		158
146	Analyzing the impact of camera viewpoint on player psychophysiology. , 2009, , .		19
147	Game adaptivity impact on affective physical interaction. , 2009, , .		6
148	Preference Learning for Cognitive Modeling: A Case Study on Entertainment Preferences. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2009, 39, 1165-1175.	3.4	58
149	Modeling player experience in Super Mario Bros. , 2009, , .		94
150	Learning from preferences and selected multimodal features of players. , 2009, , .		1
151	Entertainment capture through heart rate activity in physical interactive playgrounds. User Modeling and User-Adapted Interaction, 2008, 18, 207-243.	2.9	79
152	Entertainment modeling through physiology in physical play. International Journal of Human Computer Studies, 2008, 66, 741-755.	3.7	87
153	Real-time adaptation of augmented-reality games for optimizing player satisfaction. , 2008, , .		22
154	Real-time challenge balance in an RTS game using rtNEAT. , 2008, , .		55
155	MODELING AND AUGMENTING GAME ENTERTAINMENT THROUGH CHALLENGE AND CURIOSITY. International Journal on Artificial Intelligence Tools, 2007, 16, 981-999.	0.7	25
156	Game and Player Feature Selection for Entertainment Capture. , 2007, , .		15
157	Emerging Cooperation With Minimal Effort: Rewarding Over Mimicking. IEEE Transactions on Evolutionary Computation, 2007, 11, 382-396.	7.5	10
158	Capturing Player Enjoyment in Computer Games. Studies in Computational Intelligence, 2007, , 175-201.	0.7	8
159	TOWARDS OPTIMIZING ENTERTAINMENT IN COMPUTER GAMES. Applied Artificial Intelligence, 2007, 21, 933-971.	2.0	106
160	Entertainment Modeling in Physical Play Through Physiology Beyond Heart-Rate. Lecture Notes in Computer Science, 2007, , 254-265.	1.0	7
161	Modeling Children's Entertainment in the Playware Playground. , 2006, , .		18
162	Towards Capturing and Enhancing Entertainment in Computer Games. Lecture Notes in Computer Science, 2006, , 432-442.	1.0	28

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163	Player Modeling Impact on Player's Entertainment in Computer Games. Lecture Notes in Computer Science, 2005, , 74-78.	1.0	32
164	Learn to Machine Learn via Games in the Classroom. Frontiers in Education, 0, 7, .	1.2	1