Peter Mawhorter

List of Publications by Year
in descending order

10 papers	170 citations	2258059 3 h-index	2053705 5 g-index
11 all docs	11 docs citations	11 times ranked	103 citing authors

#	ARTICLE	IF	CITATIONS
1	The 2010 Mario AI Championship: Level Generation Track. IEEE Transactions on Games, 2011, 3, 332-347.	1.4	88
2	Procedural level generation using occupancy-regulated extension. , 2010, , .		30
3	Reactive planning idioms for multi-scale game AI. , 2010, , .		29
4	Choice Poetics by Example. Arts, 2018, 7, 47.	0.3	10
5	Skald: Minstrel Reconstructed. IEEE Transactions on Games, 2014, 6, 156-165.	1.4	6
6	Efficiency, realism, and representation in generated content. , 2017, , .		3
7	Contours of virtual enfreakment in fighting game characters. Technological Forecasting and Social Change, 2022, 180, 121707.	11.6	2
8	Identifying Regional Trends in Avatar Customization. IEEE Transactions on Games, 2019, 11, 405-415.	1.4	1
9	Anarchy. , 2019, , .		1
10	Mapping Social Networks in La Princesse de ClÃ¨ves: The â€˜Commerceâ€™ of Lafayetteâ€™s Court. French Studies, 2021, 75, 184-204.	0.0	0