

Peter Mawhorter

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1351181/publications.pdf>

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