

Gnana Bharathy

List of Publications by Year in descending order

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Version: 2024-02-01

20
papers

324
citations

840119

11
h-index

996533

15
g-index

20
all docs

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docs citations

20
times ranked

239
citing authors

#	ARTICLE	IF	CITATIONS
1	A systems approach to healthcare: Agent-based modeling, community mental health, and population well-being. <i>Artificial Intelligence in Medicine</i> , 2015, 63, 61-71.	3.8	55
2	Human Behavior Models for Agents in Simulators and Games: Part II: Gamebot Engineering with PMFserv. <i>Presence: Teleoperators and Virtual Environments</i> , 2006, 15, 163-185.	0.3	42
3	A systematic development and validation approach to a novel agent-based modeling of occupant behaviors in commercial buildings. <i>Energy and Buildings</i> , 2019, 199, 352-367.	3.1	42
4	Cyberbullying Detection: Hybrid Models Based on Machine Learning and Natural Language Processing Techniques. <i>Electronics (Switzerland)</i> , 2021, 10, 2810.	1.8	30
5	Holistically evaluating agent-based social systems models: a case study. <i>Simulation</i> , 2013, 89, 102-135.	1.1	22
6	Modeling factions for "effects based operations" part I: leaders and followers. <i>Computational and Mathematical Organization Theory</i> , 2007, 13, 379-406.	1.5	21
7	Sociocultural Games for Training and Analysis. <i>IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans</i> , 2007, 37, 1113-1130.	3.4	20
8	Detecting Alzheimer's Disease by Exploiting Linguistic Information from Nepali Transcript. <i>Communications in Computer and Information Science</i> , 2020, , 176-184.	0.4	18
9	Exploiting linguistic information from Nepali transcripts for early detection of Alzheimer's disease using natural language processing and machine learning techniques. <i>International Journal of Human Computer Studies</i> , 2022, 160, 102761.	3.7	18
10	Modeling factions for "effects based operations", part II: behavioral game theory. <i>Computational and Mathematical Organization Theory</i> , 2008, 14, 120-155.	1.5	12
11	Investigating the Impact of Actual and Modeled Occupant Behavior Information Input to Building Performance Simulation. <i>Buildings</i> , 2021, 11, 32.	1.4	11
12	Sustainability of Load Balancing Techniques in Fog Computing Environment: Review. <i>Procedia Computer Science</i> , 2021, 191, 93-101.	1.2	7
13	A Comparative Study of Machine Learning and NLP Techniques for Uses of Stop Words by Patients in Diagnosis of Alzheimer's Disease. , 2021, , .		6
14	Laboratory lesson plans: Opportunities created by remote laboratories. , 2012, , .		5
15	EXPLORING THE VALIDITY OF OCCUPANT BEHAVIOR MODEL FOR IMPROVING OFFICE BUILDING ENERGY SIMULATION. , 2018, , .		4
16	An embeddable testbed for insurgent and terrorist agent theories: InsurgiSim. <i>Intelligent Decision Technologies</i> , 2008, 2, 193-203.	0.6	3
17	What is a good pattern of life model? Guidance for simulations. <i>Simulation</i> , 2019, 95, 693-706.	1.1	3
18	A review on motivational nudges for enhancing building energy conservation behavior. , 0, , .		3

#	ARTICLE	IF	CITATIONS
19	StateSim: lessons learned from 20 years of a country modeling and simulation toolset. Computational and Mathematical Organization Theory, 2021, 27, 231-263.	1.5	2
20	Systematic Capacity-Based Risk Assessment: Application to Water Service Project in Kassala, Sudan. Incoase International Symposium, 2017, 27, 1782-1794.	0.2	0