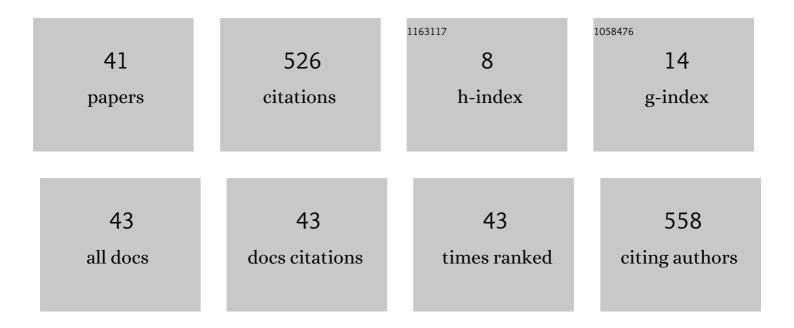
## Martin Masek

List of Publications by Year in descending order

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MADTIN MASEK

#	Article	IF	CITATIONS
1	Optimal sizing and energy scheduling of grid-supplemented solar PV systems with battery storage: Sensitivity of reliability and financial constraints. Energy, 2022, 238, 121780.	8.8	36
2	ldentifying Differences in Nutritionâ€Related Learning Interests of Adolescent Students. Journal of School Health, 2021, 91, 277-284.	1.6	2
3	Quantifiable Isovist and Graph-Based Measures for Automatic Evaluation of Different Area Types in Virtual Terrain Generation. IEEE Access, 2020, 8, 216491-216506.	4.2	1
4	A simheuristic approach for evolving agent behaviour in the exploration for novel combat tactics. Operations Research Perspectives, 2019, 6, 100123.	2.1	7
5	Sleep monitor: A tool for monitoring and categorical scoring of lying position using 3D camera data. SoftwareX, 2018, 7, 341-346.	2.6	9
6	Discovering Emergent Agent Behaviour with Evolutionary Finite State Machines. Lecture Notes in Computer Science, 2018, , 19-34.	1.3	6
7	Improving mastery of fractions by blending video games into the Math classroom. Journal of Computer Assisted Learning, 2017, 33, 486-499.	5.1	13
8	Using Isovists to Evolve Terrains with Gameplay Elements. Lecture Notes in Computer Science, 2016, , 636-652.	1.3	0
9	Modeling perceived difficulty in game levels. , 2016, , .		6
10	Game level layout generation using evolved cellular automata. Connection Science, 2016, 28, 63-82.	3.0	3
11	Unsupervised monitoring of electrical devices for detecting deviations in daily routines. , 2015, , .		2
12	Dynamic Difficulty Adjustment in 2D Platformers through Agent-Based Procedural Level Generation. , 2015, , .		6
13	A Novel Fuzzy Based Home Occupant Monitoring System Using Kinect Cameras. , 2015, , .		3
14	Evolving Cellular Automata for Maze Generation. Lecture Notes in Computer Science, 2015, , 112-124.	1.3	9
15	Joint movement similarities for robust 3D action recognition using skeletal data. Journal of Visual Communication and Image Representation, 2015, 30, 10-21.	2.8	49
16	WAMbot: Simulation and modelling of a team of autonomous mobile robots. , 2013, , .		0
17	Activities of daily living classification using depth features. , 2013, , .		4
18	Connectivity check for modular self reconfigurable robots. , 2013, , .		1

MARTIN MASEK

#	Article	IF	CITATIONS
19	E-learning with docugames:AE2 Commander. Archives and Manuscripts, 2013, 41, 58-68.	0.4	1
20	Evaluating coevolution on a multimodal problem. , 2012, , .		0
21	Exploration games played on a DDR pad can constitute beneficial physical exercise. , 2012, , .		2
22	Using Monte Carlo Tree Search for replanning in a multistage simultaneous game. , 2012, , .		2
23	WAMbot: Team MACICian's entry to the Multi Autonomous Ground-robotic International Challenge 2010. Journal of Field Robotics, 2012, 29, 707-728.	6.0	8
24	A Multimodal Problem for Competitive Coevolution. Lecture Notes in Computer Science, 2012, , 338-349.	1.3	0
25	Rough-Fuzzy Hybrid Approach for Identification of Bio-markers and Classification on Alzheimer's Disease Data. , 2011, , .		2
26	The Effects of Diversity Maintenance on Coevolution for an Intransitive Numbers Problem. Lecture Notes in Computer Science, 2011, , 331-340.	1.3	0
27	Testing an exergame for effectiveness and attractiveness. , 2010, , .		13
28	Critical Infrastructure Protection Risk Modelling with Games Technology. International Federation for Information Processing, 2010, , 363-372.	0.4	3
29	Towards higher accuracy and better noise-tolerance for fetal heart rate monitoring using Doppler ultrasound. , 2009, , .		8
30	Advances in fetal heart rate monitoring using smart phones. , 2009, , .		7
31	Exergame development using the dual flow model. , 2009, , .		53
32	Remote home-based ante and post natal care. , 2009, , .		4
33	Using a Virtual Body to Aid in Exergaming System Development. IEEE Computer Graphics and Applications, 2009, 29, 39-48.	1.2	11
34	Experiments with Monte Carlo Othello. , 2007, , .		13
35	Considerations for the design of exergames. , 2007, , .		201
36	Performance Evaluation in Image Processing. Eurasip Journal on Advances in Signal Processing, 2006, 2006, 1.	1.7	14

Teaching an Undergraduate AI Course with Games and Simulation. Lecture Notes in Computer Science, 2006, , 494-506.	12
Automatic Breast Orientation in Mediolateral Oblique View Mammograms. , 2003, , 207-209.	4
39 Spatially based application of the minimum cross-entropy thresholding algorithm to segment the pectoral muscle in mammograms. , 2001, , .	6
40 Combining data from different algorithms to segment the skin-air interface in mammograms. , 0, , .	2
Discovering optimal strategy in tactical combat scenarios through the evolution of behaviour trees. Annals of Operations Research, 0, , 1.	Ο