

# Martin Masek

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1734836/publications.pdf>

Version: 2024-02-01

41  
papers

526  
citations

1163117

8  
h-index

1058476

14  
g-index

43  
all docs

43  
docs citations

43  
times ranked

558  
citing authors

#	ARTICLE	IF	CITATIONS
1	Optimal sizing and energy scheduling of grid-supplemented solar PV systems with battery storage: Sensitivity of reliability and financial constraints. <i>Energy</i> , 2022, 238, 121780.	8.8	36
2	Identifying Differences in Nutrition-Related Learning Interests of Adolescent Students. <i>Journal of School Health</i> , 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. <i>IEEE Access</i> , 2020, 8, 216491-216506.	4.2	1
4	A simheuristic approach for evolving agent behaviour in the exploration for novel combat tactics. <i>Operations Research Perspectives</i> , 2019, 6, 100123.	2.1	7
5	Sleep monitor: A tool for monitoring and categorical scoring of lying position using 3D camera data. <i>SoftwareX</i> , 2018, 7, 341-346.	2.6	9
6	Discovering Emergent Agent Behaviour with Evolutionary Finite State Machines. <i>Lecture Notes in Computer Science</i> , 2018, , 19-34.	1.3	6
7	Improving mastery of fractions by blending video games into the Math classroom. <i>Journal of Computer Assisted Learning</i> , 2017, 33, 486-499.	5.1	13
8	Using Isovists to Evolve Terrains with Gameplay Elements. <i>Lecture Notes in Computer Science</i> , 2016, , 636-652.	1.3	0
9	Modeling perceived difficulty in game levels. , 2016, , .		6
10	Game level layout generation using evolved cellular automata. <i>Connection Science</i> , 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. <i>Lecture Notes in Computer Science</i> , 2015, , 112-124.	1.3	9
15	Joint movement similarities for robust 3D action recognition using skeletal data. <i>Journal of Visual Communication and Image Representation</i> , 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

#	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 MAGICian'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

#	ARTICLE	IF	CITATIONS
37	Teaching an Undergraduate AI Course with Games and Simulation. Lecture Notes in Computer Science, 2006, , 494-506.	1.3	12
38	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
41	Discovering optimal strategy in tactical combat scenarios through the evolution of behaviour trees. Annals of Operations Research, 0, , 1.	4.1	0