

HervÃ© Luga

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1760937/publications.pdf>

Version: 2024-02-01

30
papers

138
citations

1937685

4
h-index

1720034

7
g-index

31
all docs

31
docs citations

31
times ranked

80
citing authors

#	ARTICLE	IF	CITATIONS
1	Evolving simple programs for playing atari games. , 2018, , .		35
2	A New Step for Artificial Creatures. , 2007, , .		19
3	Autonomous Virtual Actors. Lecture Notes in Computer Science, 2004, , 68-78.	1.3	16
4	A Synthesis of the Cell2Organ Developmental Model. Understanding Complex Systems, 2012, , 353-381.	0.6	9
5	Cell2Organ: Self-repairing artificial creatures thanks to a healthy metabolism. , 2009, , .		7
6	A continuous developmental model for wind farm layout optimization. , 2014, , .		7
7	ALFIL. International Journal of Game-Based Learning, 2012, 2, 71-86.	1.4	6
8	3DEvent. , 2016, , .		5
9	Modeling a bacterial ecosystem through chemotaxis simulation of a single cell. Artificial Life and Robotics, 2014, 19, 382-387.	1.2	4
10	Evaluation of Chess Position by Modular Neural Network Generated by Genetic Algorithm. Lecture Notes in Computer Science, 2004, , 1-10.	1.3	3
11	The Cortexionist architecture: behavioural intelligence of artificial creatures. Visual Computer, 2010, 26, 353-366.	3.5	2
12	Rule fusion for the imitation of a human tutor. , 2010, , .		2
13	Three simulators for growing artificial creatures. , 2010, , .		2
14	L-systems and artificial chemistry to develop digital organisms. , 2011, , .		2
15	Checkpoint oriented cell-cycle simulation. , 2012, , .		2
16	Toward the construction of a virtual ecosystem by evolving virtual creature's behaviours. , 2012, , .		2
17	A 3D collaborative editor using WebGL and WebRTC. , 2015, , .		2
18	Artistic 3D Object Creation Using Artificial Life Paradigms. Lecture Notes in Computer Science, 2007, , 135-145.	1.3	2

#	ARTICLE	IF	CITATIONS
19	Agent Behaviour Modeling Using Personality Profile Characterization for Emergency Evacuation Serious Games. Studies in Computational Intelligence, 2013, , 107-128.	0.9	2
20	Beyond Reactive Systems: An Associative Memory for Sensory-Driven Intelligent Behavior. , 2009, , .		1
21	Predator-prey coevolution in a physically simulated environment. , 2015, , .		1
22	Making a Self-feeding Structure by Assembly of Digital Organs. Lecture Notes in Computer Science, 2009, , 116-125.	1.3	1
23	A Checkpoint-Orientated Modelling for Cell Cycle Simulation. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 40-47.	0.3	1
24	Bio-inspired artificial creatures for populating virtual worlds. , 2011, , .		0
25	Modeling bacterial chemotaxis inside a cell. , 2014, , .		0
26	The Evolution of Artificial Neurogenesis. , 2016, , .		0
27	Loosely Coupled Approach for Web-Based Collaborative 3D Design. , 2017, , .		0
28	7 Automatic Generation of Behaviors, Morphologies and Shapes of Virtual Entities. Studies in Computational Intelligence, 2009, , 103-121.	0.9	0
29	Digital Organ Cooperation: Toward the Assembly of a Self-feeding Organism. Lecture Notes in Computer Science, 2011, , 53-58.	1.3	0
30	A Reactive Architecture Integrating an Associative Memory for Sensory-Driven Intelligent Behavior. Lecture Notes in Computer Science, 2008, , 528-529.	1.3	0