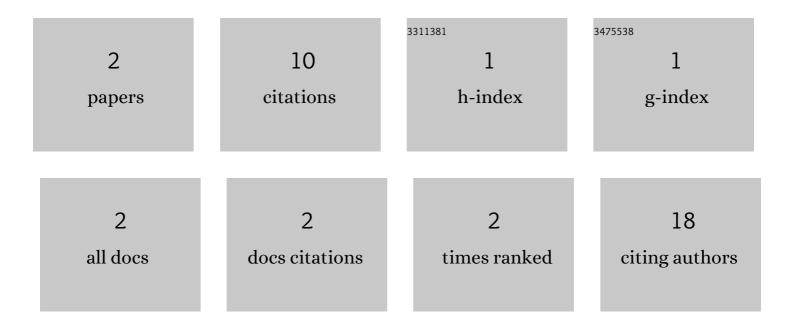
## **Christopher Ballinger**

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/1871198/publications.pdf Version: 2024-02-01



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#	Article	IF	CITATIONS
1	Coevolving Robust Build-Order Iterative Lists for Real-Time Strategy Games. IEEE Transactions on Games, 2016, 8, 363-376.	1.4	2

2 Evolving effective micro behaviors in RTS game. , 2014, , .