## Wided Lejouad Chaari

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Knowledge tracing with an intelligent agent, in an e-learning platform. Education and Information Technologies, 2019, 24, 711-741.	5.7	12
2	Improving Learners' Assessment and Evaluation in Crisis Management Serious Games: An Emotion-based Educational Data Mining Approach. Entertainment Computing, 2021, 38, 100428.	2.9	10
3	Graph theory to evaluate communication in industrial multiagent systems. International Journal of Intelligent Information and Database Systems, 2011, 5, 361.	0.3	8
4	Enhancing assessment of Personalized Multi-Agent System through ConvLSTM. Procedia Computer Science, 2017, 112, 249-259.	2.0	8
5	Performance Evaluation of Multiagent Systems: Communication Criterion. , 2008, , 773-782.		6
6	A Causal Graph Based Method to Evaluate e-Collaboration Scenarios. , 2013, , .		5
7	Evaluate a Personalized Multi Agent System through Social Networks: Web Scraping. , 2017, , .		5
8	Distributed Intelligent Medical Assistant for Osteoporosis Detection. Annual International Conference of the IEEE Engineering in Medicine and Biology Society, 2007, 2007, 4347-50.	0.5	4
9	Intra-agent Explanation Using Temporal and Extended Causal Maps. Procedia Computer Science, 2013, 22, 241-249.	2.0	4
10	A generic model for representing openness in multi-agent systems. Knowledge Engineering Review, 2021, 36, .	2.6	4
11	Explanation language syntax for Multi-Agent Systems. , 2013, , .		3
12	Extended causal map for reasoning explanation in multi-agent systems. International Journal of Intelligent Systems Technologies and Applications, 2013, 12, 301.	0.2	3
13	Learners' Assessment and Evaluation in Serious Games: Approaches and Techniques Review. Lecture Notes in Business Information Processing, 2017, , 147-153.	1.0	3
14	A Taxonomy of Event Prediction Methods. Lecture Notes in Computer Science, 2019, , 12-26.	1.3	3
15	Causal Maps for Explanation in Multi-Agent System. Advances in Intelligent Systems and Computing, 2013, , 183-191.	0.6	3
16	Towards a Grid for Characterizing and Evaluating Crisis Management Serious Games. International Journal of Information Systems for Crisis Response and Management, 2017, 9, 76-95.	0.7	2
17	A Filtering Process to Enhance Topic Detection and Labelling. Procedia Computer Science, 2020, 176, 695-705.	2.0	2
18	A Rough Set Approach to Events Prediction in Multiple Time Series. Lecture Notes in Computer Science, 2018, , 796-807.	1.3	2

#	Article	IF	CITATIONS
19	An Unsupervised Approach for Precise Context Identification from Unstructured Text Documents. , 2020, , .		2
20	An Agent-Based Model for Trust Management in Electronic Collaboration. , 2013, , .		1
21	Evaluation of Communication in Multiagent Systems for Supply Chain Planning and Control. , 2014, , .		1
22	Assessing Organizational Effectiveness of Cooperative Agents. Procedia Computer Science, 2017, 112, 917-926.	2.0	1
23	CAUMEL: A Temporal Logic Based Language for Causal Maps to Explain Agent Behaviors. Advances in Intelligent Systems and Computing, 2014, , 127-138.	0.6	1
24	Using Evolving Graphs to Evaluate Structural Openness in Multi-Agent Systems. , 2017, , .		1
25	Adaptive architecture based on agents for assessing a web application. Multimedia Tools and Applications, 2022, 81, 40581-40607.	3.9	1
26	RPI.Idiom: A high-level language for first-class agent interaction protocols. , 2015, , .		0
27	Evaluation of agents' management impact on performances in coalition-based cooperation. , 2017, , .		0
28	A Generic Approach to Evaluate the Success of Online Communities. Lecture Notes in Computer Science, 2017, , 212-222.	1.3	0
29	RPI.Social: Simple Enactment and Execution of First-Class Agent Interaction Protocols. , 2018, , .		0
30	A Novel Tool to Predict the Impact of Adopting a Serious Game on a Learning Process. , 2018, , .		0
31	Shape-based Representation and Abstraction of Time Series Data along with a Dynamic Time Shape Wrapping as a Dissimilarity Measure. , 2021, , .		0