

Craig M Gelowitz

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3496767/publications.pdf>

Version: 2024-02-01

17
papers

80
citations

2682572

2
h-index

2550090

3
g-index

17
all docs

17
docs citations

17
times ranked

38
citing authors

#	ARTICLE	IF	CITATIONS
1	Neural Network Music Genre Classification. Canadian Journal of Electrical and Computer Engineering, 2020, 43, 170-173.	2.0	45
2	Neural Network Music Genre Classification. , 2019, , .		11
3	A sentiment analysis prototype system for social network data. , 2014, , .		6
4	Development of a Car Racing Simulator Game Using Artificial Intelligence Techniques. International Journal of Computer Games Technology, 2015, 2015, 1-6.	2.5	6
5	A tweet grouping methodology utilizing inter and intra cosine similarity. , 2015, , .		5
6	An Artificial Intelligence-Based Vehicular System Simulator. International Journal of Software Science and Computational Intelligence, 2017, 9, 55-68.	3.0	2
7	Multidisciplinary approaches to computing. , 2013, , .		1
8	Engineering and art collaborations for innovation. , 2013, , .		1
9	Development of a cognitive vehicle system for simulation of driving behavior. , 2016, , .		1
10	Towards Generating Image Assets Through Deep Learning for Game Development. , 2019, , .		1
11	Real-Time Extreme Programming. Lecture Notes in Computer Science, 2003, , 63-72.	1.3	1
12	The LISA prototype framework for media access and delivery. , 2009, , .		0
13	A mobile agent framework for ubiquitous media access. , 2013, , .		0
14	A Dynamic User Interface for Transit Tracking Applications. , 2014, , .		0
15	Creating a solid foundation for secondary education and ICT through technology equitable education. Journal of Innovative Technology and Education, 2017, 4, 49-58.	0.2	0
16	An Artificial Intelligence-Based Vehicular System Simulator. , 2020, , 708-721.		0
17	Customer Satisfaction as a Critical Success Factor for ERP Design. , 2022, , .		0