

# Marçal Mora-Cantallops

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3583115/publications.pdf>

Version: 2024-02-01

18  
papers

238  
citations

1307594

7  
h-index

996975

15  
g-index

20  
all docs

20  
docs citations

20  
times ranked

227  
citing authors

#	ARTICLE	IF	CITATIONS
1	MOBA games: A literature review. Entertainment Computing, 2018, 26, 128-138.	2.9	83
2	Traceability for Trustworthy AI: A Review of Models and Tools. Big Data and Cognitive Computing, 2021, 5, 20.	4.7	28
3	The influence of external political events on social networks: the case of the Brexit Twitter Network. Journal of Ambient Intelligence and Humanized Computing, 2021, 12, 4363-4375.	4.9	22
4	Team efficiency and network structure: The case of professional League of Legends. Social Networks, 2019, 58, 105-115.	2.1	21
5	Exploring player experience in ranked League of Legends. Behaviour and Information Technology, 2018, 37, 1224-1236.	4.0	19
6	A systematic literature review on Wikidata. Data Technologies and Applications, 2019, 53, 250-268.	1.4	19
7	Player-centric networks in League of Legends. Social Networks, 2018, 55, 149-159.	2.1	14
8	A complex network analysis of the Comprehensive R Archive Network (CRAN) package ecosystem. Journal of Systems and Software, 2020, 170, 110744.	4.5	8
9	Evolution and prospects of the Comprehensive R Archive Network (CRAN) package ecosystem. Journal of Software: Evolution and Process, 2020, 32, e2270.	1.6	5
10	Identifying communities and fan practices in online retrogaming forums. Entertainment Computing, 2021, 38, 100410.	2.9	5
11	Profiling distance learners in TEL environments: a hierarchical cluster analysis. Behaviour and Information Technology, 2022, 41, 1439-1452.	4.0	4
12	Fan preservation of "flopped" games and systems: The case of the Virtual Boy in Spain. Catalan Journal of Communication and Cultural Studies, 2018, 10, 213-229.	0.4	3
13	Ontologies for Data Science: On Its Application to Data Pipelines. Communications in Computer and Information Science, 2019, , 169-180.	0.5	2
14	Transhistorical perspective of the puzzle video game genre. , 2018, , .		1
15	Changing the Subject: Dynamic Discussion Monitoring in Twitter. Communications in Computer and Information Science, 2019, , 163-174.	0.5	1
16	Programming Paradigms for Computational Science: Three Fundamental Models. Lecture Notes in Computer Science, 2019, , 408-420.	1.3	1
17	Authority-Based Conversation Tracking in Twitter: An Unattended Methodological Approach. Applied Sciences (Switzerland), 2020, 10, 3273.	2.5	0
18	Modeling Bacterial Species: Using Sequence Similarity with Clustering Techniques. Computers, Materials and Continua, 2021, 68, 1661-1672.	1.9	0