

Vicente Julian

List of Publications by Year in descending order

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Version: 2024-02-01

231
papers

1,998
citations

331259

21
h-index

395343

33
g-index

255
all docs

255
docs citations

255
times ranked

1297
citing authors

#	ARTICLE	IF	CITATIONS
1	Hybrid multi-agent architecture as a real-time problem-solving model. Expert Systems With Applications, 2008, 34, 2-17.	4.4	102
2	Rainfall Prediction: A Deep Learning Approach. Lecture Notes in Computer Science, 2016, , 151-162.	1.0	63
3	Developing real-time multi-agent systems. Integrated Computer-Aided Engineering, 2004, 11, 135-149.	2.5	57
4	An abstract architecture for virtual organizations: The THOMAS approach. Knowledge and Information Systems, 2011, 29, 379-403.	2.1	56
5	Multi-Agent System Development Based on Organizations. Electronic Notes in Theoretical Computer Science, 2006, 150, 55-71.	0.9	55
6	Agent-based virtual organization architecture. Engineering Applications of Artificial Intelligence, 2011, 24, 895-910.	4.3	49
7	PHAROS"Physical Assistant RObot System. Sensors, 2018, 18, 2633.	2.1	49
8	Emotions detection on an ambient intelligent system using wearable devices. Future Generation Computer Systems, 2019, 92, 479-489.	4.9	43
9	SPADE 3: Supporting the New Generation of Multi-Agent Systems. IEEE Access, 2020, 8, 182537-182549.	2.6	40
10	A Crowdsourcing Approach for Sustainable Last Mile Delivery. Sustainability, 2018, 10, 4563.	1.6	38
11	A new emotional robot assistant that facilitates human interaction and persuasion. Knowledge and Information Systems, 2019, 60, 363-383.	2.1	37
12	Agreement technologies and their use in cloud computing environments. Progress in Artificial Intelligence, 2012, 1, 277-290.	1.5	35
13	RT-MOVICAB-IDS: Addressing real-time intrusion detection. Future Generation Computer Systems, 2013, 29, 250-261.	4.9	33
14	Tasks for agent-based negotiation teams: Analysis, review, and challenges. Engineering Applications of Artificial Intelligence, 2013, 26, 2480-2494.	4.3	27
15	An IoT and Fog Computing-Based Monitoring System for Cardiovascular Patients with Automatic ECG Classification Using Deep Neural Networks. Sensors, 2020, 20, 7353.	2.1	27
16	An execution time planner for the ARTIS agent architecture. Engineering Applications of Artificial Intelligence, 2008, 21, 769-784.	4.3	26
17	Argue to agree: A case-based argumentation approach. International Journal of Approximate Reasoning, 2013, 54, 82-108.	1.9	26
18	Multi-Agent Systems. Applied Sciences (Switzerland), 2019, 9, 1402.	1.3	26

#	ARTICLE	IF	CITATIONS
19	Evolutionary-aided negotiation model for bilateral bargaining in Ambient Intelligence domains with complex utility functions. Information Sciences, 2013, 222, 25-46.	4.0	24
20	Modelling Agents in Hard Real-Time Environments. Lecture Notes in Computer Science, 1999, , 63-76.	1.0	23
21	Electric vehicle charging stations emplacement using genetic algorithms and agent-based simulation. Expert Systems With Applications, 2022, 197, 116739.	4.4	23
22	Multi-domain case-based module for customer support. Expert Systems With Applications, 2009, 36, 6866-6873.	4.4	22
23	Does Android Dream with Intelligent Agents?. Advances in Soft Computing, 2009, , 194-204.	0.4	22
24	MAS Modeling Based on Organizations. Lecture Notes in Computer Science, 2009, , 16-30.	1.0	22
25	A Multi-Agent System for the Dynamic Emplacement of Electric Vehicle Charging Stations. Applied Sciences (Switzerland), 2018, 8, 313.	1.3	21
26	Supporting Agent Organizations. Lecture Notes in Computer Science, 2007, , 236-245.	1.0	21
27	An Open Architecture for Service-Oriented Virtual Organizations. Lecture Notes in Computer Science, 2010, , 118-132.	1.0	21
28	Advances and trends for the development of ambientâ€ assisted living platforms. Expert Systems, 2017, 34, e12163.	2.9	20
29	Designing a goal-oriented smart-home environment. Information Systems Frontiers, 2018, 20, 125-142.	4.1	20
30	Research opportunities for argumentation in social networks. Artificial Intelligence Review, 2013, 39, 39-62.	9.7	19
31	Reaching Unanimous Agreements Within Agent-Based Negotiation Teams With Linear and Monotonic Utility Functions. IEEE Transactions on Systems, Man, and Cybernetics, 2012, 42, 778-792.	5.5	17
32	Studying the impact of negotiation environments on negotiation teamsâ€™ performance. Information Sciences, 2013, 219, 17-40.	4.0	17
33	Designing Virtual Organizations. Advances in Intelligent and Soft Computing, 2009, , 440-449.	0.2	17
34	GORMAS: An Organizational-Oriented Methodological Guideline for Open MAS. Lecture Notes in Computer Science, 2011, , 32-47.	1.0	16
35	Unanimously acceptable agreements for negotiation teams in unpredictable domains. Electronic Commerce Research and Applications, 2014, 13, 243-265.	2.5	16
36	Goal-Oriented Agent Testing Revisited. Lecture Notes in Computer Science, 2009, , 173-186.	1.0	16

#	ARTICLE	IF	CITATIONS
37	Incorporating temporal-bounded CBR techniques in real-time agents. Expert Systems With Applications, 2011, 38, 2783-2796.	4.4	15
38	A near Pareto optimal approach to studentâ€“supervisor allocation with two sided preferences and workload balance. Applied Soft Computing Journal, 2019, 76, 1-15.	4.1	15
39	A Norm-Based Organization Management System. Lecture Notes in Computer Science, 2010, , 19-35.	1.0	15
40	Localization of charging stations for electric vehicles using genetic algorithms. Neurocomputing, 2021, 452, 416-423.	3.5	14
41	Agent Design Using Model Driven Development. Advances in Intelligent and Soft Computing, 2009, , 60-69.	0.2	14
42	Argument-based agreements in agent societies. Neurocomputing, 2012, 75, 156-162.	3.5	13
43	Case-based strategies for argumentation dialogues in agent societies. Information Sciences, 2013, 223, 1-30.	4.0	13
44	An educational recommender system based on argumentation theory. AI Communications, 2017, 30, 19-36.	0.8	13
45	Introducing dynamism in emotional agent societies. Neurocomputing, 2018, 272, 27-39.	3.5	13
46	Extending MAM5 Meta-Model and JaCalIV E Framework to Integrate Smart Devices from Real Environments. PLoS ONE, 2016, 11, e0149665.	1.1	13
47	SimFleet: A New Transport Fleet Simulator Based on MAS. Communications in Computer and Information Science, 2019, , 257-264.	0.4	12
48	Challenges for a CBR framework for argumentation in open MAS. Knowledge Engineering Review, 2009, 24, 327-352.	2.1	11
49	Argumentation Schemes for Events Suggestion in an e-Health Platform. Lecture Notes in Computer Science, 2017, , 17-30.	1.0	11
50	The Information Flow Problem in multi-agent systems. Engineering Applications of Artificial Intelligence, 2018, 70, 130-141.	4.3	11
51	A Survey of Cognitive Assistants. Intelligent Systems Reference Library, 2018, , 3-16.	1.0	11
52	Towards Smart Open Dynamic Fleets. Lecture Notes in Computer Science, 2016, , 410-424.	1.0	11
53	Integrating Information Extraction Agents into a Tourism Recommender System. Lecture Notes in Computer Science, 2010, , 193-200.	1.0	10
54	Real-time CBR-agent with a mixture of experts in the reuse stage to classify and detect DoS attacks. Applied Soft Computing Journal, 2011, 11, 4384-4398.	4.1	10

#	ARTICLE	IF	CITATIONS
55	Influencing over people with a social emotional model. <i>Neurocomputing</i> , 2017, 231, 47-54.	3.5	10
56	Coordinating open fleets. A taxi assignment example. <i>AI Communications</i> , 2017, 30, 37-52.	0.8	10
57	TRAMMAS: A tracing model for multiagent systems. <i>Engineering Applications of Artificial Intelligence</i> , 2011, 24, 1110-1119.	4.3	9
58	Cognitive assistants. <i>International Journal of Human Computer Studies</i> , 2018, 117, 1-3.	3.7	9
59	An agent-based simulation framework for the study of urban delivery. <i>Neurocomputing</i> , 2021, 423, 679-688.	3.5	9
60	A Task Recommendation System for Children and Youth with Autism Spectrum Disorder. <i>Advances in Intelligent Systems and Computing</i> , 2017, , 87-94.	0.5	9
61	Guidelines to apply CBR in real-time multi-agent systems. <i>Journal of Physical Agents</i> , 2009, 3, 39-43.	0.3	9
62	Comparison of Predictive Models with Balanced Classes Using the SMOTE Method for the Forecast of Student Dropout in Higher Education. <i>Electronics (Switzerland)</i> , 2022, 11, 457.	1.8	9
63	Developing IoT Artifacts in a MAS Platform. <i>Electronics (Switzerland)</i> , 2022, 11, 655.	1.8	9
64	A legal framework for an elderly healthcare platform: A privacy and data protection overview. <i>Computer Law and Security Review</i> , 2017, 33, 647-658.	1.3	8
65	Using Non-invasive Wearables for Detecting Emotions with Intelligent Agents. <i>Advances in Intelligent Systems and Computing</i> , 2017, , 73-84.	0.5	8
66	Activities suggestion based on emotions in AAL environments. <i>Artificial Intelligence in Medicine</i> , 2018, 86, 9-19.	3.8	8
67	Survivability Prediction of Colorectal Cancer Patients: A System with Evolving Features for Continuous Improvement. <i>Sensors</i> , 2018, 18, 2983.	2.1	8
68	EMERALD – Exercise Monitoring Emotional Assistant. <i>Sensors</i> , 2019, 19, 1953.	2.1	8
69	Towards a Persuasive Recommender for Bike Sharing Systems: A Defeasible Argumentation Approach. <i>Energies</i> , 2019, 12, 662.	1.6	8
70	MAMBO5: a new ontology approach for modelling and managing intelligent virtual environments based on multi-agent systems. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2019, 10, 3629-3641.	3.3	8
71	Intelligent Wristbands for the Automatic Detection of Emotional States for the Elderly. <i>Lecture Notes in Computer Science</i> , 2018, , 520-530.	1.0	8
72	A Persuasive Cognitive Assistant System. <i>Advances in Intelligent Systems and Computing</i> , 2016, , 151-160.	0.5	8

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73	Using Genetic Algorithms to Optimize the Location of Electric Vehicle Charging Stations. Advances in Intelligent Systems and Computing, 2019, , 11-20.	0.5	8
74	Applying Dialogue Games to Manage Recommendation in Social Networks. Lecture Notes in Computer Science, 2010, , 256-272.	1.0	8
75	FLaMAS: Federated Learning Based on a SPADE MAS. Applied Sciences (Switzerland), 2022, 12, 3701.	1.3	8
76	Applying the ARTIS Agent Architecture to Mobile Robot Control. Lecture Notes in Computer Science, 2000, , 359-368.	1.0	7
77	A FAST Method to Achieve Flexible Production Programming Systems. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2008, 38, 242-252.	3.3	7
78	Temporal bounded reasoning in a dynamic case based planning agent for industrial environments. Expert Systems With Applications, 2012, 39, 7887-7894.	4.4	7
79	Argumentation-Based Hybrid Recommender System for Recommending Learning Objects. Lecture Notes in Computer Science, 2016, , 234-248.	1.0	7
80	Using emotions for the development of human-agent societies. Frontiers of Information Technology and Electronic Engineering, 2016, 17, 325-337.	1.5	7
81	Detecting emotions through non-invasive wearables. Logic Journal of the ICPL, 2018, , .	1.3	7
82	A robustness approach to the distributed management of traffic intersections. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 4501-4512.	3.3	7
83	Using Keystroke Dynamics in a Multi-Agent System for User Guiding in Online Social Networks. Applied Sciences (Switzerland), 2020, 10, 3754.	1.3	7
84	A General Framework for Testing Different Student Team Formation Strategies. Advances in Intelligent Systems and Computing, 2016, , 23-31.	0.5	7
85	Organizational-Oriented Methodological Guidelines for Designing Virtual Organizations. Lecture Notes in Computer Science, 2009, , 154-162.	1.0	7
86	Simulating a Collective Intelligence Approach to Student Team Formation. Lecture Notes in Computer Science, 2013, , 161-170.	1.0	7
87	Towards real-time agreements. Expert Systems With Applications, 2013, 40, 3906-3917.	4.4	6
88	An ontological-based knowledge-representation formalism for case-based argumentation. Information Systems Frontiers, 2015, 17, 779-798.	4.1	6
89	A Dynamic Emotional Model for Agent Societies. Lecture Notes in Computer Science, 2016, , 169-182.	1.0	6
90	Can Social Agents Efficiently Perform in Automated Negotiation?. Applied Sciences (Switzerland), 2021, 11, 6022.	1.3	6

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91	A CBR-Based Game Recommender for Rehabilitation Videogames in Social Networks. Lecture Notes in Computer Science, 2014, , 370-377.	1.0	6
92	Taxi services and the carsharing alternative: a case study of valencia city. Mathematical Biosciences and Engineering, 2022, 19, 6680-6698.	1.0	6
93	Deadline prediction scheduling based on benefits. Future Generation Computer Systems, 2013, 29, 61-73.	4.9	5
94	receteame.com: A Persuasive Social Recommendation System. Lecture Notes in Computer Science, 2014, , 367-370.	1.0	5
95	An Architecture Proposal for Human-Agent Societies. Communications in Computer and Information Science, 2014, , 344-357.	0.4	5
96	Using Argumentation to Persuade Students in an Educational Recommender System. Lecture Notes in Computer Science, 2017, , 227-239.	1.0	5
97	The JaCalIVE framework for MAS in IVE: A case study in evolving modular robotics. Neurocomputing, 2018, 275, 608-617.	3.5	5
98	Towards Aiding Decision-Making in Social Networks by Using Sentiment and Stress Combined Analysis. Information (Switzerland), 2018, 9, 107.	1.7	5
99	A Multi-Agent System for guiding users in on-line social environments. Engineering Applications of Artificial Intelligence, 2020, 94, 103740.	4.3	5
100	Social and intelligent applications for future cities: Current advances. Future Generation Computer Systems, 2021, 114, 181-184.	4.9	5
101	Classification of educational videos by using a semi-supervised learning method on transcripts and keywords. Neurocomputing, 2021, , .	3.5	5
102	Smart Cyber Victimization Discovery on Twitter. Lecture Notes in Networks and Systems, 2022, , 289-299.	0.5	5
103	Distributed Management of Traffic Intersections. Advances in Intelligent Systems and Computing, 2019, , 56-64.	0.5	5
104	On the Road to an Abstract Architecture for Open Virtual Organizations. Lecture Notes in Computer Science, 2009, , 642-650.	1.0	5
105	A Self-configurable Agent-Based System for Intelligent Storage in Smart Grid. Communications in Computer and Information Science, 2013, , 240-250.	0.4	5
106	Using Natural Interfaces for Human-Agent Immersion. Communications in Computer and Information Science, 2014, , 358-367.	0.4	5
107	Requirements for an Intelligent Maintenance System for Industry 4.0. Studies in Computational Intelligence, 2020, , 340-351.	0.7	5
108	Toward Autonomous and Distributed Intersection Management with Emergency Vehicles. Electronics (Switzerland), 2022, 11, 1089.	1.8	5

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109	Organizational Services For The Spade Agent Platform. IEEE Latin America Transactions, 2008, 6, 550-555.	1.2	4
110	Ensuring Time in Service Composition. , 2009, , .		4
111	STRS: Social Network Based Recommender System for Tourism Enhanced with Trust. Advances in Soft Computing, 2009, , 71-79.	0.4	4
112	Mathematical model for a temporal-bounded classifier in security environments. Logic Journal of the IGPL, 2012, 20, 712-721.	1.3	4
113	Distributed goal-oriented computing. Journal of Systems and Software, 2012, 85, 1540-1557.	3.3	4
114	Using cost-aware transitions for reorganizing multiagent systems. Engineering Applications of Artificial Intelligence, 2013, 26, 63-75.	4.3	4
115	Modelling dialogues in agent societies. Engineering Applications of Artificial Intelligence, 2014, 34, 208-226.	4.3	4
116	Towards persuasive social recommendation. ACM SIGAPP Applied Computing Review: A Publication of the Special Interest Group on Applied Computing, 2015, 15, 41-49.	0.5	4
117	Using Emotions in Intelligent Virtual Environments: The EJaCalIVE Framework. Wireless Communications and Mobile Computing, 2017, 2017, 1-9.	0.8	4
118	Recommending Learning Objects with Arguments and Explanations. Applied Sciences (Switzerland), 2020, 10, 3341.	1.3	4
119	Load Generators for Automatic Simulation of Urban Fleets. Communications in Computer and Information Science, 2020, , 394-405.	0.4	4
120	An Emotional-Based Hybrid Application for Human-Agent Societies. Advances in Intelligent Systems and Computing, 2015, , 203-213.	0.5	4
121	Using Argumentation Schemes for a Persuasive Cognitive Assistant System. Lecture Notes in Computer Science, 2017, , 538-546.	1.0	4
122	A Dialogue Game Protocol for Recommendation in Social Networks. Lecture Notes in Computer Science, 2008, , 515-522.	1.0	4
123	An Argumentation Framework for Supporting Agreements in Agent Societies Applied to Customer Support. Lecture Notes in Computer Science, 2011, , 396-403.	1.0	4
124	On a Computational Argumentation Framework for Agent Societies. Lecture Notes in Computer Science, 2011, , 123-140.	1.0	4
125	ArgCBROnto: A Knowledge Representation Formalism for Case-Based Argumentation. Lecture Notes in Computer Science, 2013, , 105-119.	1.0	4
126	An Agent-Based Approach for a Smart Transport System. Advances in Distributed Computing and Artificial Intelligence Journal, 2016, 5, 67-87.	1.1	4

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127	Real-Time Extensions in Multi-agent Communication. Lecture Notes in Computer Science, 2004, , 468-477.	1.0	4
128	Demand-Responsive Shared Transportation: A Self-Interested Proposal. Electronics (Switzerland), 2022, 11, 78.	1.8	4
129	Adding New Communication Services to the FIPA Message Transport System. Lecture Notes in Computer Science, 2006, , 1-11.	1.0	3
130	A Goal-Oriented Execution Module Based on Agents. , 2011, , .		3
131	TOWARDS THE DEVELOPMENT OF AGENT-BASED ORGANIZATIONS THROUGH MDD. International Journal on Artificial Intelligence Tools, 2013, 22, 1350002.	0.7	3
132	AGENT-BASED SIMULATION FOR BORDER CROSSING MODELING. Cybernetics and Systems, 2014, 45, 650-670.	1.6	3
133	Real-time agreement and fulfilment of SLAs in Cloud Computing environments. AI Communications, 2015, 28, 403-426.	0.8	3
134	Applying a Social Emotional Model in Human-Agent Societies. Communications in Computer and Information Science, 2015, , 377-388.	0.4	3
135	Application of Genetic Algorithms and Heuristic Techniques for the Identification and Classification of the Information Used by a Recipe Recommender. Lecture Notes in Computer Science, 2016, , 201-212.	1.0	3
136	A genetic algorithm for group formation in elderly communities. AI Communications, 2018, 31, 409-425.	0.8	3
137	An Abstract Framework for Non-Cooperative Multi-Agent Planning. Applied Sciences (Switzerland), 2019, 9, 5180.	1.3	3
138	Autonomous Distributed Intersection Management for Emergency Vehicles at Intersections. Communications in Computer and Information Science, 2021, , 261-269.	0.4	3
139	Interurban Electric Vehicle Charging Stations Through Genetic Algorithms. Lecture Notes in Computer Science, 2021, , 101-112.	1.0	3
140	The Multi-agent Layer of CALMeD SURF. Lecture Notes in Computer Science, 2018, , 446-460.	1.0	3
141	A Semi-supervised Method to Classify Educational Videos. Lecture Notes in Computer Science, 2019, , 218-228.	1.0	3
142	Free-Floating Carsharing in SimFleet. Lecture Notes in Computer Science, 2020, , 221-232.	1.0	3
143	Towards the Implementation of a Normative Reasoning Process. Advances in Intelligent and Soft Computing, 2009, , 319-328.	0.2	3
144	Using THOMAS for Service Oriented Open MAS. Lecture Notes in Computer Science, 2009, , 56-70.	1.0	3

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145	Developing Pervasive Systems as Service-Oriented Multi-Agent Systems. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 78-89.	0.2	3
146	MDD-based agent-oriented software engineering for ubiquitous deployment. , 2009, , .		3
147	A Mobile and Evolving Tool to Predict Colorectal Cancer Survivability. IFIP Advances in Information and Communication Technology, 2016, , 14-26.	0.5	3
148	Arguing about Recommendations in Social Networks. , 2008, , .		2
149	Multidimensional Adaptation in MAS Organizations. IEEE Transactions on Cybernetics, 2013, 43, 622-633.	6.2	2
150	GUEST EDITORIAL: COMPUTATIONAL APPROACHES FOR CONFLICT RESOLUTION IN DECISION MAKING: NEW ADVANCES AND DEVELOPMENTS. Cybernetics and Systems, 2014, 45, 217-221.	1.6	2
151	Challenges for adaptation in agent societies. Knowledge and Information Systems, 2014, 38, 1-34.	2.1	2
152	An adaptive framework for monitoring agent organizations. Information Systems Frontiers, 2014, 16, 239-256.	4.1	2
153	Agent reactive capabilities in dynamic environments. Neurocomputing, 2015, 163, 69-75.	3.5	2
154	Improving the programming skills of students in multiagent systems master courses. Computer Applications in Engineering Education, 2019, 27, 836-845.	2.2	2
155	Automatic Categorization of Educational Videos According to Learning Styles. , 2019, , .		2
156	A Low-Cost Cognitive Assistant. Electronics (Switzerland), 2020, 9, 310.	1.8	2
157	ME3CA: A Cognitive Assistant for Physical Exercises that Monitors Emotions and the Environment. Sensors, 2020, 20, 852.	2.1	2
158	Deliberative Server for Real-Time Agents. , 2003, , 485-496.		2
159	Station Status Forecasting Module for a Multi-agent Proposal to Improve Efficiency on Bike-Sharing Usage. Lecture Notes in Computer Science, 2018, , 476-489.	1.0	2
160	An Organisation-Based Multiagent System for Medical Emergency Assistance. Lecture Notes in Computer Science, 2009, , 561-568.	1.0	2
161	An Agent-Supported Simulation of Labour and Financial Markets for Migration Processes. Lecture Notes in Economics and Mathematical Systems, 2010, , 241-252.	0.3	2
162	Intra-Team Strategies for Teams Negotiating Against Competitor, Matchers, and Conceders. Studies in Computational Intelligence, 2014, , 3-22.	0.7	2

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163	CBR Model for the Intelligent Management of Customer Support Centers. Lecture Notes in Computer Science, 2006, , 663-670.	1.0	2
164	A THOMAS based multi-agent system for recommendations and guidance in malls. Journal of Physical Agents, 2009, 3, 21-26.	0.3	2
165	Agent Negotiation Protocols in Time-Bounded Service Composition. Lecture Notes in Computer Science, 2009, , 527-534.	1.0	2
166	A Dialogue-Game Approach for Norm-Based MAS Coordination. Lecture Notes in Computer Science, 2009, , 468-475.	1.0	2
167	An Abstract Argumentation Framework for Supporting Agreements in Agent Societies. Lecture Notes in Computer Science, 2010, , 177-184.	1.0	2
168	Cost-Aware Reorganization Service for Multiagent Systems. Lecture Notes in Computer Science, 2012, , 442-456.	1.0	2
169	Towards the Edge Intelligence: Robot Assistant for the Detection and Classification of Human Emotions. Communications in Computer and Information Science, 2020, , 31-41.	0.4	2
170	LSI Based Mechanism for Educational Videos Retrieval by Transcripts Processing. Lecture Notes in Computer Science, 2020, , 88-100.	1.0	2
171	Charging stations and mobility data generators for agent-based simulations. Neurocomputing, 2022, 484, 196-210.	3.5	2
172	A CBR for integrating sentiment and stress analysis for guiding users on social network sites. Expert Systems With Applications, 2022, 208, 118103.	4.4	2
173	Multi-Agent Systems over RT-Java for a Mobile Robot Control. Lecture Notes in Computer Science, 2006, , 1267-1274.	1.0	1
174	CBR Contributions to Argumentation in MAS. Advances in Intelligent and Soft Computing, 2007, , 304-311.	0.2	1
175	ABC4MAS: Assembling Business Collaborations for MAS. , 2011, , .		1
176	An Infrastructure for Argumentative Agents. Computational Intelligence, 2015, 31, 418-441.	2.1	1
177	Using graph-based models in a persuasive social recommendation system. , 2015, , .		1
178	Developing an emotional-based application for human-agent societies. Soft Computing, 2016, 20, 4217-4228.	2.1	1
179	A Multi-agent Proposal for Efficient Bike-Sharing Usage. Lecture Notes in Computer Science, 2017, , 468-476.	1.0	1
180	How to Choose the Greenest Delivery Plan: A Framework to Measure Key Performance Indicators for Sustainable Urban Logistics. IFIP Advances in Information and Communication Technology, 2018, , 181-189.	0.5	1

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181	Video Transcript Indexing and Retrieval Procedure. , 2019, , .		1
182	ME3CA - Monitoring Environment Exercise and Emotion by a Cognitive Assistant. Advances in Intelligent Systems and Computing, 2020, , 128-135.	0.5	1
183	A Review on MAS-Based Sentiment and Stress Analysis User-Guiding and Risk-Prevention Systems in Social Network Analysis. Applied Sciences (Switzerland), 2020, 10, 6746.	1.3	1
184	Easy Development and Use of Dialogue Services. Advances in Intelligent Systems and Computing, 2014, , 81-88.	0.5	1
185	Trends on the Development of Adaptive Virtual Organizations. Advances in Intelligent and Soft Computing, 2010, , 113-121.	0.2	1
186	Model-Driven Development for Ubiquitous MAS. Advances in Intelligent and Soft Computing, 2010, , 87-95.	0.2	1
187	Automatic Detection System for Food Allergies and Intolerances in Recipes. Lecture Notes in Computer Science, 2016, , 235-238.	1.0	1
188	Towards a Custom Designed Mechanism for Indexing and Retrieving Video Transcripts. Lecture Notes in Computer Science, 2019, , 299-309.	1.0	1
189	Towards a Robotic Personal Trainer for the Elderly. Lecture Notes in Computer Science, 2019, , 238-246.	1.0	1
190	An Intelligent Platform for Supporting Optimized Collaborative Urban Logistics. Studies in Computational Intelligence, 2020, , 3-14.	0.7	1
191	Towards a Dynamic Edge AI Framework Applied to Autonomous Driving Cars. Communications in Computer and Information Science, 2020, , 406-415.	0.4	1
192	jTRASTO: A Development Toolkit for Real-Time Multi-Agent Systems. Lecture Notes in Computer Science, 2007, , 325-327.	1.0	1
193	A Framework to Guarantee Time-Bounded Composed Services. , 2009, , .		0
194	Temporal bounded reasoning for context-based information fusion in DoS attack detection. , 2010, , .		0
195	Tools to support the creation and management of Real-Time Multi-Agent Systems. , 2011, , .		0
196	A New Deliberation Mechanism for Service-Oriented Operating Systems. , 2012, , .		0
197	AN INTELLIGENT SELF-CONFIGURABLE MECHANISM FOR DISTRIBUTED ENERGY STORAGE SYSTEMS. Cybernetics and Systems, 2014, 45, 292-305.	1.6	0
198	An Agent-Based Application for Automatic Classification of Food Allergies and Intolerances in Recipes. Lecture Notes in Computer Science, 2016, , 3-12.	1.0	0

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199	Transport Network Analysis for Smart Open Fleets. Communications in Computer and Information Science, 2017, , 433-444.	0.4	0
200	Developing emotional intelligent virtual environments using EJaCalIVE. , 2017, , .		0
201	Edge AI for Covid-19 Detection Using Coughing. Lecture Notes in Computer Science, 2021, , 576-587.	1.0	0
202	Comparison of Predictive Models with Balanced Classes for the Forecast of Student Dropout in Higher Education. Communications in Computer and Information Science, 2021, , 139-152.	0.4	0
203	Nego-Bot: A Human-Robot Negotiation System. Lecture Notes in Computer Science, 2021, , 376-379.	1.0	0
204	Physical Agents. , 2007, , 117-143.		0
205	Incorporating a Temporal Bounded Execution to the CBR Methodology. Lecture Notes in Computer Science, 2009, , 476-483.	1.0	0
206	Open MAS Architecture. Providing Real Time Solutions. Advances in Intelligent and Soft Computing, 2010, , 69-76.	0.2	0
207	Incorporating Temporal Constraints in the Planning Task of a Hybrid Intelligent IDS. Lecture Notes in Computer Science, 2010, , 101-110.	1.0	0
208	Temporal Bounded Planner Agent for Dynamic Industrial Environments. Lecture Notes in Computer Science, 2010, , 556-565.	1.0	0
209	Incorporating Temporal Constraints in the Analysis Task of a Hybrid Intelligent IDS. Advances in Intelligent and Soft Computing, 2010, , 61-69.	0.2	0
210	Supporting Dynamics Multiagent Systems on THOMAS. Advances in Intelligent and Soft Computing, 2011, , 167-174.	0.2	0
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