

Vicente Julian

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

240
papers

1,370
citations

17
h-index

27
g-index

255
ext. papers

1,620
ext. citations

2.2
avg, IF

4.93
L-index

#	Paper	IF	Citations
240	Hybrid multi-agent architecture as a real-time problem-solving model. <i>Expert Systems With Applications</i> , 2008 , 34, 2-17	7.8	77
239	An abstract architecture for virtual organizations: The THOMAS approach. <i>Knowledge and Information Systems</i> , 2011 , 29, 379-403	2.4	43
238	Developing real-time multi-agent systems. <i>Integrated Computer-Aided Engineering</i> , 2004 , 11, 135-149	5.2	43
237	Agent-based virtual organization architecture. <i>Engineering Applications of Artificial Intelligence</i> , 2011 , 24, 895-910	7.2	41
236	Multi-Agent System Development Based on Organizations. <i>Electronic Notes in Theoretical Computer Science</i> , 2006 , 150, 55-71	0.7	41
235	Rainfall Prediction: A Deep Learning Approach. <i>Lecture Notes in Computer Science</i> , 2016 , 151-162	0.9	36
234	PHAROS-PHysical Assistant RObot System. <i>Sensors</i> , 2018 , 18,	3.8	34
233	Agreement technologies and their use in cloud computing environments. <i>Progress in Artificial Intelligence</i> , 2012 , 1, 277-290	4	31
232	RT-MOVICAB-IDS: Addressing real-time intrusion detection. <i>Future Generation Computer Systems</i> , 2013 , 29, 250-261	7.5	30
231	A Crowdsourcing Approach for Sustainable Last Mile Delivery. <i>Sustainability</i> , 2018 , 10, 4563	3.6	25
230	Emotions detection on an ambient intelligent system using wearable devices. <i>Future Generation Computer Systems</i> , 2019 , 92, 479-489	7.5	24
229	An execution time planner for the ARTIS agent architecture. <i>Engineering Applications of Artificial Intelligence</i> , 2008 , 21, 769-784	7.2	23
228	Argue to agree: A case-based argumentation approach. <i>International Journal of Approximate Reasoning</i> , 2013 , 54, 82-108	3.6	22
227	Tasks for agent-based negotiation teams: Analysis, review, and challenges. <i>Engineering Applications of Artificial Intelligence</i> , 2013 , 26, 2480-2494	7.2	21
226	Evolutionary-aided negotiation model for bilateral bargaining in Ambient Intelligence domains with complex utility functions. <i>Information Sciences</i> , 2013 , 222, 25-46	7.7	20
225	SPADE 3: Supporting the New Generation of Multi-Agent Systems. <i>IEEE Access</i> , 2020 , 8, 182537-182549	3.5	19
224	Multi-domain case-based module for customer support. <i>Expert Systems With Applications</i> , 2009 , 36, 6866-6873	6.8	17

223	Does Android Dream with Intelligent Agents?. <i>Advances in Soft Computing</i> , 2009 , 194-204		17
222	Modelling Agents in Hard Real-Time Environments. <i>Lecture Notes in Computer Science</i> , 1999 , 63-76	0.9	17
221	Advances and trends for the development of ambient-assisted living platforms. <i>Expert Systems</i> , 2017 , 34, e12163	2.1	16
220	A new emotional robot assistant that facilitates human interaction and persuasion. <i>Knowledge and Information Systems</i> , 2019 , 60, 363-383	2.4	16
219	Supporting Agent Organizations. <i>Lecture Notes in Computer Science</i> , 2007 , 236-245	0.9	16
218	Studying the impact of negotiation environments on negotiation teams performance. <i>Information Sciences</i> , 2013 , 219, 17-40	7.7	15
217	MAS Modeling Based on Organizations. <i>Lecture Notes in Computer Science</i> , 2009 , 16-30	0.9	15
216	Designing a goal-oriented smart-home environment. <i>Information Systems Frontiers</i> , 2018 , 20, 125-142	4	14
215	Unanimously acceptable agreements for negotiation teams in unpredictable domains. <i>Electronic Commerce Research and Applications</i> , 2014 , 13, 243-265	4.6	14
214	Research opportunities for argumentation in social networks. <i>Artificial Intelligence Review</i> , 2013 , 39, 39-62	9.7	14
213	An Open Architecture for Service-Oriented Virtual Organizations. <i>Lecture Notes in Computer Science</i> , 2010 , 118-132	0.9	14
212	Reaching unanimous agreements within agent-based negotiation teams with linear and monotonic utility functions. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 2012 , 42, 778-92		13
211	Agent Design Using Model Driven Development. <i>Advances in Intelligent and Soft Computing</i> , 2009 , 60-69		13
210	Designing Virtual Organizations. <i>Advances in Intelligent and Soft Computing</i> , 2009 , 440-449		12
209	A Norm-Based Organization Management System. <i>Lecture Notes in Computer Science</i> , 2010 , 19-35	0.9	12
208	A Multi-Agent System for the Dynamic Emplacement of Electric Vehicle Charging Stations. <i>Applied Sciences (Switzerland)</i> , 2018 , 8, 313	2.6	11
207	GORMAS: An Organizational-Oriented Methodological Guideline for Open MAS. <i>Lecture Notes in Computer Science</i> , 2011 , 32-47	0.9	11
206	Extending MAM5 Meta-Model and JaCallV E Framework to Integrate Smart Devices from Real Environments. <i>PLoS ONE</i> , 2016 , 11, e0149665	3.7	11

205	A near Pareto optimal approach to student-supervisor allocation with two sided preferences and workload balance. <i>Applied Soft Computing Journal</i> , 2019 , 76, 1-15	7.5	11
204	Argument-based agreements in agent societies. <i>Neurocomputing</i> , 2012 , 75, 156-162	5.4	10
203	Towards Smart Open Dynamic Fleets. <i>Lecture Notes in Computer Science</i> , 2016 , 410-424	0.9	10
202	Argumentation Schemes for Events Suggestion in an e-Health Platform. <i>Lecture Notes in Computer Science</i> , 2017 , 17-30	0.9	9
201	Influencing over people with a social emotional model. <i>Neurocomputing</i> , 2017 , 231, 47-54	5.4	9
200	Introducing dynamism in emotional agent societies. <i>Neurocomputing</i> , 2018 , 272, 27-39	5.4	9
199	Case-based strategies for argumentation dialogues in agent societies. <i>Information Sciences</i> , 2013 , 223, 1-30	7.7	9
198	Developing Adaptive Agents Situated in Intelligent Virtual Environments. <i>Lecture Notes in Computer Science</i> , 2014 , 98-109	0.9	9
197	Goal-Oriented Agent Testing Revisited. <i>Lecture Notes in Computer Science</i> , 2009 , 173-186	0.9	9
196	An educational recommender system based on argumentation theory. <i>AI Communications</i> , 2017 , 30, 19-368		8
195	The Information Flow Problem in multi-agent systems. <i>Engineering Applications of Artificial Intelligence</i> , 2018 , 70, 130-141	7.2	8
194	SimFleet: A New Transport Fleet Simulator Based on MAS. <i>Communications in Computer and Information Science</i> , 2019 , 257-264	0.3	8
193	Real-time CBR-agent with a mixture of experts in the reuse stage to classify and detect DoS attacks. <i>Applied Soft Computing Journal</i> , 2011 , 11, 4384-4398	7.5	8
192	Incorporating temporal-bounded CBR techniques in real-time agents. <i>Expert Systems With Applications</i> , 2011 , 38, 2783-2796	7.8	8
191	Challenges for a CBR framework for argumentation in open MAS. <i>Knowledge Engineering Review</i> , 2009 , 24, 327-352	2.1	8
190	A Persuasive Cognitive Assistant System. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 151-160	0.4	8
189	Guidelines to apply CBR in real-time multi-agent systems. <i>Journal of Physical Agents</i> , 2009 , 3, 39-43		8
188	Cognitive assistants. <i>International Journal of Human Computer Studies</i> , 2018 , 117, 1-3	4.6	8

187	Coordinating open fleets. A taxi assignment example. <i>AI Communications</i> , 2017 , 30, 37-52	0.8	7
186	A Survey of Cognitive Assistants. <i>Intelligent Systems Reference Library</i> , 2018 , 3-16	0.8	7
185	Using Non-invasive Wearables for Detecting Emotions with Intelligent Agents. <i>Advances in Intelligent Systems and Computing</i> , 2017 , 73-84	0.4	7
184	TRAMMAS: A tracing model for multiagent systems. <i>Engineering Applications of Artificial Intelligence</i> , 2011 , 24, 1110-1119	7.2	7
183	Integrating Information Extraction Agents into a Tourism Recommender System. <i>Lecture Notes in Computer Science</i> , 2010 , 193-200	0.9	7
182	An IoT and Fog Computing-Based Monitoring System for Cardiovascular Patients with Automatic ECG Classification Using Deep Neural Networks. <i>Sensors</i> , 2020 , 20,	3.8	7
181	Intelligent Wristbands for the Automatic Detection of Emotional States for the Elderly. <i>Lecture Notes in Computer Science</i> , 2018 , 520-530	0.9	7
180	Social Emotional Model. <i>Lecture Notes in Computer Science</i> , 2015 , 199-210	0.9	7
179	EMERALD-Exercise Monitoring Emotional Assistant. <i>Sensors</i> , 2019 , 19,	3.8	6
178	Towards a Persuasive Recommender for Bike Sharing Systems: A Defeasible Argumentation Approach. <i>Energies</i> , 2019 , 12, 662	3.1	6
177	Temporal bounded reasoning in a dynamic case based planning agent for industrial environments. <i>Expert Systems With Applications</i> , 2012 , 39, 7887-7894	7.8	6
176	A Task Recommendation System for Children and Youth with Autism Spectrum Disorder. <i>Advances in Intelligent Systems and Computing</i> , 2017 , 87-94	0.4	6
175	Localization of charging stations for electric vehicles using genetic algorithms. <i>Neurocomputing</i> , 2021 , 452, 416-423	5.4	6
174	Survivability Prediction of Colorectal Cancer Patients: A System with Evolving Features for Continuous Improvement. <i>Sensors</i> , 2018 , 18,	3.8	6
173	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	3	5
172	An ontological-based knowledge-representation formalism for case-based argumentation. <i>Information Systems Frontiers</i> , 2015 , 17, 779-798	4	5
171	An Architecture Proposal for Human-Agent Societies. <i>Communications in Computer and Information Science</i> , 2014 , 344-357	0.3	5
170	Towards real-time agreements. <i>Expert Systems With Applications</i> , 2013 , 40, 3906-3917	7.8	5

169	Deadline prediction scheduling based on benefits. <i>Future Generation Computer Systems</i> , 2013 , 29, 61-73	7.5	5
168	A General Framework for Testing Different Student Team Formation Strategies. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 23-31	0.4	5
167	Applying Dialogue Games to Manage Recommendation in Social Networks. <i>Lecture Notes in Computer Science</i> , 2010 , 256-272	0.9	5
166	Simulating a Collective Intelligence Approach to Student Team Formation. <i>Lecture Notes in Computer Science</i> , 2013 , 161-170	0.9	5
165	Argumentation-Based Hybrid Recommender System for Recommending Learning Objects. <i>Lecture Notes in Computer Science</i> , 2016 , 234-248	0.9	5
164	Using emotions for the development of human-agent societies. <i>Frontiers of Information Technology and Electronic Engineering</i> , 2016 , 17, 325-337	2.2	5
163	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	3.7	5
162	Detecting emotions through non-invasive wearables. <i>Logic Journal of the IGPL</i> , 2018 ,	1	5
161	Using Argumentation to Persuade Students in an Educational Recommender System. <i>Lecture Notes in Computer Science</i> , 2017 , 227-239	0.9	4
160	Using Keystroke Dynamics in a Multi-Agent System for User Guiding in Online Social Networks. <i>Applied Sciences (Switzerland)</i> , 2020 , 10, 3754	2.6	4
159	Activities suggestion based on emotions in AAL environments. <i>Artificial Intelligence in Medicine</i> , 2018 , 86, 9-19	7.4	4
158	The JaCallIVE Framework for MAS in IVE: A case study in evolving modular robotics. <i>Neurocomputing</i> , 2018 , 275, 608-617	5.4	4
157	receteame.com: A Persuasive Social Recommendation System. <i>Lecture Notes in Computer Science</i> , 2014 , 367-370	0.9	4
156	Modelling dialogues in agent societies. <i>Engineering Applications of Artificial Intelligence</i> , 2014 , 34, 208-226	6.2	4
155	Using cost-aware transitions for reorganizing multiagent systems. <i>Engineering Applications of Artificial Intelligence</i> , 2013 , 26, 63-75	7.2	4
154	Applying the ARTIS Agent Architecture to Mobile Robot Control. <i>Lecture Notes in Computer Science</i> , 2000 , 359-368	0.9	4
153	An Agent-Based Approach for a Smart Transport System. <i>Advances in Distributed Computing and Artificial Intelligence Journal</i> , 2016 , 5, 67-87	0.4	4
152	Requirements for an Intelligent Maintenance System for Industry 4.0. <i>Studies in Computational Intelligence</i> , 2020 , 340-351	0.8	4

151	Load Generators for Automatic Simulation of Urban Fleets. <i>Communications in Computer and Information Science</i> , 2020 , 394-405	0.3	4
150	An Emotional-Based Hybrid Application for Human-Agent Societies. <i>Advances in Intelligent Systems and Computing</i> , 2015 , 203-213	0.4	4
149	On the Road to an Abstract Architecture for Open Virtual Organizations. <i>Lecture Notes in Computer Science</i> , 2009 , 642-650	0.9	4
148	Organizational-Oriented Methodological Guidelines for Designing Virtual Organizations. <i>Lecture Notes in Computer Science</i> , 2009 , 154-162	0.9	4
147	An Argumentation Framework for Supporting Agreements in Agent Societies Applied to Customer Support. <i>Lecture Notes in Computer Science</i> , 2011 , 396-403	0.9	4
146	A Self-configurable Agent-Based System for Intelligent Storage in Smart Grid. <i>Communications in Computer and Information Science</i> , 2013 , 240-250	0.3	4
145	Using Natural Interfaces for Human-Agent Immersion. <i>Communications in Computer and Information Science</i> , 2014 , 358-367	0.3	4
144	A Dynamic Emotional Model for Agent Societies. <i>Lecture Notes in Computer Science</i> , 2016 , 169-182	0.9	4
143	A robustness approach to the distributed management of traffic intersections. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2020 , 11, 4501-4512	3.7	4
142	An agent-based simulation framework for the study of urban delivery. <i>Neurocomputing</i> , 2021 , 423, 679-688	3.4	4
141	A Multi-Agent System for guiding users in on-line social environments. <i>Engineering Applications of Artificial Intelligence</i> , 2020 , 94, 103740	7.2	3
140	Towards Aiding Decision-Making in Social Networks by Using Sentiment and Stress Combined Analysis. <i>Information (Switzerland)</i> , 2018 , 9, 107	2.6	3
139	Distributed goal-oriented computing. <i>Journal of Systems and Software</i> , 2012 , 85, 1540-1557	3.3	3
138	Towards persuasive social recommendation. <i>ACM SIGAPP Applied Computing Review: A Publication of the Special Interest Group on Applied Computing</i> , 2015 , 15, 41-49	0.7	3
137	Real-time agreement and fulfilment of SLAs in Cloud Computing environments. <i>AI Communications</i> , 2015 , 28, 403-426	0.8	3
136	Applying a Social Emotional Model in Human-Agent Societies. <i>Communications in Computer and Information Science</i> , 2015 , 377-388	0.3	3
135	Mathematical model for a temporal-bounded classifier in security environments. <i>Logic Journal of the IGPL</i> , 2012 , 20, 712-721	1	3
134	A FAST Method to Achieve Flexible Production Programming Systems. <i>IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews</i> , 2008 , 38, 242-252		3

133	Organizational Services For The Spade Agent Platform. <i>IEEE Latin America Transactions</i> , 2008 , 6, 550-555.	0.7	3
132	Adding New Communication Services to the FIPA Message Transport System. <i>Lecture Notes in Computer Science</i> , 2006 , 1-11	0.9	3
131	MDD-based agent-oriented software engineering for ubiquitous deployment 2009 ,		3
130	The Multi-agent Layer of CALMeD SURF. <i>Lecture Notes in Computer Science</i> , 2018 , 446-460	0.9	3
129	Distributed Management of Traffic Intersections. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 56-64	0.4	3
128	A CBR-Based Game Recommender for Rehabilitation Videogames in Social Networks. <i>Lecture Notes in Computer Science</i> , 2014 , 370-377	0.9	3
127	Using Genetic Algorithms to Optimize the Location of Electric Vehicle Charging Stations. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 11-20	0.4	3
126	A Dialogue Game Protocol for Recommendation in Social Networks. <i>Lecture Notes in Computer Science</i> , 2008 , 515-522	0.9	3
125	On a Computational Argumentation Framework for Agent Societies. <i>Lecture Notes in Computer Science</i> , 2011 , 123-140	0.9	3
124	Developing Pervasive Systems as Service-Oriented Multi-Agent Systems. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2012 , 78-89	0.2	3
123	ArgCBROnto: A Knowledge Representation Formalism for Case-Based Argumentation. <i>Lecture Notes in Computer Science</i> , 2013 , 105-119	0.9	3
122	GORMAS: A Methodological Guideline for Organizational-Oriented Open MAS 2014 , 173-218		3
121	A Mobile and Evolving Tool to Predict Colorectal Cancer Survivability. <i>IFIP Advances in Information and Communication Technology</i> , 2016 , 14-26	0.5	3
120	Can Social Agents Efficiently Perform in Automated Negotiation?. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 6022	2.6	3
119	FLaMAS: Federated Learning Based on a SPADE MAS. <i>Applied Sciences (Switzerland)</i> , 2022 , 12, 3701	2.6	3
118	Electric vehicle charging stations emplacement using genetic algorithms and agent-based simulation. <i>Expert Systems With Applications</i> , 2022 , 197, 116739	7.8	3
117	Improving the programming skills of students in multiagent systems master courses. <i>Computer Applications in Engineering Education</i> , 2019 , 27, 836-845	1.6	2
116	Agent reactive capabilities in dynamic environments. <i>Neurocomputing</i> , 2015 , 163, 69-75	5.4	2

115	MECA: A Cognitive Assistant for Physical Exercises that Monitors Emotions and the Environment. <i>Sensors</i> , 2020 , 20,	3.8	2
114	Using Emotions in Intelligent Virtual Environments: The EJaCalIVE Framework. <i>Wireless Communications and Mobile Computing</i> , 2017 , 2017, 1-9	1.9	2
113	An adaptive framework for monitoring agent organizations. <i>Information Systems Frontiers</i> , 2014 , 16, 239-256	4	2
112	Challenges for adaptation in agent societies. <i>Knowledge and Information Systems</i> , 2014 , 38, 1-34	2.4	2
111	TOWARDS THE DEVELOPMENT OF AGENT-BASED ORGANIZATIONS THROUGH MDD. <i>International Journal on Artificial Intelligence Tools</i> , 2013 , 22, 1350002	0.9	2
110	STRS: Social Network Based Recommender System for Tourism Enhanced with Trust. <i>Advances in Soft Computing</i> , 2009 , 71-79		2
109	Ensuring Time in Real-Time Commitments. <i>Lecture Notes in Computer Science</i> , 2008 , 183-192	0.9	2
108	Real-Time Extensions in Multi-agent Communication. <i>Lecture Notes in Computer Science</i> , 2004 , 468-477	0.9	2
107	A Multi-objective Evolutionary Proposal for Matching Students to Supervisors. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 94-102	0.4	2
106	Towards the Edge Intelligence: Robot Assistant for the Detection and Classification of Human Emotions. <i>Communications in Computer and Information Science</i> , 2020 , 31-41	0.3	2
105	Station Status Forecasting Module for a Multi-agent Proposal to Improve Efficiency on Bike-Sharing Usage. <i>Lecture Notes in Computer Science</i> , 2018 , 476-489	0.9	2
104	A Semi-supervised Method to Classify Educational Videos. <i>Lecture Notes in Computer Science</i> , 2019 , 218-228	0.9	2
103	Free-Floating Carsharing in SimFleet. <i>Lecture Notes in Computer Science</i> , 2020 , 221-232	0.9	2
102	Using Argumentation Schemes for a Persuasive Cognitive Assistant System. <i>Lecture Notes in Computer Science</i> , 2017 , 538-546	0.9	2
101	Towards the Implementation of a Normative Reasoning Process. <i>Advances in Intelligent and Soft Computing</i> , 2009 , 319-328		2
100	An Organisation-Based Multiagent System for Medical Emergency Assistance. <i>Lecture Notes in Computer Science</i> , 2009 , 561-568	0.9	2
99	Using THOMAS for Service Oriented Open MAS. <i>Lecture Notes in Computer Science</i> , 2009 , 56-70	0.9	2
98	An Agent-Supported Simulation of Labour and Financial Markets for Migration Processes. <i>Lecture Notes in Economics and Mathematical Systems</i> , 2010 , 241-252	0.4	2

97	Open Issues in Multiagent System Reorganization. <i>Advances in Intelligent and Soft Computing</i> , 2011 , 151-158		2
96	Intra-Team Strategies for Teams Negotiating Against Competitor, Matchers, and Conceders. <i>Studies in Computational Intelligence</i> , 2014 , 3-22	0.8	2
95	An Environment to Build and Track Agent-Based Business Collaborations 2013 , 611-624		2
94	Agent Negotiation Protocols in Time-Bounded Service Composition. <i>Lecture Notes in Computer Science</i> , 2009 , 527-534	0.9	2
93	Improving the Tracing System in PANGEA Using the TRAMMAS Model. <i>Lecture Notes in Computer Science</i> , 2012 , 422-431	0.9	2
92	Social and intelligent applications for future cities: Current advances. <i>Future Generation Computer Systems</i> , 2021 , 114, 181-184	7.5	2
91	A genetic algorithm for group formation in elderly communities. <i>AI Communications</i> , 2018 , 31, 409-425	0.8	2
90	Deliberative Server for Real-Time Agents 2003 , 485-496		2
89	Developing IoT Artifacts in a MAS Platform. <i>Electronics (Switzerland)</i> , 2022 , 11, 655	2.6	2
88	A Low-Cost Cognitive Assistant. <i>Electronics (Switzerland)</i> , 2020 , 9, 310	2.6	1
87	An Ontology for Sustainable Intelligent Transportation Systems. <i>Communications in Computer and Information Science</i> , 2018 , 381-391	0.3	1
86	A Multi-agent Proposal for Efficient Bike-Sharing Usage. <i>Lecture Notes in Computer Science</i> , 2017 , 468-476	9	1
85	An Infrastructure for Argumentative Agents. <i>Computational Intelligence</i> , 2015 , 31, 418-441	2.5	1
84	AGENT-BASED SIMULATION FOR BORDER CROSSING MODELING. <i>Cybernetics and Systems</i> , 2014 , 45, 650-670	1.9	1
83	ABC4MAS: Assembling Business Collaborations for MAS 2011 ,		1
82	Ensuring Time in Service Composition 2009 ,		1
81	A Goal-Oriented Execution Module Based on Agents 2011 ,		1
80	Multi-Agent Systems over RT-Java for a Mobile Robot Control. <i>Lecture Notes in Computer Science</i> , 2006 , 1267-1274	0.9	1

79	LSI Based Mechanism for Educational Videos Retrieval by Transcripts Processing. <i>Lecture Notes in Computer Science</i> , 2020 , 88-100	0.9	1
78	Towards a Dynamic Edge AI Framework Applied to Autonomous Driving Cars. <i>Communications in Computer and Information Science</i> , 2020 , 406-415	0.3	1
77	Charging stations and mobility data generators for agent-based simulations. <i>Neurocomputing</i> , 2021	5.4	1
76	MASEV: A MAS for the Analysis of Electric Vehicle Charging Stations Location. <i>Lecture Notes in Computer Science</i> , 2018 , 326-330	0.9	1
75	Towards a Custom Designed Mechanism for Indexing and Retrieving Video Transcripts. <i>Lecture Notes in Computer Science</i> , 2019 , 299-309	0.9	1
74	Towards a Robotic Personal Trainer for the Elderly. <i>Lecture Notes in Computer Science</i> , 2019 , 238-246	0.9	1
73	Easy Development and Use of Dialogue Services. <i>Advances in Intelligent Systems and Computing</i> , 2014 , 81-88	0.4	1
72	Detecting Social Emotions with a NAO Robot. <i>Lecture Notes in Computer Science</i> , 2016 , 286-289	0.9	1
71	Trends on the Development of Adaptive Virtual Organizations. <i>Advances in Intelligent and Soft Computing</i> , 2010 , 113-121		1
70	JGOMAS 2.0: A Capture-the-Flag Game Using Jason Agents and Human Interaction. <i>Communications in Computer and Information Science</i> , 2016 , 173-184	0.3	1
69	Composing and Ensuring Time-Bounded Agent Services. <i>Lecture Notes in Computer Science</i> , 2009 , 553-560	0.9	1
68	Model-Driven Development for Ubiquitous MAS. <i>Advances in Intelligent and Soft Computing</i> , 2010 , 87-95		1
67	An Abstract Argumentation Framework for Supporting Agreements in Agent Societies. <i>Lecture Notes in Computer Science</i> , 2010 , 177-184	0.9	1
66	Application of Genetic Algorithms and Heuristic Techniques for the Identification and Classification of the Information Used by a Recipe Recommender. <i>Lecture Notes in Computer Science</i> , 2016 , 201-212	0.9	1
65	Developing an emotional-based application for human-agent societies. <i>Soft Computing</i> , 2016 , 20, 4217-4238	3.3	1
64	An Abstract Framework for Non-Cooperative Multi-Agent Planning. <i>Applied Sciences (Switzerland)</i> , 2019 , 9, 5180	2.6	1
63	Video Transcript Indexing and Retrieval Procedure 2019 ,		1
62	ME3CA - Monitoring Environment Exercise and Emotion by a Cognitive Assistant. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 128-135	0.4	1

61	Carsharing in Valencia: Analysing an Alternative to Taxi Fleets. <i>Communications in Computer and Information Science</i> , 2021 , 270-282	0.3	1
60	Interurban Electric Vehicle Charging Stations Through Genetic Algorithms. <i>Lecture Notes in Computer Science</i> , 2021 , 101-112	0.9	1
59	How to Choose the Greenest Delivery Plan: A Framework to Measure Key Performance Indicators for Sustainable Urban Logistics. <i>IFIP Advances in Information and Communication Technology</i> , 2018 , 181-189	0.5	1
58	Smart Cyber Victimization Discovery on Twitter. <i>Lecture Notes in Networks and Systems</i> , 2022 , 289-299	0.5	1
57	Goodness and Lacks of MAS Methodologies for Manufacturing Domains. <i>Lecture Notes in Computer Science</i> , 2005 , 645-648	0.9	1
56	Demand-Responsive Shared Transportation: A Self-Interested Proposal. <i>Electronics (Switzerland)</i> , 2022 , 11, 78	2.6	1
55	Taxi services and the carsharing alternative: a case study of valencia city. <i>Mathematical Biosciences and Engineering</i> , 2022 , 19, 6680-6698	2.1	1
54	Recommending Learning Objects with Arguments and Explanations. <i>Applied Sciences (Switzerland)</i> , 2020 , 10, 3341	2.6	0
53	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	2.6	0
52	jTRASTO: A Development Toolkit for Real-Time Multi-Agent Systems. <i>Lecture Notes in Computer Science</i> , 2007 , 325-327	0.9	0
51	CBR Model for the Intelligent Management of Customer Support Centers. <i>Lecture Notes in Computer Science</i> , 2006 , 663-670	0.9	0
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