

Felipe Besoain

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3741477/publications.pdf>

Version: 2024-02-01

19
papers

137
citations

1684188

5
h-index

1588992

8
g-index

20
all docs

20
docs citations

20
times ranked

116
citing authors

#	ARTICLE	IF	CITATIONS
1	Prevention of sexually transmitted infections using mobile devices and ubiquitous computing. International Journal of Health Geographics, 2015, 14, 18.	2.5	19
2	Prevention of HIV and Other Sexually Transmitted Infections by Geofencing and Contextualized Messages With a Gamified App, UBESAFE: Design and Creation Study. JMIR MHealth and UHealth, 2020, 8, e14568.	3.7	15
3	An Evaluation of the Effects of a Virtual Museum on Users's Attitudes towards Cultural Heritage. Applied Sciences (Switzerland), 2022, 12, 1341.	2.5	15
4	Improving RTS Game AI by Supervised Policy Learning, Tactical Search, and Deep Reinforcement Learning. IEEE Computational Intelligence Magazine, 2019, 14, 8-18.	3.2	14
5	Developing a Virtual Museum: Experience from the Design and Creation Process. Information (Switzerland), 2021, 12, 244.	2.9	14
6	Exploring Dynamic Difficulty Adjustment in Videogames. , 2019, , .		12
7	Improving the selection of IQF raspberries in processing lines: a Virtual Reality approach for training and selecting personnel. , 2018, , .		9
8	Developing a Virtual Reality Experience with Game Elements for Tourism: Kayak Simulator. , 2019, , .		8
9	Implementation of a Gamified Puzzle Based on Pro-origami Protein Structure Cartoons: an Experience in Virtual Reality. , 2018, , .		6
10	Promoting Healthy Nutrition Behavior Using Mobile Devices and Ubiquitous Computing. Lecture Notes in Computer Science, 2015, , 89-100.	1.3	5
11	Geomfinder: a multi-feature identifier of similar three-dimensional protein patterns: a ligand-independent approach. Journal of Cheminformatics, 2016, 8, 19.	6.1	5
12	Artificial Intelligence and Mobile Programming Courses for a Video Game Development Program in Chile. Computing in Science and Engineering, 2020, 22, 17-25.	1.2	4
13	A framework for digitizing historical pieces for the development of interactive software. , 2019, , .		3
14	Information system for improving local productivity and decision making in organic beekeeping. , 2016, , .		2
15	Automatizing the generation of a virtual tour of an architecture model through an information system. , 2018, , .		2
16	Design and Implementation of a technological system to get strong arguments towards healthy behaviors. , 2021, , .		2
17	Introduction to Behavior Algorithms for Fighting Games. , 2019, , .		1
18	Strategy for evaluation, characterization and adoption of immersive technologies to the public of the tourism industry in Maule Region. , 2021, , .		1

#	ARTICLE	IF	CITATIONS
19	Inference of foliar temperature profile of a vineyard using integrated sensors into a motorized vehicle. , 2016, , .		0