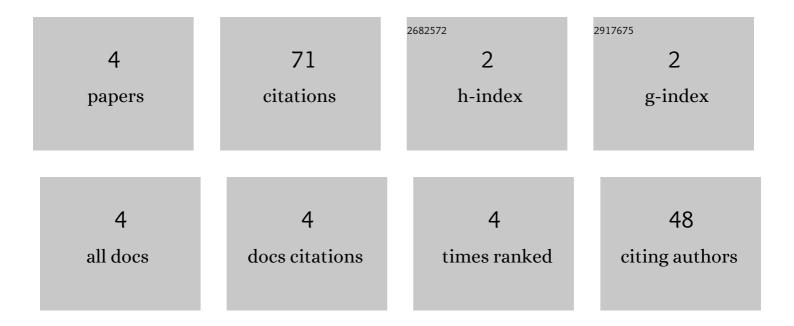
Manuel Guimarães

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/4568220/publications.pdf

Version: 2024-02-01



#	Article	IF	CITATIONS
1	Artificial intelligence moving serious gaming: Presenting reusable game AI components. Education and Information Technologies, 2020, 25, 351-380.	5.7	46
2	CiF-CK: An architecture for social NPCS in commercial games. , 2017, , .		10
3	The Impact of Virtual Reality in the Social Presence of a Virtual Agent. , 2020, , .		10
4	FAtiMA Toolkit: Toward an Accessible Tool for the Development of Socio-emotional Agents. ACM Transactions on Interactive Intelligent Systems, 2022, 12, 1-30.	3.7	5