

Luca Crociani

List of Publications by Year in descending order

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Version: 2024-02-01

34
papers

435
citations

840776

11
h-index

752698

20
g-index

37
all docs

37
docs citations

37
times ranked

314
citing authors

#	ARTICLE	IF	CITATIONS
1	Adaptive pedestrian behaviour for the preservation of group cohesion. <i>Complex Adaptive Systems Modeling</i> , 2013, 1, .	1.6	71
2	Observation results on pedestrian-vehicle interactions at non-signalized intersections towards simulation. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2018, 59, 269-285.	3.7	53
3	Multidestination Pedestrian Flows in Equilibrium: A Cellular Automaton-Based Approach. <i>Computer-Aided Civil and Infrastructure Engineering</i> , 2016, 31, 432-448.	9.8	40
4	A simulation model for non-signalized pedestrian crosswalks based on evidence from on field observation. <i>Intelligenza Artificiale</i> , 2017, 11, 117-138.	1.6	32
5	Route choice in pedestrian simulation: Design and evaluation of a model based on empirical observations. <i>Intelligenza Artificiale</i> , 2016, 10, 163-182.	1.6	30
6	Calibration and validation of a simulation model for predicting pedestrian fatalities at unsignalized crosswalks by means of statistical traffic data. <i>Journal of Traffic and Transportation Engineering (English Edition)</i> , 2020, 7, 1-18.	4.2	29
7	An agent-based model for plausible wayfinding in pedestrian simulation. <i>Engineering Applications of Artificial Intelligence</i> , 2020, 87, 103241.	8.1	25
8	Multi-scale Simulation for Crowd Management: A Case Study in an Urban Scenario. <i>Lecture Notes in Computer Science</i> , 2016, , 147-162.	1.3	23
9	When reactive agents are not enough: Tactical level decisions in pedestrian simulation. <i>Intelligenza Artificiale</i> , 2015, 9, 163-177.	1.6	21
10	Shape matters: Modelling, calibrating and validating pedestrian movement considering groups. <i>Simulation Modelling Practice and Theory</i> , 2018, 87, 73-91.	3.8	21
11	A Hybrid Agent Architecture for Enabling Tactical Level Decisions in Floor Field Approaches. <i>Transportation Research Procedia</i> , 2014, 2, 618-623.	1.5	16
12	An agent-based model of pedestrian dynamics considering groups: A real world case study. , 2014, , .		15
13	An Integrated Model for the Simulation of Pedestrian Crossings. <i>Lecture Notes in Computer Science</i> , 2014, , 670-679.	1.3	9
14	MAKKSIm: MAS-Based Crowd Simulations for Designer's Decision Support. <i>Lecture Notes in Computer Science</i> , 2013, , 25-36.	1.3	8
15	Stress estimation in pedestrian crowds: Experimental data and simulations results. <i>Web Intelligence</i> , 2019, 17, 85-99.	0.2	5
16	Unveiling the Hidden Dimension of Pedestrian Crowds: Introducing Personal Space and Crowding into Simulations. <i>Fundamenta Informaticae</i> , 2019, 171, 19-38.	0.4	5
17	Micro and Macro Pedestrian Dynamics in Counterflow: The Impact of Social Group. , 2019, , 151-158.		5
18	An Intelligent Tool for the Automated Evaluation of Pedestrian Simulation. <i>Lecture Notes in Computer Science</i> , 2014, , 136-149.	1.3	5

#	ARTICLE	IF	CITATIONS
19	Collision Avoidance Dynamics Among Heterogeneous Agents: The Case of Pedestrian/Vehicle Interactions. Lecture Notes in Computer Science, 2017, , 44-57.	1.3	4
20	Simulating Pedestrian Dynamics in Corners and Bends: A Floor Field Approach. Lecture Notes in Computer Science, 2018, , 460-469.	1.3	4
21	A CA-Based Model of Dyads in Pedestrian Crowds: The Case of Counter Flow. Lecture Notes in Computer Science, 2016, , 355-364.	1.3	2
22	Simulation-Aided Crowd Management: A Multi-scale Model for an Urban Case Study. Lecture Notes in Computer Science, 2017, , 151-171.	1.3	2
23	Adaptive Tactical Decisions in Pedestrian Simulation: A Hybrid Agent Approach. Lecture Notes in Computer Science, 2015, , 58-71.	1.3	1
24	Combining Avoidance and Imitation to Improve Multi-agent Pedestrian Simulation. Lecture Notes in Computer Science, 2016, , 118-132.	1.3	1
25	Adaptive Tactical Decisions in Pedestrian Simulation: A Hybrid Agent Approach. , 2016, , 257-264.		1
26	A cellular automata based approach to track salient objects in videos. Natural Computing, 2019, 18, 865-873.	3.0	0
27	Age-Friendly City and Walkability: Data from Observations Towards Simulations. Lecture Notes in Electrical Engineering, 2019, , 323-328.	0.4	0
28	Social Interactions in Crowds of Pedestrians: An Adaptive Model for Group Cohesion. Lecture Notes in Computer Science, 2013, , 288-299.	1.3	0
29	Towards the Introduction of Parallelism in the MakkSim Pedestrian Simulator. Lecture Notes in Computer Science, 2013, , 310-315.	1.3	0
30	Multiscale Pedestrian Modeling with CA and Agent-Based Approaches: Ubiquity or Consistency?. Lecture Notes in Computer Science, 2016, , 415-423.	1.3	0
31	Assessment of Pedestrian Fatality Risk at Unsignalized Crosswalks by Means of Simulation. , 2019, , 423-431.		0
32	Age-Friendly City and Walkability: Data from Observations Towards Simulations. Lecture Notes in Electrical Engineering, 2019, , 195-200.	0.4	0
33	Crossing Behaviour of Social Groups: Insights from Observations at Non-signalised Intersection. , 2019, , 443-450.		0
34	Experiments and Usability Tests of a VR-Based Driving Simulator to Evaluate Driving Behavior in the Presence of Crossing Pedestrians. Springer Proceedings in Physics, 2020, , 471-477.	0.2	0