Luis Paulo Reis

List of Publications by Year
in descending order

236 papers	1,731 citations	516710 16 h-index	610901 24 g-index
253 all docs	253 docs citations	253 times ranked	1128 citing authors

#	ARTICLE	IF	CITATIONS
1	Situation Based Strategic Positioning for Coordinating a Team of Homogeneous Agents. Lecture Notes in Computer Science, 2001, , 175-197.	1.3	60
2	A Survey on Intelligent Wheelchair Prototypes and Simulators. Advances in Intelligent Systems and Computing, 2014, , 545-557.	0.6	43
3	IntellWheels: Modular development platform for intelligent wheelchairs. Journal of Rehabilitation Research and Development, 2011, 48, 1061.	1.6	42
4	Evaluation of Distinct Input Methods of an Intelligent Wheelchair in Simulated and Real Environments: A Performance and Usability Study. Assistive Technology, 2013, 25, 88-98.	2.0	39
5	FC Portugal Team Description: RoboCup 2000 Simulation League Champion. Lecture Notes in Computer Science, 2001, , 29-40.	1.3	39
6	Concept and Design of the Intellwheels Platform for Developing Intelligent Wheelchairs. Lecture Notes in Electrical Engineering, 2009, , 191-203.	0.4	31
7	Survey on team tracking techniques applied to sports. , 2010, , .		30
8	Machine Learning algorithms applied to the classification of robotic soccer formations and opponent teams. , 2010, , .		29
9	Multi-robot coordination using Setplays in the middle-size and simulation leagues. Mechatronics, 2011, 21, 434-444.	3.3	25
10	Stress among Portuguese Medical Students: the EuStress Solution. Journal of Medical Systems, 2020, 44, 45.	3.6	25
11	Vision-Based Portuguese Sign Language Recognition System. Advances in Intelligent Systems and Computing, 2014, , 605-617.	0.6	24
12	Learning to Run Faster in a Humanoid Robot Soccer Environment Through Reinforcement Learning. Lecture Notes in Computer Science, 2019, , 3-15.	1.3	23
13	Using Multivariate Adaptive Regression Splines in the Construction of Simulated Soccer Team's Behavior Models. International Journal of Computational Intelligence Systems, 2013, 6, 893-910.	2.7	22
14	Interface Framework to Drive an Intelligent Wheelchair Using Facial Expressions. , 2007, , .		20
15	Learning low level skills from scratch for humanoid robot soccer using deep reinforcement learning. , 2019, , .		19
16	Automatic Generation of Biped Walk Behavior Using Genetic Algorithms. Lecture Notes in Computer Science, 2009, , 805-812.	1.3	19
17	An approach to simulate autonomous vehicles in urban traffic scenarios. , 2009, , .		18
18	Cerebral Palsy EEG Signals Classification: Facial Expressions and Thoughts for Driving an Intelligent Wheelchair. , 2012, , .		17

#	Article	IF	Citations
19	Performance analysis in soccer: a Cartesian coordinates based approach using RoboCup data. Soft Computing, 2012, 16, 47-61.	3.6	17
20	An automatic approach to extract goal plans from soccer simulated matches. Soft Computing, 2013, 17, 835-848.	3.6	17
21	A Serious Games Framework for Health Rehabilitation. International Journal of Healthcare Information Systems and Informatics, 2014, 9, 1-21.	0.9	17
22	COACH UNILANG - A Standard Language for Coaching a (Robo) Soccer Team. Lecture Notes in Computer Science, 2002, , 183-192.	1.3	17
23	Patient Classification and Automatic Configuration of an Intelligent Wheelchair. Communications in Computer and Information Science, 2013, , 268-282.	0.5	17
24	A Language for Specifying Complete Timetabling Problems. Lecture Notes in Computer Science, 2001, , 322-341.	1.3	16
25	Biometric Emotion Assessment and Feedback in an Immersive Digital Environment. International Journal of Social Robotics, 2009, 1, 307-317.	4.6	16
26	Shared control for obstacle avoidance in intelligent wheelchairs. , 2010, , .		16
27	Adapted Control Methods for Cerebral Palsy Users of an Intelligent Wheelchair. Journal of Intelligent and Robotic Systems: Theory and Applications, 2015, 77, 299-312.	3.4	16
28	Review of Control Strategies for Lower Limb Prostheses. Advances in Intelligent Systems and Computing, 2016, , 209-220.	0.6	16
29	IntellWheels MMI: A Flexible Interface for an Intelligent Wheelchair. Lecture Notes in Computer Science, 2010, , 296-307.	1.3	16
30	Internet of things and cloud computing. , 2014, , .		15
31	Model-Based Relative Entropy Stochastic Search. , 2016, , .		15
32	Learning a Humanoid Kick with Controlled Distance. Lecture Notes in Computer Science, 2017, , 45-57.	1.3	15
33	Beat Tracking for Multiple Applications: A Multi-Agent System Architecture With State Recovery. IEEE Transactions on Audio Speech and Language Processing, 2012, 20, 2696-2706.	3.2	14
34	Architecture for Serious Games in Health Rehabilitation. Advances in Intelligent Systems and Computing, 2014, , 307-317.	0.6	14
35	Internet of Things: A system's architecture proposal. , 2014, , .		14
36	A Serious Games Platform for Cognitive Rehabilitation with Preliminary Evaluation. Journal of Medical Systems, 2017, 41, 10.	3.6	14

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37	A Survey of Planning and Learning in Games. Applied Sciences (Switzerland), 2020, 10, 4529.	2.5	14
38	Multi-agent actor centralized-critic with communication. Neurocomputing, 2020, 390, 40-56.	5.9	14
39	Intelligent Wheelchair Driving: Bridging the Gap Between Virtual and Real Intelligent Wheelchairs. Lecture Notes in Computer Science, 2015, , 445-456.	1.3	14
40	Analysis and Forecast of Team Formation in the Simulated Robotic Soccer Domain. Lecture Notes in Computer Science, 2009, , 239-250.	1.3	14
41	Omnidirectional Walking and Active Balance for Soccer Humanoid Robot. Lecture Notes in Computer Science, 2013, , 283-294.	1.3	14
42	Co-ordination in RoboCup's 2D simulation league: Setplays as flexible, multi-robot plans. , 2010, , .		13
43	A Review of Commercial and Medical-Grade Physiological Monitoring Devices for Biofeedback-Assisted Quality of Life Improvement Studies. Journal of Medical Systems, 2018, 42, 101.	3.6	13
44	An overview of assessing the quality of peer review reports of scientific articles. International Journal of Information Management, 2019, 46, 286-293.	17.5	13
45	Humanized Robot Dancing: Humanoid Motion Retargeting Based in a Metrical Representation of Human Dance Styles. Lecture Notes in Computer Science, 2011, , 392-406.	1.3	13
46	Development of an Omnidirectional Kick for a NAO Humanoid Robot. Lecture Notes in Computer Science, 2012, , 571-580.	1.3	13
47	Strategy planner: Graphical definition of soccer set-plays. Data and Knowledge Engineering, 2014, 94, 110-131.	3.4	12
48	Generic system for human-computer gesture interaction. , 2014, , .		12
49	Learning to Walk Fast: Optimized Hip Height Movement for Simulated and Real Humanoid Robots. Journal of Intelligent and Robotic Systems: Theory and Applications, 2015, 80, 555-571.	3.4	12
50	Data Mining in HIV-AIDS Surveillance System. Journal of Medical Systems, 2017, 41, 51.	3.6	12
51	Adapting Strategies to Opponent Models in Incomplete Information Games: A Reinforcement Learning Approach for Poker. Lecture Notes in Computer Science, 2012, , 220-227.	1.3	12
52	An active audition framework for auditory-driven HRI: Application to interactive robot dancing. , 2012, , .		11
53	Designing a meta-model for a generic robotic agent system using Gaia methodology. Information Sciences, 2012, 195, 190-210.	6.9	11
54	Humanoid Robot Kick in Motion Ability for Playing Robotic Soccer. , 2020, , .		11

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55	Humanoid Behaviors: From Simulation to a Real Robot. Lecture Notes in Computer Science, 2011, , 352-364.	1.3	11
56	New Forms of Interaction in Serious Games for Rehabilitation. , 2012, , 1188-1211.		11
57	Setplays: Achieving Coordination by the appropriate Use of arbitrary Pre-defined Flexibl Plans and Inter-Robot Communication. , 2007, , .		11
58	Distributed Surveillance System. , 2005, , .		10
59	IntellWheels: Intelligent wheelchair with user-centered design. , 2013, , .		10
60	Using Kalman Filters to Reduce Noise from RFID Location System. Scientific World Journal, The, 2014, 2014, 1-9.	2.1	10
61	Development of a flexible language for mission description for multi-robot missions. Information Sciences, 2014, 288, 27-44.	6.9	10
62	New Contributions in Information Systems and Technologies. Advances in Intelligent Systems and Computing, 2015, , .	0.6	10
63	Generic System for Human-Computer Gesture Interaction: Applications on Sign Language Recognition and Robotic Soccer Refereeing. Journal of Intelligent and Robotic Systems: Theory and Applications, 2015, 80, 573-594.	3.4	10
64	Intelligent Wheelchair Driving: A Comparative Study of Cerebral Palsy Adults with Distinct Boccia Experience. Advances in Intelligent Systems and Computing, 2014, , 329-340.	0.6	10
65	Intelligent Wheelchair Manual Control Methods. Lecture Notes in Computer Science, 2013, , 271-282.	1.3	10
66	Development of a Realistic Simulator for Robotic Intelligent Wheelchairs in a Hospital Environment. Lecture Notes in Computer Science, 2010, , 23-34.	1.3	9
67	Hand Gesture Recognition System Based in Computer Vision and Machine Learning. Lecture Notes in Computational Vision and Biomechanics, 2015, , 355-377.	0.5	9
68	Regularized covariance estimation for weighted maximum likelihood policy search methods. , 2015, , .		9
69	Data mining and electronic devices applied to quality of life related to health data. , 2015, , .		9
70	Rich and robust human-robot interaction on gesture recognition for assembly tasks. , 2017, , .		9
71	Multi-Agent Deep Reinforcement Learning with Emergent Communication. , 2019, , .		9
72	Exploring communication protocols and centralized critics in multi-agent deep learning. Integrated Computer-Aided Engineering, 2020, 27, 333-351.	4.6	9

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73	Invited Paper: Multimodal Interface for an Intelligent Wheelchair. Lecture Notes in Electrical Engineering, 2015, , 1-34.	0.4	9
74	Human versus virtual robotics soccer: A technical analysis. European Journal of Sport Science, 2012, 12, 26-35.	2.7	8
75	Beat Tracking for Interactive Dancing Robots. International Journal of Humanoid Robotics, 2015, 12, 1550023.	1.1	8
76	Contextual Policy Search for Generalizing a Parameterized Biped Walking Controller. , 2015, , .		8
77	A study on the need of digital heritage management plataforms. , 2016, , .		8
78	Contextual Relative Entropy Policy Search with Covariance Matrix Adaptation. , 2016, , .		8
79	Deriving and improving CMA-ES with information geometric trust regions. , 2017, , .		8
80	Complaint Analysis and Classification for Economic and Food Safety. , 2019, , .		8
81	DipBlue: A Diplomacy Agent with Strategic and Trust Reasoning. , 2015, , .		8
82	Multi Agent Deep Learning with Cooperative Communication. Journal of Artificial Intelligence and Soft Computing Research, 2020, 10, 189-207.	4.3	8
83	Live assessment of beat tracking for robot audition. , 2012, , .		7
84	A Profitable Online No-Limit Poker Playing Agent. , 2014, , .		7
85	A Methodology for Creating an Adapted Command Language for Driving an Intelligent Wheelchair. Journal of Intelligent and Robotic Systems: Theory and Applications, 2015, 80, 609-623.	3.4	7
86	A Clinical Support System Based on Quality of Life Estimation. Journal of Medical Systems, 2015, 39, 308.	3.6	7
87	A Web Platform of Serious Games for Cognitive Rehabilitation: Architecture and Usability Study. Advances in Intelligent Systems and Computing, 2016, , 1085-1095.	0.6	7
88	Proposal of an Extended Taxonomy of Serious Games for Health Rehabilitation. Games for Health Journal, 2018, 7, 302-309.	2.0	7
89	Vision Based Referee Sign Language Recognition System for the RoboCup MSL League. Lecture Notes in Computer Science, 2014, , 360-372.	1.3	7
90	A New Approach to Emotion Assessment Based on Biometric Data. , 2008, , .		6

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91	Vision system for tracking handball players using fuzzy color processing. Machine Vision and Applications, 2013, 24, 1055-1074.	2.7	6
92	Manual, automatic and shared methods for controlling an intelligent wheelchair: Adaptation to cerebral palsy users. , 2013, , .		6
93	Using model-based collaborative filtering techniques to recommend the expected best strategy to defeat a simulated soccer opponent. Intelligent Data Analysis, 2014, 18, 973-991.	0.9	6
94	OTILIA — An architecture for the recommendation of teaching-learning techniques supported by an ontological approach. , 2014, , .		6
95	Using Reinforcement Learning Techniques to Select the Best Action in Setplays with Multiple Possibilities in Robocup Soccer Simulation Teams. , 2014, , .		6
96	User modeling and command language adapted for driving an intelligent wheelchair. , 2014, , .		6
97	Serious games for cognitive rehabilitation: Forms of interaction and social dimension. , 2015, , .		6
98	Mixed-Policy Asynchronous Deep Q-Learning. Advances in Intelligent Systems and Computing, 2018, , 129-140.	0.6	6
99	Game Adaptation by Using Reinforcement Learning Over Meta Games. Group Decision and Negotiation, 2021, 30, 321-340.	3.3	6
100	Coordination in Multi-robot Systems: Applications in Robotic Soccer. Communications in Computer and Information Science, 2013, , 3-21.	0.5	6
101	Building a No Limit Texas Hold'em Poker Agent Based on Game Logs Using Supervised Learning. Lecture Notes in Computer Science, 2011, , 73-82.	1.3	6
102	Optimization Approach for the Development of Humanoid Robots' Behaviors. Lecture Notes in Computer Science, 2012, , 491-500.	1.3	6
103	Estimating the Odds for Texas Hold'em Poker Agents. , 2013, , .		5
104	Development of an Omnidirectional Walk Engine for Soccer Humanoid Robots. International Journal of Advanced Robotic Systems, 2015, , 1.	2.1	5
105	Contextual Policy Search for Linear and Nonlinear Generalization of a Humanoid Walking Controller. Journal of Intelligent and Robotic Systems: Theory and Applications, 2016, 83, 393-408.	3.4	5
106	An ideal IoT solution for real-time web monitoring. Cluster Computing, 2017, 20, 2193-2209.	5.0	5
107	Omnidirectional Walking with a Compliant Inverted Pendulum Model. Lecture Notes in Computer Science, 2014, , 481-493.	1.3	5
108	In Case of Doubt See the Manual: A Comparative Analysis of (Self)Learning Packages Qualitative Research Software. Advances in Intelligent Systems and Computing, 2018, , 176-192.	0.6	5

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109	Realtime Dynamic Multimedia Storyline Based on Online Audience Biometric Information. Studies in Computational Intelligence, 2008, , 545-554.	0.9	5
110	Multi-Agent System for Teaching Service Distribution with Coalition Formation. Advances in Intelligent Systems and Computing, 2013, , 599-609.	0.6	5
111	Design of Learning Activities â€" Pedagogy, Technology and Delivery Trends. EAI Endorsed Transactions on E-Learning, 2014, 1, e5.	0.6	5
112	Correction to: Robot 2019: Fourth Iberian Robotics Conference. Advances in Intelligent Systems and Computing, 2020, , C1-C1.	0.6	5
113	Fostering Collaborative Work between educators in higher education. , 2011, , .		4
114	Overcoming Motor-Rate Limitations in Online Synchronized Robot Dancing. International Journal of Computational Intelligence Systems, 2012, 5, 700.	2.7	4
115	New Contributions in Information Systems and Technologies. Advances in Intelligent Systems and Computing, 2015, , .	0.6	4
116	New forms of interaction in serious games for cognitive rehabilitation: Implementation and usability study. , 2016, , .		4
117	A nanocommunication system for endocrine diseases. Cluster Computing, 2017, 20, 689-706.	5.0	4
118	A Review Between Consumer and Medical-Grade Biofeedback Devices for Quality of Life Studies. Advances in Intelligent Systems and Computing, 2017, , 275-285.	0.6	4
119	Boccia game simulator: <scp>S</scp>erious game adapted for people with disabilities. Expert Systems, 2019, 36, e12299.	4.5	4
120	Automatic Identification of Economic Activities in Complaints. Lecture Notes in Computer Science, 2019, , 249-260.	1.3	4
121	Collaborative Behavior in Soccer: The Setplay Free Software Framework. Lecture Notes in Computer Science, 2015, , 709-716.	1.3	4
122	A Generic Strategic Layer for Collaborative Networks. , 2007, , 273-282.		4
123	Recovering from Airline Operational Problems with a Multi-Agent System: A Case Study. Lecture Notes in Computer Science, 2009, , 461-472.	1.3	4
124	Exploring NLP and Information Extraction to Jointly Address Question Generation and Answering. IFIP Advances in Information and Communication Technology, 2020, , 396-407.	0.7	4
125	An Experimental Approach to Online Opponent Modeling in Texas Holdâ€™em Poker. Lecture Notes in Computer Science, 2008, , 83-92.	1.3	3
126	Data model for procedural modelling from textual descriptions. , 2010, , .		3

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127	A parameterizable spatiotemporal representation of popular dance styles for humanoid dancing characters. Eurasip Journal on Audio, Speech, and Music Processing, 2012, 2012, .	2.1	3
128	Plataforms for digital heritage management. , 2015, , .		3
129	Multimodal interaction robotic devices in a simulated environment. , 2016, , .		3
130	Guided Deep Reinforcement Learning in the GeoFriends2 Environment. , 2018, , .		3
131	Development of a simulated transtibial amputee model. , 2019, , .		3
132	Learning high-level robotic soccer strategies from scratch through reinforcement learning. , 2019, , .		3
133	Acceptance Decision Prediction in Peer-Review Through Sentiment Analysis. Lecture Notes in Computer Science, 2021, , 766-777.	1.3	3
134	6D Localization and Kicking for Humanoid Robotic Soccer. Journal of Intelligent and Robotic Systems: Theory and Applications, 2021, 102, 1.	3.4	3
135	Generalized Learning to Create an Energy Efficient ZMP-Based Walking. Lecture Notes in Computer Science, 2015, , 583-595.	1.3	3
136	Strategic Negotiation and Trust in Diplomacy â€" The DipBlue Approach. Lecture Notes in Computer Science, 2015, , 179-200.	1.3	3
137	Realistic Boccia Game Simulator Adapted for People with Disabilities or Motor Disorders: Architecture and Preliminary Usability Study. Advances in Intelligent Systems and Computing, 2017, , 165-176.	0.6	3
138	Multi-agent Double Deep Q-Networks. Lecture Notes in Computer Science, 2017, , 123-134.	1.3	3
139	Autonomous Interactive Object Manipulation and Navigation Capabilities for an Intelligent Wheelchair. Lecture Notes in Computer Science, 2017, , 473-485.	1.3	3
140	General-Purpose Emotion Assessment Testbed Based on Biometric Information. Studies in Computational Intelligence, 2008, , 533-543.	0.9	3
141	Semantic Image Retrieval Using Region-Based Relevance Feedback. Lecture Notes in Computer Science, 2007, , 192-206.	1.3	3
142	Novelty Detection Using Graphical Models for Semantic Room Classification. Lecture Notes in Computer Science, 2011, , 326-339.	1.3	3
143	Solving Heterogeneous Fleet Multiple Depot Vehicle Scheduling Problem as an Asymmetric Traveling Salesman Problem. Lecture Notes in Computer Science, 2011, , 98-109.	1.3	3
144	FC Portugal 2001 Team Description: Flexible Teamwork and Configurable Strategy. Lecture Notes in Computer Science, 2002, , 515-518.	1.3	3

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145	Best multiple-view selection for the visualization of urban rescue simulations. International Journal of Simulation Modelling, 2006, 5, 167-173.	1.3	3
146	A Reinforcement Learning Based Method for Optimizing the Process of Decision Making in Fire Brigade Agents. Lecture Notes in Computer Science, 2011, , 340-351.	1.3	3
147	Simulation and Performance Assessment of Poker Agents. Lecture Notes in Computer Science, 2013, , 69-84.	1.3	3
148	Lessons Learned on Developing Educational Systems Using a Hybrid User Centered Methodology. Advances in Intelligent Systems and Computing, 2015, , 213-222.	0.6	3
149	Using Simulation to Evaluate a Tube Perception Algorithm for Bin Picking. Robotics, 2022, 11, 46.	3.5	3
150	An electric wheelchair as a tool for motivating students in power electronics. , 2008, , .		2
151	Football scientia- an automated tool for professional soccer coaches. , 2010, , .		2
152	A generic model for a robotic agent system using GAIA methodology: Two distinct implementations. , 2010, , .		2
153	Diagonal walk reference generator based on Fourier approximation of ZMP trajectory. , 2013, , .		2
154	Learning a fast walk based on ZMP control and hip height movement. , 2014, , .		2
155	Making a robot dance to diverse musical genre in noisy environments. , 2014, , .		2
156	Poker learner: Players modeling through data-mining. , 2015, , .		2
157	Contextual Stochastic Search. , 2016, , .		2
158	Non-parametric contextual stochastic search. , 2016, , .		2
159	QVida+: Quality of life continuos estimation for clinical decision support. , 2016, , .		2
160	A survey on computer assisted qualitative data analysis software. , 2016, , .		2
161	Learning to Play Precision Ball Sports from scratch: a Deep Reinforcement Learning Approach. , 2020, , .		2
162	Automatic Generation of a Sub-optimal Agent Population with Learning. Advances in Intelligent Systems and Computing, 2019, , 65-74.	0.6	2

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163	Hand Gesture Recognition for Human Computer Interaction: A Comparative Study of Different Image Features. Communications in Computer and Information Science, 2014, , 162-178.	0.5	2
164	Knowledge Discovery and Multimodal Inputs for Driving an Intelligent Wheelchair. International Journal of Knowledge Discovery in Bioinformatics, 2011, 2, 18-34.	0.8	2
165	A Common Framework for Co-operative Robotics: An Open, Fault Tolerant Architecture for Multi-league RoboCup Teams. Lecture Notes in Computer Science, 2008, , 171-182.	1.3	2
166	DYNAMIC MULTIMEDIA ENVIRONMENT BASED ON REALTIME USER EMOTION ASSESSMENT - Biometric User Data towards Affective Immersive Environments. , 2009, , .		2
167	A Cooperative CiberMouse@RTSS08 Team. Lecture Notes in Computer Science, 2009, , 251-262.	1.3	2
168	Learning Low-Level Behaviors and High-Level Strategies in Humanoid Soccer. Advances in Intelligent Systems and Computing, 2020, , 537-548.	0.6	2
169	Multimodal Intelligent Wheelchair Interface. Advances in Intelligent Systems and Computing, 2020, , 679-689.	0.6	2
170	Understanding Dynamic Agentâ€™s Reasoning. , 2007, , 542-551.		2
171	Intelligent Farmer Agent for Multi-agent Ecological Simulations Optimization. Lecture Notes in Computer Science, 2007, , 593-604.	1.3	1
172	A conceptual model for collaborative learning activities design. , 2011, , .		1
173	Automatic extraction of goal-scoring behaviors from soccer matches. , 2012, , .		1
174	A Poker Game Description Language. , 2013, , .		1
175	Adding Conscious Aspects in Virtual Robot Navigation through Baars-Franklin's Cognitive Architecture. , 2015, , .		1
176	Data Mining and decision support systems for clinical application and quality of life. , 2015, , .		1
177	Multimodal Interaction and Serious Game for Assistive Robotic Devices in a Simulated Environment. , 2016, , .		1
178	Evolution of vacancies and students' placement in higher education in Portugal. , 2016, , .		1
179	A survey on clinical decision support systems concerning quality of life. , 2016, , .		1
180	Professional Poker players' modeling using data-mining. , 2016, , .		1

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181	Quality of life assessment: Estimation based on Rasch model. , 2016, , .		1
182	Special Issue JOMS â€" Journal of Medical Systems, 2016 on Agent-Empowered HealthCare Systems. Journal of Medical Systems, 2016, 40, 93.	3.6	1
183	Development of a flexible language for disturbance description for multi-robot missions. Journal of Simulation, 2016, 10, 166-181.	1.5	1
184	Development of flexible languages for scenario and team description in multirobot missions. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2017, 31, 69-86.	1.1	1
185	Design and dynamic modelling of an ankle-foot prosthesis for humanoid robot. , 2017, , .		1
186	xSS: A Soccer Server extension for automated learning of high-level robotic soccer strategies. , 2019, , .		1
187	Controller for Real and Simulated Wheelchair With a Multimodal Interface Using Gazebo and ROS. , 2020, , .		1
188	Reinforcement Learning in Navigation and Cooperative Mapping. , 2020, , .		1
189	Biometrics and quality of life of lymphoma patients: A longitudinal mixedâ€model approach. Expert Systems, 2021, 38, e12640.	4.5	1
190	An Approach for Assessing the Distribution of Reporting Delay in Portuguese AIDS Data. Advances in Intelligent Systems and Computing, 2016, , 641-649.	0.6	1
191	Rule based strategies for large extensive-form games: A specification language for No-Limit Texas Holdâ€™em agents. Computer Science and Information Systems, 2014, 11, 1249-1269.	1.0	1
192	Applying Biological Paradigms to Emerge Behaviour in RoboCup Rescue Team. Lecture Notes in Computer Science, 2005, , 422-434.	1.3	1
193	Agent-Based Aircraft Control Strategies in a Simulated Environment. Lecture Notes in Computer Science, 2009, , 190-205.	1.3	1
194	ECOSIMNET: A Framework For Ecological Simulations. , 2009, , .		1
195	A Cooperative Communications Platform for Safety Critical Robotics: An Experimental Evaluation. Advances in Intelligent and Soft Computing, 2010, , 151-156.	0.2	1
196	Evaluation of a Communication Platform for Safety Critical Robotics. Lecture Notes in Computer Science, 2010, , 239-246.	1.3	1
197	Human vs. Robotic Soccer: How Far Are They? A Statistical Comparison. Lecture Notes in Computer Science, 2011, , 242-253.	1.3	1
198	A Distributed Cooperative Reinforcement Learning Method for Decision Making in Fire Brigade Teams. Lecture Notes in Computer Science, 2013, , 237-248.	1.3	1

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199	Cross-Artefacts for the Purpose of Education. Advances in Intelligent Systems and Computing, 2014, , 487-496.	0.6	1
200	Consolidação e fortalecimento dos estudos qualitativos nas diversas vertentes da área de saúde.. Revista Da Escola De Enfermagem Da U S P, 2014, 48, 1-2.	0.9	1
201	A Serious Games Framework for Health Rehabilitation. , 2015, , 404-424.		1
202	Qualitative Data Analysis Software Packages: An Integrative Review. Advances in Intelligent Systems and Computing, 2019, , 279-290.	0.6	1
203	An Approach to Assess Quality of Life Through Biometric Monitoring in Cancer Patients. Advances in Intelligent Systems and Computing, 2019, , 607-617.	0.6	1
204	Assessing Daily Activities Using a PPG Sensor Embedded in a Wristband-Type Activity Tracker. Advances in Intelligent Systems and Computing, 2020, , 108-119.	0.6	1
205	Formative Assessment and Digital Tools in a School Context. Advances in Intelligent Systems and Computing, 2020, , 271-283.	0.6	1
206	Competitive Deep Reinforcement Learning over a Pokémon Battling Simulator. , 2020, , .		1
207	IROBOT'05: 1st International Workshop on Intelligent Robotics. , 2005, , .		0
208	MASTA'05: 3rd Workshop on Multi-Agent Systems - Theory and Applications. , 2005, , .		0
209	ARCHITECTURE OF COOPERATION FOR MULTI-ROBOT SYSTEMS. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2006, 39, 45-50.	0.4	0
210	FC PORTUGAL: DEVELOPMENT AND EVALUATION OF A NEW ROBOCUP RESCUE TEAM. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2006, 39, 57-62.	0.4	0
211	Analysis on the selection of course and institution of engineering students. , 2014, , .		0
212	Assessing a nanothings system to monitor endocrine diseases automatously. , 2014, , .		0
213	QoLIS &#x2014; Health business analitics platform based on quality of life related with health. , 2015, , .		0
214	Special Issue on Autonomous Robot Systems. Journal of Intelligent and Robotic Systems: Theory and Applications, 2015, 77, 247-247.	3.4	0
215	Classification model for cardiotocographies. , 2016, , .		0
216	Family MemoBoard: Collaborative calendar. , 2016, , .		0

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217	Clustering of spatial data for knowledge extraction. , 2016, , .		0
218	Features for the promotion of collaborative work in qualitative research: WebQDA software. , 2016, , .		0
219	A Data Mining Approach to Predict Falls in Humanoid Robot Locomotion. Advances in Intelligent Systems and Computing, 2016, , 273-285.	0.6	0
220	Data mining for prediction of moves of professional poker players: An experimental approach. , 2017, , .		0
221	Higher education access prediction using data-mining. , 2017, , .		0
222	Torque Controlled Biped Model Through a Bio-Inspired Controller Using Adaptive Learning. , 2018, , .		0
223	Quality model for classification of the review of scientific articles. , 2018, , .		0
224	Contextual Direct Policy Search. Journal of Intelligent and Robotic Systems: Theory and Applications, 2019, 96, 141-157.	3.4	0
225	Economic and Food Safety: Optimized Inspection Routes Generation. Lecture Notes in Computer Science, 2021, , 482-503.	1.3	0
226	Editorial of the topical collection â€œstate of the art on autonomous robot systems and competitionsâ€. SN Applied Sciences, 2021, 3, 1.	2.9	0
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