

Luis Paulo Reis

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4650056/publications.pdf>

Version: 2024-02-01

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	Using Simulation to Evaluate a Tube Perception Algorithm for Bin Picking. Robotics, 2022, 11, 46.	3.5	3
2	Game Adaptation by Using Reinforcement Learning Over Meta Games. Group Decision and Negotiation, 2021, 30, 321-340.	3.3	6
3	Biometrics and quality of life of lymphoma patients: A longitudinal mixed-model approach. Expert Systems, 2021, 38, e12640.	4.5	1
4	Acceptance Decision Prediction in Peer-Review Through Sentiment Analysis. Lecture Notes in Computer Science, 2021, , 766-777.	1.3	3
5	Economic and Food Safety: Optimized Inspection Routes Generation. Lecture Notes in Computer Science, 2021, , 482-503.	1.3	0
6	6D Localization and Kicking for Humanoid Robotic Soccer. Journal of Intelligent and Robotic Systems: Theory and Applications, 2021, 102, 1.	3.4	3
7	Editorial of the topical collection "State of the art on autonomous robot systems and competitions". SN Applied Sciences, 2021, 3, 1.	2.9	0
8	Robust Complaint Processing in Portuguese. Information (Switzerland), 2021, 12, 525.	2.9	0
9	Stress among Portuguese Medical Students: the EuStress Solution. Journal of Medical Systems, 2020, 44, 45.	3.6	25
10	A Survey of Planning and Learning in Games. Applied Sciences (Switzerland), 2020, 10, 4529.	2.5	14
11	Learning to Play Precision Ball Sports from scratch: a Deep Reinforcement Learning Approach. , 2020, , .		2
12	Exploring communication protocols and centralized critics in multi-agent deep learning. Integrated Computer-Aided Engineering, 2020, 27, 333-351.	4.6	9
13	Controller for Real and Simulated Wheelchair With a Multimodal Interface Using Gazebo and ROS. , 2020, , .		1
14	Humanoid Robot Kick in Motion Ability for Playing Robotic Soccer. , 2020, , .		11
15	Reinforcement Learning in Navigation and Cooperative Mapping. , 2020, , .		1
16	Multi-agent actor centralized-critic with communication. Neurocomputing, 2020, 390, 40-56.	5.9	14
17	Learning Low-Level Behaviors and High-Level Strategies in Humanoid Soccer. Advances in Intelligent Systems and Computing, 2020, , 537-548.	0.6	2
18	Correction to: Robot 2019: Fourth Iberian Robotics Conference. Advances in Intelligent Systems and Computing, 2020, , C1-C1.	0.6	0

#	ARTICLE	IF	CITATIONS
19	Multi Agent Deep Learning with Cooperative Communication. Journal of Artificial Intelligence and Soft Computing Research, 2020, 10, 189-207.	4.3	8
20	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
21	Multimodal Intelligent Wheelchair Interface. Advances in Intelligent Systems and Computing, 2020, , 679-689.	0.6	2
22	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
23	Formative Assessment and Digital Tools in a School Context. Advances in Intelligent Systems and Computing, 2020, , 271-283.	0.6	1
24	Correction to: Robot 2019: Fourth Iberian Robotics Conference. Advances in Intelligent Systems and Computing, 2020, , C1-C1.	0.6	5
25	Competitive Deep Reinforcement Learning over a Pok�mon Battling Simulator. , 2020, , .		1
26	Boccia game simulator: <scp>S</scp>erious game adapted for people with disabilities. Expert Systems, 2019, 36, e12299.	4.5	4
27	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
28	Development of a simulated transtibial amputee model. , 2019, , .		3
29	Learning low level skills from scratch for humanoid robot soccer using deep reinforcement learning. , 2019, , .		19
30	Learning high-level robotic soccer strategies from scratch through reinforcement learning. , 2019, , .		3
31	xSS: A Soccer Server extension for automated learning of high-level robotic soccer strategies. , 2019, , .		1
32	Multi-Agent Deep Reinforcement Learning with Emergent Communication. , 2019, , .		9
33	Contextual Direct Policy Search. Journal of Intelligent and Robotic Systems: Theory and Applications, 2019, 96, 141-157.	3.4	0
34	Automatic Generation of a Sub-optimal Agent Population with Learning. Advances in Intelligent Systems and Computing, 2019, , 65-74.	0.6	2
35	Automatic Identification of Economic Activities in Complaints. Lecture Notes in Computer Science, 2019, , 249-260.	1.3	4
36	Learning to Run Faster in a Humanoid Robot Soccer Environment Through Reinforcement Learning. Lecture Notes in Computer Science, 2019, , 3-15.	1.3	23

#	ARTICLE	IF	CITATIONS
37	Complaint Analysis and Classification for Economic and Food Safety. , 2019, , .		8
38	Qualitative Data Analysis Software Packages: An Integrative Review. Advances in Intelligent Systems and Computing, 2019, , 279-290.	0.6	1
39	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
40	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
41	Mixed-Policy Asynchronous Deep Q-Learning. Advances in Intelligent Systems and Computing, 2018, , 129-140.	0.6	6
42	Torque Controlled Biped Model Through a Bio-Inspired Controller Using Adaptive Learning. , 2018, , .		0
43	Guided Deep Reinforcement Learning in the GeoFriends2 Environment. , 2018, , .		3
44	Proposal of an Extended Taxonomy of Serious Games for Health Rehabilitation. Games for Health Journal, 2018, 7, 302-309.	2.0	7
45	Quality model for classification of the review of scientific articles. , 2018, , .		0
46	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
47	A Serious Games Framework for Health Rehabilitation. Advances in Healthcare Information Systems and Administration Book Series, 2018, , 391-424.	0.2	0
48	Data Mining in HIV-AIDS Surveillance System. Journal of Medical Systems, 2017, 41, 51.	3.6	12
49	A nanocommunication system for endocrine diseases. Cluster Computing, 2017, 20, 689-706.	5.0	4
50	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
51	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
52	An ideal IoT solution for real-time web monitoring. Cluster Computing, 2017, 20, 2193-2209.	5.0	5
53	Deriving and improving CMA-ES with information geometric trust regions. , 2017, , .		8
54	Rich and robust human-robot interaction on gesture recognition for assembly tasks. , 2017, , .		9

#	ARTICLE	IF	CITATIONS
55	Data mining for prediction of moves of professional poker players: An experimental approach. , 2017, , .		0
56	Higher education access prediction using data-mining. , 2017, , .		0
57	Design and dynamic modelling of an ankle-foot prosthesis for humanoid robot. , 2017, , .		1
58	A Serious Games Platform for Cognitive Rehabilitation with Preliminary Evaluation. Journal of Medical Systems, 2017, 41, 10.	3.6	14
59	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
60	Multi-agent Double Deep Q-Networks. Lecture Notes in Computer Science, 2017, , 123-134.	1.3	3
61	Autonomous Interactive Object Manipulation and Navigation Capabilities for an Intelligent Wheelchair. Lecture Notes in Computer Science, 2017, , 473-485.	1.3	3
62	Learning a Humanoid Kick with Controlled Distance. Lecture Notes in Computer Science, 2017, , 45-57.	1.3	15
63	HIGH-LEVEL LEARNING, INTERACTION AND COOPERATION FOR HUMANOID ROBOTS. , 2017, , .		0
64	Contextual Stochastic Search. , 2016, , .		2
65	A study on the need of digital heritage management plataforms. , 2016, , .		8
66	Model-Based Relative Entropy Stochastic Search. , 2016, , .		15
67	Non-parametric contextual stochastic search. , 2016, , .		2
68	Classification model for cardiocographies. , 2016, , .		0
69	Contextual Relative Entropy Policy Search with Covariance Matrix Adaptation. , 2016, , .		8
70	Multimodal Interaction and Serious Game for Assistive Robotic Devices in a Simulated Environment. , 2016, , .		1
71	Family MemoBoard: Collaborative calendar. , 2016, , .		0
72	QVida+: Quality of life continuos estimation for clinical decision support. , 2016, , .		2

#	ARTICLE	IF	CITATIONS
73	Clustering of spatial data for knowledge extraction. , 2016, , .		0
74	Multimodal interaction robotic devices in a simulated environment. , 2016, , .		3
75	Evolution of vacancies and students' placement in higher education in Portugal. , 2016, , .		1
76	A survey on clinical decision support systems concerning quality of life. , 2016, , .		1
77	Professional Poker players' modeling using data-mining. , 2016, , .		1
78	A survey on computer assisted qualitative data analysis software. , 2016, , .		2
79	Features for the promotion of collaborative work in qualitative research: WebQDA software. , 2016, , .		0
80	New forms of interaction in serious games for cognitive rehabilitation: Implementation and usability study. , 2016, , .		4
81	Quality of life assessment: Estimation based on Rasch model. , 2016, , .		1
82	Special Issue JOMS " Journal of Medical Systems, 2016 on Agent-Empowered HealthCare Systems. Journal of Medical Systems, 2016, 40, 93.	3.6	1
83	Review of Control Strategies for Lower Limb Prostheses. Advances in Intelligent Systems and Computing, 2016, , 209-220.	0.6	16
84	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
85	Development of a flexible language for disturbance description for multi-robot missions. Journal of Simulation, 2016, 10, 166-181.	1.5	1
86	A Data Mining Approach to Predict Falls in Humanoid Robot Locomotion. Advances in Intelligent Systems and Computing, 2016, , 273-285.	0.6	0
87	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
88	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
89	Recommendations for a New Portuguese Teacher Placement System. Advances in Intelligent Systems and Computing, 2016, , 369-378.	0.6	0
90	Intelligent System for Soccer Referee's Position Analysis. Advances in Intelligent Systems and Computing, 2016, , 101-111.	0.6	0

#	ARTICLE	IF	CITATIONS
91	Development of an Omnidirectional Walk Engine for Soccer Humanoid Robots. International Journal of Advanced Robotic Systems, 2015, , 1.	2.1	5
92	New Contributions in Information Systems and Technologies. Advances in Intelligent Systems and Computing, 2015, , .	0.6	10
93	New Contributions in Information Systems and Technologies. Advances in Intelligent Systems and Computing, 2015, , .	0.6	4
94	Hand Gesture Recognition System Based in Computer Vision and Machine Learning. Lecture Notes in Computational Vision and Biomechanics, 2015, , 355-377.	0.5	9
95	Regularized covariance estimation for weighted maximum likelihood policy search methods. , 2015, , .		9
96	Serious games for cognitive rehabilitation: Forms of interaction and social dimension. , 2015, , .		6
97	Plataforms for digital heritage management. , 2015, , .		3
98	QoLIS — Health business analitics platform based on quality of life related with health. , 2015, , .		0
99	Beat Tracking for Interactive Dancing Robots. International Journal of Humanoid Robotics, 2015, 12, 1550023.	1.1	8
100	Contextual Policy Search for Generalizing a Parameterized Biped Walking Controller. , 2015, , .		8
101	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
102	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
103	Special Issue on Autonomous Robot Systems. Journal of Intelligent and Robotic Systems: Theory and Applications, 2015, 77, 247-247.	3.4	0
104	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
105	Adding Conscious Aspects in Virtual Robot Navigation through Baars-Franklin's Cognitive Architecture. , 2015, , .		1
106	Poker learner: Players modeling through data-mining. , 2015, , .		2
107	Data Mining and decision support systems for clinical application and quality of life. , 2015, , .		1
108	A Clinical Support System Based on Quality of Life Estimation. Journal of Medical Systems, 2015, 39, 308.	3.6	7

#	ARTICLE	IF	CITATIONS
109	Data mining and electronic devices applied to quality of life related to health data. , 2015, , .		9
110	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
111	Invited Paper: Multimodal Interface for an Intelligent Wheelchair. Lecture Notes in Electrical Engineering, 2015, , 1-34.	0.4	9
112	Generalized Learning to Create an Energy Efficient ZMP-Based Walking. Lecture Notes in Computer Science, 2015, , 583-595.	1.3	3
113	Collaborative Behavior in Soccer: The Setplay Free Software Framework. Lecture Notes in Computer Science, 2015, , 709-716.	1.3	4
114	Intelligent Wheelchair Driving: Bridging the Gap Between Virtual and Real Intelligent Wheelchairs. Lecture Notes in Computer Science, 2015, , 445-456.	1.3	14
115	Strategic Negotiation and Trust in Diplomacy â€œ The DipBlue Approach. Lecture Notes in Computer Science, 2015, , 179-200.	1.3	3
116	DipBlue: A Diplomacy Agent with Strategic and Trust Reasoning. , 2015, , .		8
117	Lessons Learned on Developing Educational Systems Using a Hybrid User Centered Methodology. Advances in Intelligent Systems and Computing, 2015, , 213-222.	0.6	3
118	A Serious Games Framework for Health Rehabilitation. , 2015, , 404-424.		1
119	Using Kalman Filters to Reduce Noise from RFID Location System. Scientific World Journal, The, 2014, 2014, 1-9.	2.1	10
120	A Serious Games Framework for Health Rehabilitation. International Journal of Healthcare Information Systems and Informatics, 2014, 9, 1-21.	0.9	17
121	Analysis on the selection of course and institution of engineering students. , 2014, , .		0
122	Learning a fast walk based on ZMP control and hip height movement. , 2014, , .		2
123	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
124	Architecture for Serious Games in Health Rehabilitation. Advances in Intelligent Systems and Computing, 2014, , 307-317.	0.6	14
125	Making a robot dance to diverse musical genre in noisy environments. , 2014, , .		2
126	OTILIA — An architecture for the recommendation of teaching-learning techniques supported by an ontological approach. , 2014, , .		6

#	ARTICLE	IF	CITATIONS
127	Using Reinforcement Learning Techniques to Select the Best Action in Setplays with Multiple Possibilities in Robocup Soccer Simulation Teams. , 2014, , .		6
128	Assessing a nanothings system to monitor endocrine diseases automatously. , 2014, , .		0
129	Strategy planner: Graphical definition of soccer set-plays. Data and Knowledge Engineering, 2014, 94, 110-131.	3.4	12
130	A Profitable Online No-Limit Poker Playing Agent. , 2014, , .		7
131	User modeling and command language adapted for driving an intelligent wheelchair. , 2014, , .		6
132	Development of a flexible language for mission description for multi-robot missions. Information Sciences, 2014, 288, 27-44.	6.9	10
133	Internet of Things: A system's architecture proposal. , 2014, , .		14
134	Generic system for human-computer gesture interaction. , 2014, , .		12
135	Internet of things and cloud computing. , 2014, , .		15
136	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
137	A Survey on Intelligent Wheelchair Prototypes and Simulators. Advances in Intelligent Systems and Computing, 2014, , 545-557.	0.6	43
138	Vision-Based Portuguese Sign Language Recognition System. Advances in Intelligent Systems and Computing, 2014, , 605-617.	0.6	24
139	Omnidirectional Walking with a Compliant Inverted Pendulum Model. Lecture Notes in Computer Science, 2014, , 481-493.	1.3	5
140	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
141	Vision Based Referee Sign Language Recognition System for the RoboCup MSL League. Lecture Notes in Computer Science, 2014, , 360-372.	1.3	7
142	Rule based strategies for large extensive-form games: A specification language for No-Limit Texas Hold'em agents. Computer Science and Information Systems, 2014, 11, 1249-1269.	1.0	1
143	Cross-Artefacts for the Purpose of Education. Advances in Intelligent Systems and Computing, 2014, , 487-496.	0.6	1
144	Design of Learning Activities " Pedagogy, Technology and Delivery Trends. EAI Endorsed Transactions on E-Learning, 2014, 1, e5.	0.6	5

#	ARTICLE	IF	CITATIONS
145	Consolidação e fortalecimento dos estudos qualitativos nas diversas vertentes da Área de saude.. Revista Da Escola De Enfermagem Da U S P, 2014, 48, 1-2.	0.9	1
146	Vision system for tracking handball players using fuzzy color processing. Machine Vision and Applications, 2013, 24, 1055-1074.	2.7	6
147	An automatic approach to extract goal plans from soccer simulated matches. Soft Computing, 2013, 17, 835-848.	3.6	17
148	IntellWheels: Intelligent wheelchair with user-centered design. , 2013, , .		10
149	Manual, automatic and shared methods for controlling an intelligent wheelchair: Adaptation to cerebral palsy users. , 2013, , .		6
150	Diagonal walk reference generator based on Fourier approximation of ZMP trajectory. , 2013, , .		2
151	Estimating the Odds for Texas Hold'em Poker Agents. , 2013, , .		5
152	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
153	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
154	A Poker Game Description Language. , 2013, , .		1
155	Coordination in Multi-robot Systems: Applications in Robotic Soccer. Communications in Computer and Information Science, 2013, , 3-21.	0.5	6
156	Patient Classification and Automatic Configuration of an Intelligent Wheelchair. Communications in Computer and Information Science, 2013, , 268-282.	0.5	17
157	Multi-Agent System for Teaching Service Distribution with Coalition Formation. Advances in Intelligent Systems and Computing, 2013, , 599-609.	0.6	5
158	Intelligent Wheelchair Manual Control Methods. Lecture Notes in Computer Science, 2013, , 271-282.	1.3	10
159	Omnidirectional Walking and Active Balance for Soccer Humanoid Robot. Lecture Notes in Computer Science, 2013, , 283-294.	1.3	14
160	Simulation and Performance Assessment of Poker Agents. Lecture Notes in Computer Science, 2013, , 69-84.	1.3	3
161	A Distributed Cooperative Reinforcement Learning Method for Decision Making in Fire Brigade Teams. Lecture Notes in Computer Science, 2013, , 237-248.	1.3	1
162	Web Portal for Matching Loan Requests and Investment Offers in Peer-To-Peer Lending. International Journal of Web Portals, 2013, 5, 17-31.	1.1	0

#	ARTICLE	IF	CITATIONS
163	An active audition framework for auditory-driven HRI: Application to interactive robot dancing. , 2012, , .		11
164	Human versus virtual robotics soccer: A technical analysis. European Journal of Sport Science, 2012, 12, 26-35.	2.7	8
165	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
166	Live assessment of beat tracking for robot audition. , 2012, , .		7
167	Automatic extraction of goal-scoring behaviors from soccer matches. , 2012, , .		1
168	Overcoming Motor-Rate Limitations in Online Synchronized Robot Dancing. International Journal of Computational Intelligence Systems, 2012, 5, 700.	2.7	4
169	Cerebral Palsy EEG Signals Classification: Facial Expressions and Thoughts for Driving an Intelligent Wheelchair. , 2012, , .		17
170	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
171	Designing a meta-model for a generic robotic agent system using Gaia methodology. Information Sciences, 2012, 195, 190-210.	6.9	11
172	Performance analysis in soccer: a Cartesian coordinates based approach using RoboCup data. Soft Computing, 2012, 16, 47-61.	3.6	17
173	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
174	Development of an Omnidirectional Kick for a NAO Humanoid Robot. Lecture Notes in Computer Science, 2012, , 571-580.	1.3	13
175	New Forms of Interaction in Serious Games for Rehabilitation. , 2012, , 1188-1211.		11
176	Optimization Approach for the Development of Humanoid Robotsâ€™ Behaviors. Lecture Notes in Computer Science, 2012, , 491-500.	1.3	6
177	Coastal Ecosystems Simulation: A Decision Tree Analysis For Bivalve's Growth Conditions. , 2012, , .		0
178	Sistema Inteligente para AuxÃ­lio na SeleÃ§Ã£o e ExecuÃ§Ã£o de Tarefas num Jogo Social. Computer Science and Engineering, 2012, 2, 74-81.	0.2	0
179	Multi-robot coordination using Setplays in the middle-size and simulation leagues. Mechatronics, 2011, 21, 434-444.	3.3	25
180	Fostering Collaborative Work between educators in higher education. , 2011, , .		4

#	ARTICLE	IF	CITATIONS
181	A conceptual model for collaborative learning activities design. , 2011, , .		1
182	IntellWheels: Modular development platform for intelligent wheelchairs. Journal of Rehabilitation Research and Development, 2011, 48, 1061.	1.6	42
183	Novelty Detection Using Graphical Models for Semantic Room Classification. Lecture Notes in Computer Science, 2011, , 326-339.	1.3	3
184	Humanoid Behaviors: From Simulation to a Real Robot. Lecture Notes in Computer Science, 2011, , 352-364.	1.3	11
185	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
186	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
187	Knowledge Discovery and Multimodal Inputs for Driving an Intelligent Wheelchair. International Journal of Knowledge Discovery in Bioinformatics, 2011, 2, 18-34.	0.8	2
188	Human vs. Robotic Soccer: How Far Are They? A Statistical Comparison. Lecture Notes in Computer Science, 2011, , 242-253.	1.3	1
189	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
190	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
191	Co-ordination in RoboCup's 2D simulation league: Setplays as flexible, multi-robot plans. , 2010, , .		13
192	Shared control for obstacle avoidance in intelligent wheelchairs. , 2010, , .		16
193	Data model for procedural modelling from textual descriptions. , 2010, , .		3
194	Survey on team tracking techniques applied to sports. , 2010, , .		30
195	Development of a Realistic Simulator for Robotic Intelligent Wheelchairs in a Hospital Environment. Lecture Notes in Computer Science, 2010, , 23-34.	1.3	9
196	Machine Learning algorithms applied to the classification of robotic soccer formations and opponent teams. , 2010, , .		29
197	Football scientia- an automated tool for professional soccer coaches. , 2010, , .		2
198	A generic model for a robotic agent system using GAIA methodology: Two distinct implementations. , 2010, , .		2

#	ARTICLE	IF	CITATIONS
199	IntellWheels MMI: A Flexible Interface for an Intelligent Wheelchair. Lecture Notes in Computer Science, 2010, , 296-307.	1.3	16
200	A Cooperative Communications Platform for Safety Critical Robotics: An Experimental Evaluation. Advances in Intelligent and Soft Computing, 2010, , 151-156.	0.2	1
201	Evaluation of a Communication Platform for Safety Critical Robotics. Lecture Notes in Computer Science, 2010, , 239-246.	1.3	1
202	Biometric Emotion Assessment and Feedback in an Immersive Digital Environment. International Journal of Social Robotics, 2009, 1, 307-317.	4.6	16
203	An approach to simulate autonomous vehicles in urban traffic scenarios. , 2009, , .		18
204	Concept and Design of the Intellwheels Platform for Developing Intelligent Wheelchairs. Lecture Notes in Electrical Engineering, 2009, , 191-203.	0.4	31
205	Automatic Generation of Biped Walk Behavior Using Genetic Algorithms. Lecture Notes in Computer Science, 2009, , 805-812.	1.3	19
206	Analysis and Forecast of Team Formation in the Simulated Robotic Soccer Domain. Lecture Notes in Computer Science, 2009, , 239-250.	1.3	14
207	Agent-Based Aircraft Control Strategies in a Simulated Environment. Lecture Notes in Computer Science, 2009, , 190-205.	1.3	1
208	Recovering from Airline Operational Problems with a Multi-Agent System: A Case Study. Lecture Notes in Computer Science, 2009, , 461-472.	1.3	4
209	DYNAMIC MULTIMEDIA ENVIRONMENT BASED ON REALTIME USER EMOTION ASSESSMENT - Biometric User Data towards Affective Immersive Environments. , 2009, , .		2
210	A Cooperative CiberMouse@RTSS08 Team. Lecture Notes in Computer Science, 2009, , 251-262.	1.3	2
211	ECOSIMNET: A Framework For Ecological Simulations. , 2009, , .		1
212	A New Approach to Emotion Assessment Based on Biometric Data. , 2008, , .		6
213	An Experimental Approach to Online Opponent Modeling in Texas Hold'em Poker. Lecture Notes in Computer Science, 2008, , 83-92.	1.3	3
214	An electric wheelchair as a tool for motivating students in power electronics. , 2008, , .		2
215	General-Purpose Emotion Assessment Testbed Based on Biometric Information. Studies in Computational Intelligence, 2008, , 533-543.	0.9	3
216	Realtime Dynamic Multimedia Storyline Based on Online Audience Biometric Information. Studies in Computational Intelligence, 2008, , 545-554.	0.9	5

#	ARTICLE	IF	CITATIONS
217	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
218	Intelligent Farmer Agent for Multi-agent Ecological Simulations Optimization. Lecture Notes in Computer Science, 2007, , 593-604.	1.3	1
219	Interface Framework to Drive an Intelligent Wheelchair Using Facial Expressions. , 2007, , .		20
220	Semantic Image Retrieval Using Region-Based Relevance Feedback. Lecture Notes in Computer Science, 2007, , 192-206.	1.3	3
221	Setplays: Achieving Coordination by the appropriate Use of arbitrary Pre-defined Flexibl Plans and Inter-Robot Communication. , 2007, , .		11
222	A Generic Strategic Layer for Collaborative Networks. , 2007, , 273-282.		4
223	Understanding Dynamic Agentâ€™s Reasoning. , 2007, , 542-551.		2
224	ARCHITECTURE OF COOPERATION FOR MULTI-ROBOT SYSTEMS. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2006, 39, 45-50.	0.4	0
225	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
226	A Tool for Fast Development of Modular and Hierarchic Neural Network-based Systems. Revista EletrÃƒnica De Sistemas De InformaÃƒo, 2006, 5, .	0.0	0
227	Best multiple-view selection for the visualization of urban rescue simulations. International Journal of Simulation Modelling, 2006, 5, 167-173.	1.3	3
228	Distributed Surveillance System. , 2005, , .		10
229	IROBOT'05: 1st International Workshop on Intelligent Robotics. , 2005, , .		0
230	MASTA'05: 3rd Workshop on Multi-Agent Systems - Theory and Applications. , 2005, , .		0
231	Applying Biological Paradigms to Emerge Behaviour in RoboCup Rescue Team. Lecture Notes in Computer Science, 2005, , 422-434.	1.3	1
232	COACH UNILANG - A Standard Language for Coaching a (Robo) Soccer Team. Lecture Notes in Computer Science, 2002, , 183-192.	1.3	17
233	FC Portugal 2001 Team Description: Flexible Teamwork and Configurable Strategy. Lecture Notes in Computer Science, 2002, , 515-518.	1.3	3
234	A Language for Specifying Complete Timetabling Problems. Lecture Notes in Computer Science, 2001, , 322-341.	1.3	16

#	ARTICLE	IF	CITATIONS
235	Situation Based Strategic Positioning for Coordinating a Team of Homogeneous Agents. Lecture Notes in Computer Science, 2001, , 175-197.	1.3	60
236	FC Portugal Team Description: RoboCup 2000 Simulation League Champion. Lecture Notes in Computer Science, 2001, , 29-40.	1.3	39