Jose Luis Lopez-Cuadrado

List of Publications by Year in descending order

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Version: 2024-02-01

471371 552653 36 708 17 26 citations h-index g-index papers 37 37 37 711 docs citations times ranked citing authors all docs

#	Article	IF	CITATIONS
1	Towards a big data framework for analyzing social media content. International Journal of Information Management, 2019, 44, 1-12.	10.5	89
2	Sem-Fit: A semantic based expert system to provide recommendations in the tourism domain. Expert Systems With Applications, 2011, 38, 13310-13319.	4.4	83
3	An expert system development tool for non Al experts. Expert Systems With Applications, 2011, 38, 597-609.	4.4	38
4	Semantic model for knowledge representation in e-business. Knowledge-Based Systems, 2011, 24, 282-296.	4.0	38
5	I-Competere: Using applied intelligence in search of competency gaps in software project managers. Information Systems Frontiers, 2014, 16, 607-625.	4.1	37
6	Conceptual model for semantic representation of industrial manufacturing processes. Computers in Industry, 2010, 61, 595-612.	5.7	32
7	SINVLIO: Using semantics and fuzzy logic to provide individual investment portfolio recommendations. Knowledge-Based Systems, 2012, 27, 103-118.	4.0	32
8	Towards Human Smart Cities: Internet of Things for sensory impaired individuals. Computing (Vienna/New York), 2017, 99, 107-126.	3.2	30
9	ReSySTER: A hybrid recommender system for Scrum team roles based on fuzzy and rough sets. International Journal of Applied Mathematics and Computer Science, 2012, 22, 801-816.	1.5	29
10	A review of conventional and knowledge based systems for machining price quotation. Journal of Intelligent Manufacturing, 2011, 22, 823-841.	4.4	27
11	PB-ADVISOR: A private banking multi-investment portfolio advisor. Information Sciences, 2012, 206, 63-82.	4.0	27
12	Analyzing best practices on Web development frameworks: The lift approach. Science of Computer Programming, 2015, 102, 1-19.	1.5	25
13	Automatic detection of relationships between banking operations using machine learning. Information Sciences, 2019, 485, 319-346.	4.0	23
14	Dealing with limited data in ballistic impact scenarios: anÂempirical comparison of different neural network approaches. Applied Intelligence, 2011, 35, 89-109.	3.3	22
15	SMORE: Towards a semantic modeling for knowledge representation on social media. Science of Computer Programming, 2016, 121, 16-33.	1.5	21
16	CESARSC: Framework for creating Cultural Entertainment Systems with Augmented Reality in Smart Cities. Computer Science and Information Systems, 2016, 13, 395-425.	0.7	20
17	An optimization methodology for machine learning strategies andÂregression problems in ballistic impact scenarios. Applied Intelligence, 2012, 36, 424-441.	3.3	19
18	SABUMO: Towards a collaborative and semantic framework for knowledge sharing. Expert Systems With Applications, 2012, 39, 8671-8680.	4.4	17

#	Article	IF	CITATIONS
19	GEODIM: A Semantic Model-Based System for 3D Recognition of Industrial Scenes. Intelligent Systems Reference Library, 2017, , 137-159.	1.0	17
20	SEffEst: Effort estimation in software projects using fuzzy logic and neural networks. International Journal of Computational Intelligence Systems, 2012, 5, 679-699.	1.6	15
21	Challenges And Opportunities In Analytic-Predictive Environments Of Big Data And Natural Language Processing For Social Network Rating Systems. IEEE Latin America Transactions, 2018, 16, 592-597.	1.2	11
22	SABUMO-dTest: Design and evaluation of an intelligent collaborative distributed testing framework. Computer Science and Information Systems, 2014, 11, 29-45.	0.7	11
23	Sub-Sync: Automatic Synchronization of Subtitles in the Broadcasting of True Live programs in Spanish. IEEE Access, 2019, 7, 60968-60983.	2.6	10
24	Towards a framework for multiple artificial neural network topologies validation by means of statistics. Expert Systems, 2014, 31, 20-36.	2.9	8
25	Accessibility Services and Interactive Digital Television: An Opportunity to Reduce the Digital Gap. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2014, 9, 8-16.	0.7	5
26	Towards the Recognition of the Emotions of People with Visual Disabilities through Brain–Computer Interfaces. Sensors, 2019, 19, 2620.	2.1	4
27	A neural network-based methodology for the recreation of high-speed impacts on metal armours. Neural Computing and Applications, 2012, 21, 91-107.	3.2	3
28	Automatic Learning Framework for Pharmaceutical Record Matching. IEEE Access, 2020, 8, 171754-171770.	2.6	3
29	Framework for the Classification of Emotions in People With Visual Disabilities Through Brain Signals. Frontiers in Neuroinformatics, 2021, 15, 642766.	1.3	3
30	Development of a web-based quotation expert system for machined parts. International Journal of Computer Applications in Technology, 2010, 37, 87.	0.3	2
31	MESSRS: A model-based 3D system for of recognition, semantic annotation and calculating the spatial relationships of a factory's digital facilities. Computers in Industry, 2016, 82, 40-56.	5.7	2
32	CoKIM: Collaborative and Social Knowledge-Based Incident Manager. , 2012, , .		1
33	Full accessibilty system for people with sensorial disability. , 2016, , .		1
34	Sequence Time Expression Recognition in the Spanish Clinical Narrative. , 2019, , .		1
35	Multilayer Perceptron Training Optimization for High Speed Impacts Classification. Lecture Notes in Electrical Engineering, 2009, , 377-388.	0.3	1
36	Public Information Services for People with Disabilities. , 2012, , 594-609.		0