

Jose Luis Lopez-Cuadrado

List of Publications by Year in descending order

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Version: 2024-02-01

36
papers

708
citations

471371

17
h-index

552653

26
g-index

37
all docs

37
docs citations

37
times ranked

711
citing authors

#	ARTICLE	IF	CITATIONS
1	Framework for the Classification of Emotions in People With Visual Disabilities Through Brain Signals. <i>Frontiers in Neuroinformatics</i> , 2021, 15, 642766.	1.3	3
2	Automatic Learning Framework for Pharmaceutical Record Matching. <i>IEEE Access</i> , 2020, 8, 171754-171770.	2.6	3
3	Sequence Time Expression Recognition in the Spanish Clinical Narrative. , 2019, , .		1
4	Sub-Sync: Automatic Synchronization of Subtitles in the Broadcasting of True Live programs in Spanish. <i>IEEE Access</i> , 2019, 7, 60968-60983.	2.6	10
5	Towards the Recognition of the Emotions of People with Visual Disabilities through Brainâ€“Computer Interfaces. <i>Sensors</i> , 2019, 19, 2620.	2.1	4
6	Automatic detection of relationships between banking operations using machine learning. <i>Information Sciences</i> , 2019, 485, 319-346.	4.0	23
7	Towards a big data framework for analyzing social media content. <i>International Journal of Information Management</i> , 2019, 44, 1-12.	10.5	89
8	Challenges And Opportunities In Analytic-Predictive Environments Of Big Data And Natural Language Processing For Social Network Rating Systems. <i>IEEE Latin America Transactions</i> , 2018, 16, 592-597.	1.2	11
9	Towards Human Smart Cities: Internet of Things for sensory impaired individuals. <i>Computing (Vienna/New York)</i> , 2017, 99, 107-126.	3.2	30
10	GEODIM: A Semantic Model-Based System for 3D Recognition of Industrial Scenes. <i>Intelligent Systems Reference Library</i> , 2017, , 137-159.	1.0	17
11	Full accessibility system for people with sensorial disability. , 2016, , .		1
12	MESSRS: A model-based 3D system for of recognition, semantic annotation and calculating the spatial relationships of a factoryâ€™s digital facilities. <i>Computers in Industry</i> , 2016, 82, 40-56.	5.7	2
13	SMORE: Towards a semantic modeling for knowledge representation on social media. <i>Science of Computer Programming</i> , 2016, 121, 16-33.	1.5	21
14	CESARSC: Framework for creating Cultural Entertainment Systems with Augmented Reality in Smart Cities. <i>Computer Science and Information Systems</i> , 2016, 13, 395-425.	0.7	20
15	Analyzing best practices on Web development frameworks: The lift approach. <i>Science of Computer Programming</i> , 2015, 102, 1-19.	1.5	25
16	Towards a framework for multiple artificial neural network topologies validation by means of statistics. <i>Expert Systems</i> , 2014, 31, 20-36.	2.9	8
17	Accessibility Services and Interactive Digital Television: An Opportunity to Reduce the Digital Gap. <i>Revista Iberoamericana De Tecnologias Del Aprendizaje</i> , 2014, 9, 8-16.	0.7	5
18	I-Competere: Using applied intelligence in search of competency gaps in software project managers. <i>Information Systems Frontiers</i> , 2014, 16, 607-625.	4.1	37

#	ARTICLE	IF	CITATIONS
19	SABUMO-dTest: Design and evaluation of an intelligent collaborative distributed testing framework. Computer Science and Information Systems, 2014, 11, 29-45.	0.7	11
20	CoKIM: Collaborative and Social Knowledge-Based Incident Manager. , 2012, , .		1
21	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
22	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
23	PB-ADVISOR: A private banking multi-investment portfolio advisor. Information Sciences, 2012, 206, 63-82.	4.0	27
24	SABUMO: Towards a collaborative and semantic framework for knowledge sharing. Expert Systems With Applications, 2012, 39, 8671-8680.	4.4	17
25	SINVLIO: Using semantics and fuzzy logic to provide individual investment portfolio recommendations. Knowledge-Based Systems, 2012, 27, 103-118.	4.0	32
26	An optimization methodology for machine learning strategies and regression problems in ballistic impact scenarios. Applied Intelligence, 2012, 36, 424-441.	3.3	19
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	Public Information Services for People with Disabilities. , 2012, , 594-609.		0
29	A review of conventional and knowledge based systems for machining price quotation. Journal of Intelligent Manufacturing, 2011, 22, 823-841.	4.4	27
30	Dealing with limited data in ballistic impact scenarios: an empirical comparison of different neural network approaches. Applied Intelligence, 2011, 35, 89-109.	3.3	22
31	An expert system development tool for non AI experts. Expert Systems With Applications, 2011, 38, 597-609.	4.4	38
32	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
33	Semantic model for knowledge representation in e-business. Knowledge-Based Systems, 2011, 24, 282-296.	4.0	38
34	Development of a web-based quotation expert system for machined parts. International Journal of Computer Applications in Technology, 2010, 37, 87.	0.3	2
35	Conceptual model for semantic representation of industrial manufacturing processes. Computers in Industry, 2010, 61, 595-612.	5.7	32
36	Multilayer Perceptron Training Optimization for High Speed Impacts Classification. Lecture Notes in Electrical Engineering, 2009, , 377-388.	0.3	1