

Man-Je Kim

List of Publications by Year in descending order

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10
papers

95
citations

1937685

4
h-index

2053705

5
g-index

10
all docs

10
docs citations

10
times ranked

52
citing authors

#	ARTICLE	IF	CITATIONS
1	Performance Evaluation Gaps in a Real-Time Strategy Game Between Human and Artificial Intelligence Players. IEEE Access, 2018, 6, 13575-13586.	4.2	23
2	Opponent modeling based on action table for MCTS-based fighting game AI. , 2017, , .		21
3	Hybrid fighting game AI using a genetic algorithm and Monte Carlo tree search. , 2018, , .		11
4	A Genetic Algorithm (GA) Approach to the Portfolio Design Based on Market Movements and Asset Valuations. IEEE Access, 2020, 8, 140234-140249.	4.2	11
5	Predicting combat outcomes and optimizing armies in StarCraft II by deep learning. Expert Systems With Applications, 2021, 185, 115592.	7.6	9
6	Genetic state-grouping algorithm for deep reinforcement learning. Expert Systems With Applications, 2020, 161, 113695.	7.6	8
7	Evaluation of StarCraft Artificial Intelligence Competition Bots by Experienced Human Players. , 2016, , .		7
8	Integrating agent actions with genetic action sequence method. , 2019, , .		4
9	Nondominated Policy-Guided Learning in Multi-Objective Reinforcement Learning. Electronics (Switzerland), 2022, 11, 1069.	3.1	1
10	Genetic Action Sequence for Integration of Agent Actions. Communications in Computer and Information Science, 2020, , 682-688.	0.5	0