

# Anthony Lins

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5819274/publications.pdf>

Version: 2024-02-01

22  
papers

226  
citations

2258059

3  
h-index

1588992

8  
g-index

22  
all docs

22  
docs citations

22  
times ranked

227  
citing authors

#	ARTICLE	IF	CITATIONS
1	A novel search algorithm based on fish school behavior. Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics, 2008, , .	0.0	112
2	Fish School Search. Studies in Computational Intelligence, 2009, , 261-277.	0.9	56
3	Using artificial neural networks to select the parameters for the prognostic of mild cognitive impairment and dementia in elderly individuals. Computer Methods and Programs in Biomedicine, 2017, 152, 93-104.	4.7	34
4	A Systematic Approach of Dataset Definition for a Supervised Machine Learning Using NFR Framework. , 2018, , .		8
5	Comparing Machine Learning Techniques for Dementia Diagnosis. , 2018, , .		7
6	Virtual Reality Devices Applied to Digital Games. Human Factors and Ergonomics, 2016, , 125-141.	0.0	3
7	VERIFIC.AI application: automated fact-checking in Brazilian 2018 general elections. Brazilian Journalism Research, 2019, 15, 514-539.	0.2	2
8	An Analysis of Protein Patterns Present in the Saliva of Diabetic Patients Using Pairwise Relationship and Hierarchical Clustering. Lecture Notes in Computer Science, 2020, , 148-159.	1.3	2
9	Usability and Gameplay in Newsgames: A Comparative Analysis of the Genre of Documentary Published in Brazilian News Portals. Procedia Manufacturing, 2015, 3, 6060-6067.	1.9	1
10	LUISA: Uma Proposta de Ferramenta para Auxílio Ao Diagnóstico do Câncer de Mama a Partir de Imagens de Mamografias Digitalizadas. Revista De Engenharia E Pesquisa Aplicada, 2020, 5, 73-83.	0.1	1
11	Mbl-2 gene polymorphisms in pediatric Burkitt lymphoma: an approach based on machine learning techniques. Research, Society and Development, 2021, 10, e444101220561.	0.1	0
12	Evaluating Preprocessing Techniques in Identifying Fake News. Advances in Intelligent Systems and Computing, 2021, , 498-507.	0.6	0
13	Forensic DNA Phenotyping: starting point to prediction model in Pernambuco population, Brazil. Research, Society and Development, 2021, 10, e262101320955.	0.1	0
14	Newsgames: Gameplay and Usability in Simulation Games. Lecture Notes in Computer Science, 2015, , 292-302.	1.3	0
15	Digital Game for Teaching and Learning: An Analysis of Usability and Experience of Educational Games. Lecture Notes in Computer Science, 2016, , 303-310.	1.3	0
16	A Novel Serious Game for Trust-Related Data Collection in Supply Chains. Lecture Notes in Computer Science, 2017, , 121-125.	1.3	0
17	Game Design Creative Industry: An Overview of the Porto Digital Project in Brazil. Advances in Intelligent Systems and Computing, 2018, , 193-203.	0.6	0
18	Literature Review: The Use of Games as a Treatment for Obsessive Compulsive Disorder. Lecture Notes in Computer Science, 2019, , 512-531.	1.3	0

#	ARTICLE	IF	CITATIONS
19	Jornalismo ã deriva no mar da pã³s-verdade: a busca da verdade como mã©todo   Journalism adrift in the post-truth sea: the search for truth as a method. Liinc Em Revista, 2019, 15, .	0.2	0
20	Chronic Illness Diagnosis Helper: Proposta de Uma Ferramenta para Auxãlio Ao Diagnãstico de Doenãsas Crãnicas AtravãOs da Anãlise Histãrica de Relatos Sintomãticos. Revista De Engenharia E Pesquisa Aplicada, 2020, 5, 51-61.	0.1	0
21	Ferramenta de Aprendizado de Mãquina para Previsão de Falha de Transformadores de Rede Elãtrica. Revista De Engenharia E Pesquisa Aplicada, 2020, 5, 44-50.	0.1	0
22	OS TRAãOS DAS NOVAS GERAãES: PRãS E CONTRAS DA REGULAMENTAãO DAS DITAS ãBOAS PRãTICASã NA LITERATURA NACIONAL DAS HISTãRIAS EM QUADRINHOS. Brazilian Creative Industries Journal, 2022, 2, 118-138.	0.2	0