

Michael Barlow

List of Publications by Year in descending order

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Version: 2024-02-01

31
papers

241
citations

1307543

7
h-index

1125717

13
g-index

31
all docs

31
docs citations

31
times ranked

203
citing authors

#	ARTICLE	IF	CITATIONS
1	Electroencephalographic Workload Indicators During Teleoperation of an Unmanned Aerial Vehicle Shepherding a Swarm of Unmanned Ground Vehicles in Contested Environments. <i>Frontiers in Neuroscience</i> , 2020, 14, 40.	2.8	49
2	Trusted Autonomy and Cognitive Cyber Symbiosis: Open Challenges. <i>Cognitive Computation</i> , 2016, 8, 385-408.	5.2	48
3	DMEA: a direction-based multiobjective evolutionary algorithm. <i>Memetic Computing</i> , 2011, 3, 271-285.	4.0	25
4	Understanding the Interplay of Model Complexity and Fidelity in Multiagent Systems via an Evolutionary Framework. <i>IEEE Transactions on Games</i> , 2017, 9, 277-289.	1.4	13
5	A Deep Hierarchical Reinforcement Learner for Aerial Shepherding of Ground Swarms. <i>Lecture Notes in Computer Science</i> , 2019, , 658-669.	1.3	12
6	A Data Driven Review of Board Game Design and Interactions of Their Mechanics. <i>IEEE Access</i> , 2021, 9, 114051-114069.	4.2	10
7	A Cooperative Co-Evolutionary Optimisation Model for Best-Fit Aircraft Sequence and Feasible Runway Configuration in a Multi-Runway Airport. <i>Aerospace</i> , 2018, 5, 85.	2.2	9
8	Fidelity and complexity of standing group conversation simulations: A framework for the evolution of Multi Agent Systems through bootstrapping human aesthetic judgments. , 2012, , .		8
9	Automatic synthesis of swarm behavioural rules from their atomic components. , 2018, , .		7
10	Co-evolving semi-competitive interactions of sheepdog herding behaviors utilizing a simple rule-based multi agent framework. , 2013, , .		6
11	Toward Computational Motivation for Multi-Agent Systems and Swarms. <i>Frontiers in Robotics and AI</i> , 2018, 5, 134.	3.2	6
12	Weekly Seasonal Player Population Patterns in Online Games: A Time Series Clustering Approach. , 2019, , .		6
13	Generative Experimentation and Social Simulation: Exploring Gaming for Model Verification and Validation. , 2011, , .		5
14	Mental Workload Classification Using Short Duration EEG Data: an Ensemble Approach Based on Individual Channels. , 2019, , .		5
15	Autonomous recommender system for reconnaissance tasks using a swarm of UAVs and asynchronous shepherding. <i>Human-Intelligent Systems Integration</i> , 2021, 3, 175-186.	2.5	5
16	A natural locomotion interface: Its impact on presence and usage in a social-media charity event for mental health. , 2016, , .		3
17	Precision of control as a function of control scheme: Implications for serious exertion games from a Flow perspective. , 2017, , .		3
18	Measuring Walking and Running Cadence Using Magnetometers. , 2013, , .		2

#	ARTICLE	IF	CITATIONS
19	What cost teamwork: Quantifying situational awareness and computational requirements in a proto-team via multi-objective evolution. , 2016, , .		2
20	Exploiting abstractions for grammar-based learning of complex multi-agent behaviours. International Journal of Intelligent Systems, 2021, 36, 6273-6311.	5.7	2
21	A novel trust architecture integrating differentiated trust and response strategies for a team of agents. International Journal of Intelligent Systems, 2021, 36, 7017-7052.	5.7	2
22	Towards Potential of N-back Task as Protocol and EEGNet for the EEG-based Biometric. , 2020, , .		2
23	Impact of Using Active Locomotion Interfaces for Gameplay: A Study on Exertion Levels and Presence. IEEE Transactions on Games, 2020, 12, 406-415.	1.4	2
24	Analysis and Prediction of Player Population Changes in Digital Games During the COVID-19 Pandemic. Lecture Notes in Computer Science, 2020, , 458-469.	1.3	2
25	Grammar-based autonomous discovery of abstractions for evolution of complex multi-agent behaviours. Swarm and Evolutionary Computation, 2022, 73, 101106.	8.1	2
26	Self-motivated learning of achievement and maintenance tasks for non-player characters in computer games. , 2014, , .		1
27	An interactive evolutionary computation framework controlled via EEG signals. , 2014, , .		1
28	Evolving lane merge traffic behaviour simulations via a macroscopic objective function and a machine learning system trained through bootstrapped human judgement. Applied Intelligence, 2016, 44, 862-877.	5.3	1
29	Intrinsically Motivated Agent Behavior in a Swarm. , 2018, , .		1
30	Shallow Network Training With Dynamic Sample Weights Decay - a Potential Function Approximator for Reinforcement Learning. , 2019, , .		1
31	Interaction-Based Trust Evaluation in a Team of Agents Using a Determination of Trust Model. , 2021, , .		0