

Giuseppe Vizzari

List of Publications by Year in descending order

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Version: 2024-02-01

125
papers

1,310
citations

394421

19
h-index

454955

30
g-index

134
all docs

134
docs citations

134
times ranked

842
citing authors

#	ARTICLE	IF	CITATIONS
1	How Academics and the Public Experienced Immersive Virtual Reality for Geo-Education. Geosciences (Switzerland), 2022, 12, 9.	2.2	18
2	Entropy analysis of the laminar movement in bidirectional pedestrian flow. Physica A: Statistical Mechanics and Its Applications, 2021, 566, 125655.	2.6	5
3	Parameter Adjustment of a Bio-Inspired Coordination Model for Swarm Robotics Using Evolutionary Optimisation. Lecture Notes in Computer Science, 2021, , 146-155.	1.3	2
4	Demand-responsive rebalancing zone generation for reinforcement learning-based on-demand mobility. AI Communications, 2021, 34, 73-88.	1.2	2
5	Agents in Traffic and Transportation (ATTÂ2020). AI Communications, 2021, 34, 1-3.	1.2	5
6	Algorithmic Music for Therapy: Effectiveness and Perspectives. Applied Sciences (Switzerland), 2021, 11, 8833.	2.5	8
7	An agent-based model for plausible wayfinding in pedestrian simulation. Engineering Applications of Artificial Intelligence, 2020, 87, 103241.	8.1	25
8	Calibration and validation of a simulation model for predicting pedestrian fatalities at unsignalized crosswalks by means of statistical traffic data. Journal of Traffic and Transportation Engineering (English Edition), 2020, 7, 1-18.	4.2	29
9	Special issue for the twentieth edition of the workshop "From objects to agents"™. Intelligenza Artificiale, 2020, 14, 3-6.	1.6	0
10	Virtual Reality to Study Pedestrian Wayfinding: Motivations and an Experiment on Usability. , 2020, , .		2
11	Intelligent Agents and Environment. , 2019, , 309-314.		2
12	A cellular automata based approach to track salient objects in videos. Natural Computing, 2019, 18, 865-873.	3.0	0
13	Age-Friendly City and Walkability: Data from Observations Towards Simulations. Lecture Notes in Electrical Engineering, 2019, , 323-328.	0.4	0
14	Stress estimation in pedestrian crowds: Experimental data and simulations results. Web Intelligence, 2019, 17, 85-99.	0.2	5
15	Unveiling the Hidden Dimension of Pedestrian Crowds: Introducing Personal Space and Crowding into Simulations. Fundamenta Informaticae, 2019, 171, 19-38.	0.4	5
16	Micro and Macro Pedestrian Dynamics in Counterflow: The Impact of Social Group. , 2019, , 151-158.		5
17	Assessment of Pedestrian Fatality Risk at Unsignalized Crosswalks by Means of Simulation. , 2019, , 423-431.		0
18	Age-Friendly City and Walkability: Data from Observations Towards Simulations. Lecture Notes in Electrical Engineering, 2019, , 195-200.	0.4	0

#	ARTICLE	IF	CITATIONS
19	Crossing Behaviour of Social Groups: Insights from Observations at Non-signalised Intersection. , 2019, , 443-450.		0
20	Modeling evacuation dynamics on stairs by an extended optimal steps model. Simulation Modelling Practice and Theory, 2018, 84, 177-189.	3.8	28
21	Effects of Initial Distribution Ratio and Illumination on Merging Behaviors During High-Rise Stair Descent Process. Fire Technology, 2018, 54, 1095-1112.	3.0	19
22	A case-based reasoning approach to rate microcredit borrower risk in online Kiva P2P lending model. Data Technologies and Applications, 2018, 52, 58-83.	1.4	9
23	Lane-formation in counter-flow based on DBSCAN. , 2018, , .		2
24	Identification and Characterization of Lanes in Pedestrian Flows Through a Clustering Approach. Lecture Notes in Computer Science, 2018, , 71-82.	1.3	4
25	Observation results on pedestrian-vehicle interactions at non-signalized intersections towards simulation. Transportation Research Part F: Traffic Psychology and Behaviour, 2018, 59, 269-285.	3.7	53
26	Shape matters: Modelling, calibrating and validating pedestrian movement considering groups. Simulation Modelling Practice and Theory, 2018, 87, 73-91.	3.8	21
27	Simulating Pedestrian Dynamics in Corners and Bends: A Floor Field Approach. Lecture Notes in Computer Science, 2018, , 460-469.	1.3	4
28	Cumulative Mean Crowding and Pedestrian Crowds: A Cellular Automata Model. Lecture Notes in Computer Science, 2018, , 481-491.	1.3	0
29	Simulation-Aided Crowd Management: A Multi-scale Model for an Urban Case Study. Lecture Notes in Computer Science, 2017, , 151-171.	1.3	2
30	A simulation model for non-signalized pedestrian crosswalks based on evidence from on field observation. Intelligenza Artificiale, 2017, 11, 117-138.	1.6	32
31	Collision Avoidance Dynamics Among Heterogeneous Agents: The Case of Pedestrian/Vehicle Interactions. Lecture Notes in Computer Science, 2017, , 44-57.	1.3	4
32	Route choice in pedestrian simulation: Design and evaluation of a model based on empirical observations. Intelligenza Artificiale, 2016, 10, 163-182.	1.6	30
33	Granulometric Distribution and Crowds of Groups: Focusing on Dyads. , 2016, , 273-280.		3
34	Heterogeneous Dynamics Through Coupling Cellular Automata Models. Lecture Notes in Computer Science, 2016, , 387-395.	1.3	0
35	Analyzing crowd behavior in naturalistic conditions: Identifying sources and sinks and characterizing main flows. Neurocomputing, 2016, 177, 543-563.	5.9	38
36	Guests Editors'™ Editorial Note on Special Issue of Advances in Cellular Automata Modeling. ACM Transactions on Modeling and Computer Simulation, 2016, 26, 1-3.	0.8	1

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37	Multi-scale Simulation for Crowd Management: A Case Study in an Urban Scenario. Lecture Notes in Computer Science, 2016, , 147-162.	1.3	23
38	Multiscale Pedestrian Modeling with CA and Agent-Based Approaches: Ubiquity or Consistency?. Lecture Notes in Computer Science, 2016, , 415-423.	1.3	0
39	Combining Avoidance and Imitation to Improve Multi-agent Pedestrian Simulation. Lecture Notes in Computer Science, 2016, , 118-132.	1.3	1
40	Adaptive Tactical Decisions in Pedestrian Simulation: A Hybrid Agent Approach. , 2016, , 257-264.		1
41	When reactive agents are not enough: Tactical level decisions in pedestrian simulation. Intelligenza Artificiale, 2015, 9, 163-177.	1.6	21
42	An Agent-Based Pedestrian and Group Dynamics Model Applied to Experimental and Real-World Scenarios. Journal of Intelligent Transportation Systems: Technology, Planning, and Operations, 2015, 19, 32-45.	4.2	30
43	Detection of Social Groups in Pedestrian Crowds Using Computer Vision. Lecture Notes in Computer Science, 2015, , 249-260.	1.3	15
44	Empirical Investigation on Pedestrian Crowd Dynamics and Grouping. , 2015, , 83-91.		20
45	Case based Reasoning as a Tool to Improve Microcredit. , 2015, , .		0
46	Adaptive Tactical Decisions in Pedestrian Simulation: A Hybrid Agent Approach. Lecture Notes in Computer Science, 2015, , 58-71.	1.3	1
47	Composite match autocompletion (COMMA): A semantic result-oriented autocompletion technique for e-marketplaces. Web Intelligence and Agent Systems, 2014, 12, 35-49.	0.4	2
48	An agent-based model of pedestrian dynamics considering groups: A real world case study. , 2014, , .		15
49	Modelling negative interactions among pedestrians in high density situations. Transportation Research Part C: Emerging Technologies, 2014, 40, 251-270.	7.6	70
50	Towards an integrated approach to crowd analysis and crowd synthesis: A case study and first results. Pattern Recognition Letters, 2014, 44, 16-29.	4.2	58
51	Mobility analysis of the aged pedestrians by experiment and simulation. Pattern Recognition Letters, 2014, 44, 58-63.	4.2	28
52	Identifying Sources and Sinks and Detecting Dominant Motion Patterns in Crowds. Transportation Research Procedia, 2014, 2, 195-200.	1.5	10
53	A Hybrid Agent Architecture for Enabling Tactical Level Decisions in Floor Field Approaches. Transportation Research Procedia, 2014, 2, 618-623.	1.5	16
54	An Innovative Scenario for Pedestrian Data Collection: The Observation of an Admission Test at the University of Milano-Bicocca. , 2014, , 143-150.		8

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55	An Intelligent Tool for the Automated Evaluation of Pedestrian Simulation. Lecture Notes in Computer Science, 2014, , 136-149.	1.3	5
56	An Integrated Model for the Simulation of Pedestrian Crossings. Lecture Notes in Computer Science, 2014, , 670-679.	1.3	9
57	Estimating Speeds of Pedestrians in Real-World Using Computer Vision. Lecture Notes in Computer Science, 2014, , 526-535.	1.3	6
58	Adaptive pedestrian behaviour for the preservation of group cohesion. Complex Adaptive Systems Modeling, 2013, 1, .	1.6	71
59	Studying Pedestrian and Crowd Dynamics through Integrated Analysis and Synthesis. IEEE Intelligent Systems, 2013, 28, 56-60.	4.0	10
60	The role of the environment in agreement technologies. Artificial Intelligence Review, 2013, 39, 21-38.	15.7	2
61	Epistemological Levelism and Dynamical Complex Systems: The Case of Crowd Behaviour. Information (Switzerland), 2013, 4, 75-93.	2.9	0
62	MAKKSIm: MAS-Based Crowd Simulations for Designerâ€™s Decision Support. Lecture Notes in Computer Science, 2013, , 25-36.	1.3	8
63	Analysis and Application of the Pedestrian Permeation through the Crowd via Cellular Automata. Lecture Notes in Computer Science, 2013, , 369-380.	1.3	1
64	Social Interactions in Crowds of Pedestrians: An Adaptive Model for Group Cohesion. Lecture Notes in Computer Science, 2013, , 288-299.	1.3	0
65	Modeling a Crowd of Groups: Multidisciplinary and Methodological Challenges. The Kluwer International Series in Video Computing, 2013, , 99-122.	0.7	0
66	Towards the Introduction of Parallelism in the MakksIm Pedestrian Simulator. Lecture Notes in Computer Science, 2013, , 310-315.	1.3	0
67	COMMA: A Result-Oriented Composite Autocompletion Method for E-marketplaces. , 2012, , .		0
68	Supporting valorization of cultural heritage documentation: The TIVal portal approach. , 2012, , .		3
69	An analysis of different types and effects of asynchronicity in cellular automata update schemes. Natural Computing, 2012, 11, 277-287.	3.0	30
70	Agent Based Modeling and Simulation. , 2012, , 105-117.		3
71	An Agent-Based Proxemic Model for Pedestrian and Group Dynamics: Motivations and First Experiments. Lecture Notes in Computer Science, 2012, , 74-89.	1.3	14
72	Data Collection for Modeling and Simulation: Case Study at the University of Milan-Bicocca. Lecture Notes in Computer Science, 2012, , 699-708.	1.3	18

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73	CA-based self-organizing environments. Journal of Supercomputing, 2011, 57, 109-120.	3.6	1
74	GUEST EDITORIAL: BEST OF "AGENT BASED MODELLING AND SIMULATION 2010"(ABModSim-3). Cybernetics and Systems, 2011, 42, 481-483.	2.5	3
75	A Cellular Automata Based Model for Pedestrian and Group Dynamics: Motivations and First Experiments. Lecture Notes in Computer Science, 2011, , 125-139.	1.3	13
76	An Agent Model of Pedestrian and Group Dynamics: Experiments on Group Cohesion. Lecture Notes in Computer Science, 2011, , 104-116.	1.3	17
77	Enabling Creativity through Innovation Challenges: The Case of Interactive Lightning. , 2011, , 171-187.		0
78	Self-organization models for adaptive environments: Envisioning and evaluation of alternative approaches. Simulation Modelling Practice and Theory, 2010, 18, 1483-1492.	3.8	3
79	Artificial Societies in a Community-Based Approach to Ambient Intelligence. Computer Journal, 2010, 53, 1152-1168.	2.4	6
80	Modeling and Programming Asynchronous Automata Networks: The MOCA Approach. Lecture Notes in Computer Science, 2010, , 345-355.	1.3	1
81	What Do We Mean by Asynchronous CA? A Reflection on Types and Effects of Asynchronicity. Lecture Notes in Computer Science, 2010, , 385-394.	1.3	9
82	A Cellular Automata-Based Modular Lighting System. Lecture Notes in Computer Science, 2010, , 334-344.	1.3	3
83	Exploiting Knowledge Based Systems to Support Manufacturing of Functional Food Products. International Federation for Information Processing, 2010, , 214-223.	0.4	0
84	Rapid Prototyping a Semantic Web Application for Cultural Heritage: The Case of MANTIC. Lecture Notes in Computer Science, 2010, , 406-410.	1.3	3
85	Experimenting Situated Cellular Agents in Indoor Scenario: Pedestrian Dynamics during Lecture Hall Evacuation. , 2009, , .		4
86	Towards Hybrid Situated Agents Based Virtual Environments. , 2009, , .		2
87	Simulation supporting the design of self-organizing ambient intelligent systems. , 2009, , .		2
88	GUEST EDITORIAL: BEST OF "AGENT-BASED MODELING AND SIMULATION 2008"(ABMODSIM-2). Cybernetics and Systems, 2009, 40, 363-366.	2.5	2
89	Modeling, Simulating, and Visualizing Crowd Dynamics with Computational Tools Based on Situated Cellular Agents. , 2009, , 45-62.		4
90	Agent Based Modeling and Simulation. , 2009, , 184-197.		27

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91	Agent-Based Modeling and Simulation. , 2009, , 667-682.		8
92	A CA-Based Self-organizing Environment: A Configurable Adaptive Illumination Facility. Lecture Notes in Computer Science, 2009, , 153-167.	1.3	1
93	An Asynchronous Cellular Automata-Based Adaptive Illumination Facility. Lecture Notes in Computer Science, 2009, , 405-415.	1.3	4
94	A CA-Based Approach to Self-Organized Adaptive Environments: The Case of an Illumination Facility. , 2008, , .		1
95	A framework for execution and 3D visualization of situated cellular agent based crowd simulations. , 2008, , .		6
96	Special track on Advances in Computer Simulation (ACS). , 2008, , .		0
97	A CA-Based Self-Organized Illumination Facility. , 2008, , .		0
98	Awareness in collaborative ubiquitous environments. ACM Transactions on Autonomous and Adaptive Systems, 2007, 2, 13.	0.8	17
99	SUBSTITUTIONAL ADAPTATION IN CASE-BASED REASONING: A GENERAL FRAMEWORK APPLIED TO P-TRUCK CURING. Applied Artificial Intelligence, 2007, 21, 427-442.	3.2	9
100	Multi-agent modeling of the immune system: The situated cellular agents approach. Multiagent and Grid Systems, 2007, 3, 173-182.	0.9	4
101	SITUATED CELLULAR AGENTS APPROACH TO CROWD MODELING AND SIMULATION. Cybernetics and Systems, 2007, 38, 729-753.	2.5	61
102	Building Smart Environments as Agent Workspaces. , 2007, , .		0
103	GUEST EDITORIAL: BEST OF "AGENT-BASED MODELING AND SIMULATION"(ABMODSIM). Cybernetics and Systems, 2007, 38, 627-630.	2.5	1
104	Modelling the immune system: the case of situated cellular agents. Natural Computing, 2007, 6, 19-32.	3.0	8
105	WWW in the Small. World Wide Web, 2007, 10, 471-501.	4.0	5
106	Pedestrian and Crowd Dynamics Simulation: Testing SCA on Paradigmatic Cases of Emerging Coordination in Negative Interaction Conditions. Lecture Notes in Computer Science, 2007, , 360-369.	1.3	6
107	NavEditOW " A System for Navigating, Editing and Querying Ontologies Through the Web. Lecture Notes in Computer Science, 2007, , 686-694.	1.3	4
108	A System Supporting Users of Cultural Resource Management Semantic Portals. Lecture Notes in Computer Science, 2007, , 757-764.	1.3	0

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109	TOWARD A PLATFORM FOR MULTI-LAYERED MULTI-AGENT SITUATED SYSTEM (MMASS)-BASED SIMULATIONS: FOCUSING ON FIELD DIFFUSION. Applied Artificial Intelligence, 2006, 20, 327-351.	3.2	23
110	Modeling dynamic environments in multi-agent simulation. Autonomous Agents and Multi-Agent Systems, 2006, 14, 87-116.	2.1	69
111	Environments for Situated Multi-agent Systems: Beyond Infrastructure. Lecture Notes in Computer Science, 2006, , 1-17.	1.3	8
112	Web Sites as Agentsâ€™ Environments: General Framework and Applications. Lecture Notes in Computer Science, 2006, , 235-250.	1.3	2
113	Modelling the Immune System with Situated Agents. Lecture Notes in Computer Science, 2006, , 231-243.	1.3	4
114	Towards a Methodology for Situated Cellular Agent Based Crowd Simulations. Lecture Notes in Computer Science, 2006, , 203-220.	1.3	22
115	Crowd Modeling and Simulation. , 2006, , 105-120.		7
116	Regulation Function of the Environment in Agent-Based Simulation. , 2006, , 157-169.		6
117	Visualization of Discrete Crowd Dynamics in a 3D Environment. Lecture Notes in Computer Science, 2006, , 720-723.	1.3	2
118	Coordinating change of agents' states in situated agents models. , 2005, , .		2
119	Towards a General Framework for Substitutional Adaptation in Case-Based Reasoning. Lecture Notes in Computer Science, 2005, , 331-342.	1.3	1
120	A Spatially Dependent Communication Model for Ubiquitous Systems. Lecture Notes in Computer Science, 2005, , 74-90.	1.3	4
121	Situated Agents and the Web: Supporting Site Adaptivity. Lecture Notes in Computer Science, 2005, , 521-530.	1.3	0
122	Crowd Modeling and Simulation. , 2004, , 161-175.		6
123	Case Based Reasoning and Production Process Design: The Case of P-Truck Curing. Lecture Notes in Computer Science, 2004, , 504-517.	1.3	11
124	A multi-agent system for remote psychological profiling with role playing games based tests. , 2003, , .		0
125	Age and Group-driven Pedestrian Behaviour: from Observations to Simulations. Collective Dynamics, 0, 1, .	0.0	34