

Harko Verhagen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6193826/publications.pdf>

Version: 2024-02-01

42
papers

532
citations

1163117

8
h-index

677142

22
g-index

45
all docs

45
docs citations

45
times ranked

522
citing authors

#	ARTICLE	IF	CITATIONS
1	Introduction to normative multiagent systems. Computational and Mathematical Organization Theory, 2006, 12, 71-79.	2.0	138
2	Computational Models That Matter During a Global Pandemic Outbreak: A Call to Action. Jasss, 2020, 23, .	1.8	89
3	Introduction to the special issue on normative multiagent systems. Autonomous Agents and Multi-Agent Systems, 2008, 17, 1-10.	2.1	84
4	Simulation of the Learning of Norms. Social Science Computer Review, 2001, 19, 296-306.	4.2	45
5	Analysing the Combined Health, Social and Economic Impacts of the Corovanvirus Pandemic Using Agent-Based Social Simulation. Minds and Machines, 2020, 30, 177-194.	4.8	29
6	A model of non-player character believability. Journal of Gaming and Virtual Worlds, 2017, 9, 39-53.	0.4	19
7	The simplicity of complex agents: a Contextual Action Framework for Computational Agents. Mind and Society, 2016, 15, 131-143.	1.3	16
8	Application and Integration of Live Streaming from Leading Robotic Centres Can Enhance Surgical Education. European Urology, 2015, 68, 747-749.	1.9	7
9	Reputation, inequality and meeting techniques: visualising user hierarchy to support collaboration. Computational and Mathematical Organization Theory, 2014, 20, 155-175.	2.0	6
10	Prosocial behavior in an online game community. , 2017, , .		6
11	Probing user opinions in an indirect way. , 2017, , .		6
12	Employee shirking and overworking: modelling the unintended consequences of work organisation. Ergonomics, 2020, 63, 997-1009.	2.1	6
13	A Manifesto for Conscientious Design of Hybrid Online Social Systems. Lecture Notes in Computer Science, 2017, , 60-78.	1.3	6
14	Types of Simulation. Understanding Complex Systems, 2013, , 23-36.	0.6	5
15	Simulation of Complex Systems. , 2017, , 783-797.		5
16	Ethical Online AI Systems Through Conscientious Design. IEEE Internet Computing, 2021, 25, 58-64.	3.3	5
17	Autonomy and Reasoning for Natural and Artificial Agents. Lecture Notes in Computer Science, 2004, , 83-94.	1.3	4
18	Reputation and Online Communication: Visualizing Reputational Power to Promote Collaborative Discussions. , 2013, , .		4

#	ARTICLE	IF	CITATIONS
19	Research methodology education in computing: Arrangements and results from two courses. , 2014, , .		4
20	Exploring Video Game Design and Player Retention- a Longitudinal Case Study. , 2018, , .		4
21	Identifying Affordances for Modelling Second-Order Emergent Phenomena with the $\{WIT\}$ Framework. Lecture Notes in Computer Science, 2017, , 208-227.	1.3	4
22	GAM on! Six ways to explore social complexity by combining games and agent-based models. International Journal of Social Research Methodology: Theory and Practice, 0, , 1-15.	4.4	4
23	Normative Multiagent Systems: Guest Editors' Introduction. Logic Journal of the IGPL, 2010, 18, 1-3.	1.5	3
24	Sensing game play. Exploring computer game play in a game café and a mass LAN party. , 2011, , .		3
25	Types of Simulation. Understanding Complex Systems, 2017, , 23-37.	0.6	3
26	Artificial Agent Action in Markets. Electronic Commerce Research, 2001, 1, 159-168.	5.0	2
27	Model of social believable NPCs for teacher training: Using Second Life. , 2011, , .		2
28	Complexity at the cost of control in game design?. , 2012, , .		2
29	From Skeptics to Advanced Adopters: Investigating Digital Game Adoption Practices, Challenges and Needs of Teachers in Swedish Schools. Lecture Notes in Computer Science, 2019, , 73-82.	1.3	2
30	Introduction to the special issue on NorMAS 2009. Journal of Logic and Computation, 2013, 23, 307-308.	0.8	1
31	MP11-12 LIVE STREAMING OF ROBOTIC SURGERY FROM LEADING EDUCATIONAL CENTRES ENABLES A GLOBAL APPROACH TO SURGICAL TEACHING.. Journal of Urology, 2016, 195, .	0.4	1
32	Integrating CAFCAâ€™A Lens to Interpret Social Phenomena. Springer Proceedings in Complexity, 2021, , 161-167.	0.3	1
33	Fishing Together?. Lecture Notes in Computer Science, 2022, , 180-193.	1.3	1
34	The geography and organisation of the global knowledge economy - The example of ICT in India and its interactions with Sweden. , 2011, , .		0
35	Introduction to special issue: Experiencing games: Games, play and players. Journal of Gaming and Virtual Worlds, 2011, 3, 175-180.	0.4	0
36	The AIIDE 2015 Workshop Program. AI Magazine, 2016, 37, 91-94.	1.6	0

#	ARTICLE	IF	CITATIONS
37	Modelling Contextual Decision-Making in Dilemma Games. Advances in Intelligent Systems and Computing, 2017, , 121-127.	0.6	0
38	An Online Implementation of a Virtual Agent-Based Experiment Tool – An Exploration. Springer Proceedings in Complexity, 2021, , 291-297.	0.3	0
39	Formalizing informal social behavior - developing a visual tool to support collaborative discussions. , 2011, , .		0
40	Analyzing the Social Dynamics of Non-Player Characters. Lecture Notes in Computer Science, 2014, , 173-187.	1.3	0
41	UBU: Utility-Based Uncertainty Handling in Synthetic Soccer. Lecture Notes in Computer Science, 1999, , 352-357.	1.3	0
42	Towards Efficient Context-Sensitive Deliberation. Springer Proceedings in Complexity, 2022, , 409-421.	0.3	0