

Darryl Charles

List of Publications by Year in descending order

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Version: 2024-02-01

35
papers

1,632
citations

687335

13
h-index

677123

22
g-index

38
all docs

38
docs citations

38
times ranked

1582
citing authors

#	ARTICLE	IF	CITATIONS
1	Optimising engagement for stroke rehabilitation using serious games. <i>Visual Computer</i> , 2009, 25, 1085-1099.	3.5	492
2	Toward an understanding of flow in video games. <i>Computers in Entertainment</i> , 2008, 6, 1-27.	1.1	284
3	Serious Games for Upper Limb Rehabilitation Following Stroke. , 2009, , .		164
4	Gaming for Health. <i>Journal of Applied Gerontology</i> , 2015, 34, NP166-NP189.	2.0	150
5	Game-based feedback for educational multi-user virtual environments. <i>British Journal of Educational Technology</i> , 2011, 42, 638-654.	6.3	78
6	Machine learning in digital games: a survey. <i>Artificial Intelligence Review</i> , 2008, 29, 123-161.	15.7	68
7	Adaptive Virtual Reality Games for Rehabilitation of Motor Disorders. <i>Lecture Notes in Computer Science</i> , 2007, , 681-690.	1.3	50
8	Virtual Reality Design for Stroke Rehabilitation. <i>Advances in Experimental Medicine and Biology</i> , 2020, 1235, 53-87.	1.6	37
9	Behavlets: a method for practical player modelling using psychology-based player traits and domain specific features. <i>User Modeling and User-Adapted Interaction</i> , 2016, 26, 257-306.	3.8	34
10	Vision Based Games for Upper-Limb Stroke Rehabilitation. , 2008, , .		31
11	Modelling multiple-cause structure using rectification constraints. <i>Network: Computation in Neural Systems</i> , 1998, 9, 167-182.	3.6	31
12	An Investigation of Gamification Typologies for Enhancing Learner Motivation. , 2014, , .		27
13	Enhancing E-Learning Engagement Using Design Patterns from Computer Games. , 2008, , .		23
14	Close range depth sensing cameras for virtual reality based hand rehabilitation. <i>Journal of Assistive Technologies</i> , 2014, 8, 138-149.	0.8	19
15	Modelling multiple-cause structure using rectification constraints. <i>Network: Computation in Neural Systems</i> , 1998, 9, 167-182.	3.6	18
16	Real-time rule-based classification of player types in computer games. <i>User Modeling and User-Adapted Interaction</i> , 2013, 23, 489-526.	3.8	17
17	User-centred design of an active computer gaming system for strength and balance exercises for older adults. <i>Journal of Enabling Technologies</i> , 2019, 13, 101-111.	1.2	13
18	Rehabilitation Game Model for Personalised Exercise. , 2015, , .		11

#	ARTICLE	IF	CITATIONS
19	Economic impact of energy saving techniques in cloud server. Cluster Computing, 2020, 23, 611-621.	5.0	9
20	Adaptive Storytelling and Story Repair in a Dynamic Environment. Lecture Notes in Computer Science, 2011, , 128-139.	1.3	9
21	Distribution of Artificial Intelligence in Digital Games. International Journal of Intelligent Information Technologies, 2015, 11, 1-14.	0.8	8
22	Unsupervised neural networks for the identification of minimum overcomplete basis in visual data. Neurocomputing, 2002, 47, 119-143.	5.9	6
23	Analyzing player behavior in Pacman using feature-driven decision theoretic predictive modeling. , 2009, , .		5
24	Constrained PCA techniques for the identification of common factors in data. Neurocomputing, 1998, 22, 145-156.	5.9	4
25	Using Player and World Representation Techniques from Computer Games to Improve Student Engagement. , 2009, , .		4
26	Improving Temporal Difference game agent control using a dynamic exploration during control learning. , 2009, , .		3
27	Using Fitt's Law to Model Arm Motion Tracked in 3D by a Leap Motion Controller for Virtual Reality Upper Arm Stroke Rehabilitation. , 2016, , .		3
28	A Generic Model for End State Prediction of Business Processes Towards Target Compliance. Lecture Notes in Computer Science, 2019, , 325-335.	1.3	3
29	Behavlet Analytics for Player Profiling and Churn Prediction. Lecture Notes in Computer Science, 2020, , 631-643.	1.3	2
30	Predictive Process Monitoring using a Markov Model Technique. , 2019, , .		1
31	Energy optimisation in cloud servers using a static threshold VM consolidation technique (STVMC). , 2018, , .		1
32	Economic Impact of Resource Optimisation in Cloud Environment Using Different Virtual Machine Allocation Policies. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 46-58.	0.3	0
33	Design and Implementation of Autonomic Simulator. , 2019, , .		0
34	Evaluation of the acceptability and usability of the MAGIC-GLASS virtual reality solution as part of the care pathway in people with acute, sub-acute and chronic stroke: a study protocol. Physical Therapy Reviews, 2020, 25, 118-127.	0.8	0
35	Facilitating Player Interaction in a Dynamic Storytelling Environment. Studies in Computational Intelligence, 2013, , 11-16.	0.9	0