Darryl Charles

List of Publications by Year
in descending order

35 papers	1,632 citations	687220 13 h-index	677027 22 g-index
38 all docs	38 docs citations	38 times ranked	1582 citing authors

#	Article	IF	Citations
1	Economic impact of energy saving techniques in cloud server. Cluster Computing, 2020, 23, 611-621.	3.5	9
2	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.	0.3	0
3	Virtual Reality Design for Stroke Rehabilitation. Advances in Experimental Medicine and Biology, 2020, 1235, 53-87.	0.8	37
4	Behavlet Analytics for Player Profiling and Churn Prediction. Lecture Notes in Computer Science, 2020, , 631-643.	1.0	2
5	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.	0.2	0
6	User-centred design of an active computer gaming system for strength and balance exercises for older adults. Journal of Enabling Technologies, 2019, 13, 101-111.	0.7	13
7	Design and Implementation of Autonomic Simulator. , 2019, , .		0
8	Predictive Process Monitoring using a Markov Model Technique. , 2019, , .		1
9	A Generic Model for End State Prediction of Business Processes Towards Target Compliance. Lecture Notes in Computer Science, 2019, , 325-335.	1.0	3
10	Energy optimisation in cloud servers using a static threshold VM consolidation technique (STVMC). , 2018, , .		1
11	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
12	Behavlets: a method for practical player modelling using psychology-based player traits and domain specific features. User Modeling and User-Adapted Interaction, 2016, 26, 257-306.	2.9	34
13	Distribution of Artificial Intelligence in Digital Games. International Journal of Intelligent Information Technologies, 2015, 11, 1-14.	0.5	8
14	Rehabilitation Game Model for Personalised Exercise. , 2015, , .		11
15	Gaming for Health. Journal of Applied Gerontology, 2015, 34, NP166-NP189.	1.0	150
16	An Investigation of Gamification Typologies for Enhancing Learner Motivation. , 2014, , .		27
17	Close range depth sensing cameras for virtual reality based hand rehabilitation. Journal of Assistive Technologies, 2014, 8, 138-149.	0.9	19
18	Real-time rule-based classification of player types in computer games. User Modeling and User-Adapted Interaction, 2013, 23, 489-526.	2.9	17

#	Article	IF	Citations
19	Facilitating Player Interaction in a Dynamic Storytelling Environment. Studies in Computational Intelligence, 2013, , 11-16.	0.7	0
20	Gameâ€based feedback for educational multiâ€user virtual environments. British Journal of Educational Technology, 2011, 42, 638-654.	3.9	78
21	Adaptive Storytelling and Story Repair in a Dynamic Environment. Lecture Notes in Computer Science, 2011, , 128-139.	1.0	9
22	Optimising engagement for stroke rehabilitation using serious games. Visual Computer, 2009, 25, 1085-1099.	2.5	492
23	Improving Temporal Difference game agent control using a dynamic exploration during control learning. , 2009, , .		3
24	Serious Games for Upper Limb Rehabilitation Following Stroke. , 2009, , .		164
25	Analyzing player behavior in Pacman using feature-driven decision theoretic predictive modeling. , 2009, , .		5
26	Using Player and World Representation Techniques from Computer Games to Improve Student Engagement. , 2009, , .		4
27	Machine learning in digital games: a survey. Artificial Intelligence Review, 2008, 29, 123-161.	9.7	68
28	Enhancing E-Learning Engagement Using Design Patterns from Computer Games. , 2008, , .		23
29	Toward an understanding of flow in video games. Computers in Entertainment, 2008, 6, 1-27.	1.2	284
30	Vision Based Games for Upper-Limb Stroke Rehabilitation. , 2008, , .		31
31	Adaptive Virtual Reality Games for Rehabilitation of Motor Disorders. Lecture Notes in Computer Science, 2007, , 681-690.	1.0	50
32	Unsupervised neural networks for the identification of minimum overcomplete basis in visual data. Neurocomputing, 2002, 47, 119-143.	3.5	6
33	Constrained PCA techniques for the identification of common factors in data. Neurocomputing, 1998, 22, 145-156.	3.5	4
34	Modelling multiple-cause structure using rectification constraints. Network: Computation in Neural Systems, 1998, 9, 167-182.	2.2	18
35	Modelling multiple-cause structure using rectification constraints. Network: Computation in Neural Systems, 1998, 9, 167-182.	2.2	31