Federico Peinado

List of Publications by Year
in descending order

19 papers	**319** citations	1163117 **8** h-index	1058476 **14** g-index
20 all docs	**20** docs citations	**20** times ranked	**163** citing authors

#	ARTICLE	IF	CITATIONS
1	Using gestural emotions recognised through a neural network as input for an adaptive music system in virtual reality. Entertainment Computing, 2021, 38, 100404.	2.9	3
2	Towards an Emotion-Driven Adaptive System for Video Game Music. Lecture Notes in Computer Science, 2018, , 360-367.	1.3	1
3	An Approach to Basic Emotion Recognition Through Players Body Pose Using Virtual Reality Devices. Lecture Notes in Computer Science, 2018, , 61-65.	1.3	1
4	Ontological reasoning for improving the treatment of emotions in text. Knowledge and Information Systems, 2010, 25, 421-443.	3.2	13
5	Assessing the Novelty of Computer-Generated Narratives Using Empirical Metrics. Minds and Machines, 2010, 20, 565-588.	4.8	10
6	Revisiting Character-Based Affective Storytelling under a Narrative BDI Framework. Lecture Notes in Computer Science, 2008, , 83-88.	1.3	33
7	An Intelligent Plot-Centric Interface for Mastering Computer Role-Playing Games. Lecture Notes in Computer Science, 2008, , 321-324.	1.3	3
8	A testbed environment for interactive storytellers. , 2008, , .		1
9	Ontological Reasoning to Configure Emotional Voice Synthesis. , 2007, , 88-102.		16
10	Automatic Direction of Interactive Storytelling: Formalizing the Game Master Paradigm. , 2007, , 196-201.		7
11	RCEI: An API for Remote Control of Narrative Environments. , 2007, , 181-186.		3
12	Evaluation of automatic generation of basic stories. New Generation Computing, 2006, 24, 289-302.	3.3	38
13	Minstrel Reloaded: From the Magic of Lisp to the Formal Semantics of OWL. Lecture Notes in Computer Science, 2006, , 93-97.	1.3	5
14	De cÃ³mo la realidad puede tomar parte en juegos emergentes. Icono14, 2006, 4, 53.	0.6	0
15	Story plot generation based on CBR. Knowledge-Based Systems, 2005, 18, 235-242.	7.1	99
16	Transferring Game Mastering Laws to Interactive Digital Storytelling. Lecture Notes in Computer Science, 2004, , 48-54.	1.3	47
17	Story Plot Generation based on CBR. , 2004, , 33-46.		13
18	A Case Based Reasoning Approach to Story Plot Generation. Lecture Notes in Computer Science, 2004, , 142-156.	1.3	15

#	ARTICLE	IF	CITATIONS
19	Juego emergente: Â¿Nuevas formas de contar historias en videojuegos?. Icono14, 2004, 2, 47.	0.6	3