

Alejandro Baldominos

List of Publications by Year in Descending Order

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Version: 2024-04-28

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

25 papers	398 citations	11 h-index	19 g-index
29 ext. papers	588 ext. citations	2.8 avg, IF	4.48 L-index

#	Paper	IF	Citations
25	Digital Teaching Materials and Their Relationship with the Metacognitive Skills of Students in Primary Education. <i>Education Sciences</i> , 2020 , 10, 113	2.2	6
24	An Exploratory Analysis of the Implementation and Use of an Intelligent Platform for Learning in Primary Education. <i>Applied Sciences (Switzerland)</i> , 2020 , 10, 983	2.6	1
23	Predicting Infections Using Computational Intelligence: A Systematic Review. <i>IEEE Access</i> , 2020 , 8, 31083-31107	3.5	7
22	Infection prediction using physiological and social data in social environments. <i>Information Processing and Management</i> , 2020 , 57, 102213	6.3	4
21	On the automated, evolutionary design of neural networks: past, present, and future. <i>Neural Computing and Applications</i> , 2020 , 32, 519-545	4.8	19
20	A Survey of Handwritten Character Recognition with MNIST and EMNIST. <i>Applied Sciences (Switzerland)</i> , 2019 , 9, 3169	2.6	47
19	On Computer-Aided Prognosis of Septic Shock from Vital Signs 2019 ,		1
18	A Comparison of Machine Learning and Deep Learning Techniques for Activity Recognition using Mobile Devices. <i>Sensors</i> , 2019 , 19,	3.8	17
17	Data-Driven Interaction Review of an Ed-Tech Application. <i>Sensors</i> , 2019 , 19,	3.8	5
16	Hybridizing Evolutionary Computation and Deep Neural Networks: An Approach to Handwriting Recognition Using Committees and Transfer Learning. <i>Complexity</i> , 2019 , 2019, 1-16	1.6	18
15	Coin.AI: A Proof-of-Useful-Work Scheme for Blockchain-Based Distributed Deep Learning. <i>Entropy</i> , 2019 , 21,	2.8	22
14	Evolutionary convolutional neural networks: An application to handwriting recognition. <i>Neurocomputing</i> , 2018 , 283, 38-52	5.4	89
13	Evolutionary Design of Convolutional Neural Networks for Human Activity Recognition in Sensor-Rich Environments. <i>Sensors</i> , 2018 , 18,	3.8	19
12	Model Selection in Committees of Evolved Convolutional Neural Networks Using Genetic Algorithms. <i>Lecture Notes in Computer Science</i> , 2018 , 364-373	0.9	5
11	Improving Children's Experience on a Mobile EdTech Platform through a Recommender System. <i>Mobile Information Systems</i> , 2018 , 2018, 1-8	1.4	2
10	Identifying Real Estate Opportunities Using Machine Learning. <i>Applied Sciences (Switzerland)</i> , 2018 , 8, 2321	2.6	31
9	Beyond social graphs: mining patterns underlying social interactions. <i>Pattern Analysis and Applications</i> , 2017 , 20, 269-285	2.3	2

8	2017,		5
7	Optimizing EEG energy-based seizure detection using genetic algorithms 2017,		9
6	A Comparison Study of Classifier Algorithms for Cross-Person Physical Activity Recognition. <i>Sensors</i> , 2016 , 17,	3.8	21
5	Feature Set Optimization for Physical Activity Recognition Using Genetic Algorithms 2015,		4
4	An Approach to Physical Rehabilitation Using State-of-the-art Virtual Reality and Motion Tracking Technologies. <i>Procedia Computer Science</i> , 2015 , 64, 10-16	1.6	33
3	An efficient and scalable recommender system for the smart web 2015,		3
2	Learning Levels of Mario AI Using Genetic Algorithms. <i>Lecture Notes in Computer Science</i> , 2015 , 267-277	0.9	1
1	2014,		21