Pedro A Gonzalez-Calero

List of Publications by Year
in descending order

49 papers	798 citations	623574 14 h-index	552653 26 g-index
57 all docs	57 docs citations	57 times ranked	588 citing authors

#	Article	IF	Citations
1	Wings: Intelligent Workflow-Based Design of Computational Experiments. IEEE Intelligent Systems, 2011, 26, 62-72.	4.0	143
2	Building CBR systems with jcolibri. Science of Computer Programming, 2007, 69, 68-75.	1.5	73
3	Formal concept analysis as a support technique for CBR. Knowledge-Based Systems, 2001, 14, 163-171.	4.0	50
4	j colibri2 : A framework for building Case-based reasoning systems. Science of Computer Programming, 2014, 79, 126-145.	1.5	49
5	A semantic framework for automatic generation of computational workflows using distributed data and component catalogues. Journal of Experimental and Theoretical Artificial Intelligence, 2011, 23, 389-467.	1.8	47
6	An Architecture for Knowledge Intensive CBR Systems. Lecture Notes in Computer Science, 2000, , 37-48.	1.0	44
7	Case-based reasoning-inspired approaches to education. Knowledge Engineering Review, 2005, 20, 299-303.	2.1	40
8	Poetry Generation in COLIBRI. Lecture Notes in Computer Science, 2002, , 73-87.	1.0	24
9	Classification Based Retrieval Using Formal Concept Analysis. Lecture Notes in Computer Science, 2001, , 173-188.	1.0	21
10	Query-Enabled Behavior Trees. IEEE Transactions on Games, 2009, 1, 298-308.	1.7	21
11	Visualization and Role-play to Teach Object-Oriented Programming. , 2008, , 167-177.		18
12	Workflow matching using semantic metadata. , 2009, , .		14
13	Modelling the CBR Life Cycle Using Description Logics â‹†. Lecture Notes in Computer Science, 1999, , 147-161.	1.0	14
14	Prototyping recommender systems in jcolibri. , 2008, , .		11
15	Template-Based Design in COLIBRI Studio. Information Systems, 2014, 40, 168-178.	2.4	9
16	An Ontological Approach to Develop Knowledge Intensive CBR Systems. , 2007, , 173-213.		8
17	Opportunities for CBR in Learning by Doing. Lecture Notes in Computer Science, 2005, , 267-281.	1.0	8
18	CBR for CBR: A Case-Based Template Recommender System for Building Case-Based Systems. Lecture Notes in Computer Science, 2008, , 459-473.	1.0	8

#	Article	IF	Citations
19	Software behaviour understanding Supported by dynamic visualization and role-play. SIGCSE Bulletin, 2005, 37, 54-58.	0.1	7
20	Natural Language Queries in CBR Systems. , 2007, , .		7
21	Roleâ€play virtual worlds for teaching objectâ€oriented design: the ViRPlay development experience. Software - Practice and Experience, 2012, 42, 235-253.	2.5	7
22	Adaptation Guided Retrieval Based on Formal Concept Analysis. , 2003, , 131-145.		7
23	Understanding object-oriented software through virtual role-play. , 2005, , .		6
24	Formal Concept Analysis for Knowledge Refinement in Case Based Reasoning. , 2006, , 233-245.		6
25	The COLIBRI Platform: Tools, Features and Working Examples. Studies in Computational Intelligence, 2014, , 55-85.	0.7	5
26	Dynamic Binding Is the Name of the Game. Lecture Notes in Computer Science, 2006, , 229-232.	1.0	5
27	Abstraction in Knowledge-Rich Models for Case-Based Planning. Lecture Notes in Computer Science, 2009, , 313-327.	1.0	5
28	Software behaviour understanding Supported by dynamic visualization and role-play. , 2005, , .		4
29	Supporting sketch-based retrieval from a library of reusable behaviours. Expert Systems With Applications, 2013, 40, 531-542.	4.4	4
30	Role-Play Virtual Environments: Recreational Learning of Software Design. Lecture Notes in Computer Science, 2008, , 27-32.	1.0	4
31	Measuring Preferences in Game Mechanics: Towards Personalized Chocolate-Covered Broccoli. Lecture Notes in Computer Science, 2019, , 15-27.	1.0	4
32	Profiting from case-based reasoning in framework documentation. , 0, , .		3
33	Boosting the Performance of CBR Applications with jCOLIBRI. , 2009, , .		3
34	Pass the Ball: Game-Based Learning of Software Design. Lecture Notes in Computer Science, 2007, , 49-54.	1.0	3
35	Conversational strategies inCOBBER: an affective CCBR framework. Journal of Experimental and Theoretical Artificial Intelligence, 2006, 18, 449-469.	1.8	2
36	Semantic templates for case-based reasoning systems. Knowledge Engineering Review, 2009, 24, 245-264.	2.1	2

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37	Measuring Control to Dynamically Induce Flow in Tetris. IEEE Transactions on Games, 2022, 14, 579-588.	1.2	2
38	APPLYING CASE-BASED REASONING TO SUPPORT DYNAMIC FRAMEWORK DOCUMENTATION. International Journal of Software Engineering and Knowledge Engineering, 2001, 11, 479-502.	0.6	1
39	Supporting the Construction of a GUI Component for Specifying the Behavior of Non-Player Characters in Unity. International Journal of Creative Interfaces and Computer Graphics, 2015, 6, 38-55.	0.1	1
40	Knowledge Intensive Case-Based Assistance for Framework Reuse*. Lecture Notes in Computer Science, 2001, , 891-900.	1.0	1
41	A Case Study of Structure Processing to Generate a Case Base. Lecture Notes in Computer Science, 2004, , 587-600.	1.0	1
42	Authoring Behaviour for Characters in Games Reusing Abstracted Plan Traces. Lecture Notes in Computer Science, 2009, , 56-62.	1.0	1
43	Experience-Based Design of Behaviors in Videogames. Lecture Notes in Computer Science, 2008, , 180-194.	1.0	1
44	The WINGS of jCOLIBRI: A CBR Architecture for Semantic Web Services. , 2007, , .		0
45	Developing an Information System for Framework Reuse. , 2002, , 283-296.		0
46	Developing Active Help for Framework Instantiation Through Case-Based Reasoning. Lecture Notes in Computer Science, 2004, , 308-317.	1.0	0
47	Adjusting game difficulty level through Formal Concept Analysis. , 2007, , 217-230.		0
48	Managing the usage experience in a library of software components. Lecture Notes in Computer Science, 1998, , 393-402.	1.0	0
49	Adaptation through Planning in Knowledge Intensive CBR. Lecture Notes in Computer Science, 2008, , 503-517.	1.0	0