

Juan PavAñn

List of Publications by Year in descending order

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106
papers

2,171
citations

394286

19
h-index

315616

38
g-index

125
all docs

125
docs citations

125
times ranked

1386
citing authors

#	ARTICLE	IF	CITATIONS
1	Systematic review and meta-analysis of augmented reality in educational settings. <i>Virtual Reality</i> , 2019, 23, 447-459.	4.1	275
2	The INGENIAS Methodology and Tools. , 2005, , 236-276.		150
3	Agent Oriented Analysis Using Message/UML. <i>Lecture Notes in Computer Science</i> , 2002, , 119-135.	1.0	145
4	Agent Oriented Software Engineering with INGENIAS. , 2003, , 394-403.		145
5	How do pedagogical approaches affect the impact of augmented reality on education? A meta-analysis and research synthesis. <i>Educational Research Review</i> , 2020, 31, 100334.	4.1	120
6	FAML: A Generic Metamodel for MAS Development. <i>IEEE Transactions on Software Engineering</i> , 2009, 35, 841-863.	4.3	117
7	Development of intelligent multisensor surveillance systems with agents. <i>Robotics and Autonomous Systems</i> , 2007, 55, 892-903.	3.0	108
8	Development of CBR-BDI Agents: A Tourist Guide Application. <i>Lecture Notes in Computer Science</i> , 2004, , 547-559.	1.0	60
9	Agent-oriented software engineering. <i>Knowledge Engineering Review</i> , 2005, 20, 99-116.	2.1	57
10	Model Driven Development of Multi-Agent Systems. <i>Lecture Notes in Computer Science</i> , 2006, , 284-298.	1.0	56
11	Agent-based modelling and simulation for the analysis of social patterns. <i>Pattern Recognition Letters</i> , 2008, 29, 1039-1048.	2.6	47
12	Understanding the human context in requirements elicitation. <i>Requirements Engineering</i> , 2010, 15, 267-283.	2.1	44
13	Intelligent data analysis applied to debug complex software systems. <i>Neurocomputing</i> , 2009, 72, 2785-2795.	3.5	34
14	Requirements Elicitation and Analysis of Multiagent Systems Using Activity Theory. <i>IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans</i> , 2009, 39, 282-298.	3.4	28
15	Classification of Depression Through Resting-State Electroencephalogram as a Novel Practice in Psychiatry: Review. <i>Journal of Medical Internet Research</i> , 2020, 22, e19548.	2.1	28
16	Modelling and simulation of social systems with INGENIAS. <i>International Journal of Agent Oriented Software Engineering</i> , 2008, 2, 196.	0.1	26
17	CORBA for network and service management in the TINA framework. , 1998, 36, 72-79.		25
18	Modeling the influence of trust on work team performance. <i>Simulation</i> , 2012, 88, 408-436.	1.1	25

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19	Asking the Oracle: Introducing Forecasting Principles into Agent-Based Modelling. <i>Jasss</i> , 2013, 16, .	1.0	25
20	Testing in Multi-Agent Systems. <i>Lecture Notes in Computer Science</i> , 2011, , 180-190.	1.0	23
21	Testing and Debugging of MAS Interactions with INGENIAS. <i>Lecture Notes in Computer Science</i> , 2009, , 199-212.	1.0	22
22	Implementation of context-aware workflows with multi-agent systems. <i>Neurocomputing</i> , 2016, 176, 91-97.	3.5	19
23	Promoting eco-agritourism using an augmented reality-based educational resource: a case study of aquaponics. <i>Interactive Learning Environments</i> , 2022, 30, 1200-1214.	4.4	18
24	Disability, Sport, and Television: Media Visibility and Representation of Paralympic Games in News Programs. <i>Sustainability</i> , 2021, 13, 256.	1.6	18
25	Model integration in agent-oriented development. <i>International Journal of Agent Oriented Software Engineering</i> , 2007, 1, 2.	0.1	17
26	Applications of metaheuristics in real-life problems. <i>Progress in Artificial Intelligence</i> , 2014, 2, 175-176.	1.5	17
27	Meta-models for building multi-agent systems. , 2002, , .		16
28	Re-thinking simulation: a methodological approach for the application of data mining in agent-based modelling. <i>Computational and Mathematical Organization Theory</i> , 2010, 16, 416-435.	1.5	16
29	Introducing uncertainty into social simulation: using fuzzy logic for agent-based modelling. <i>International Journal of Reasoning-based Intelligent Systems</i> , 2010, 2, 118.	0.1	16
30	IDK and ICARO to develop multi-agent systems in support of Ambient Intelligence. <i>Journal of Intelligent and Fuzzy Systems</i> , 2015, 28, 3-15.	0.8	16
31	Injecting Data into Agent-Based Simulation. , 2010, , 177-191.		16
32	Friendship Dynamics: Modelling Social Relationships through a Fuzzy Agent-Based Simulation. <i>Discrete Dynamics in Nature and Society</i> , 2011, 2011, 1-19.	0.5	15
33	Architecture for management and fusion of context information. <i>Information Fusion</i> , 2015, 21, 100-113.	11.7	15
34	Meta-modelling in Agent Oriented Software Engineering. <i>Lecture Notes in Computer Science</i> , 2002, , 606-615.	1.0	14
35	Metamodels for role-driven agent-based modelling. <i>Computational and Mathematical Organization Theory</i> , 2012, 18, 91-112.	1.5	14
36	Activity Theory for the Analysis and Design of Multi-agent Systems. <i>Lecture Notes in Computer Science</i> , 2004, , 110-122.	1.0	13

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37	Talking Agents: A distributed architecture for interactive artistic installations. Integrated Computer-Aided Engineering, 2010, 17, 243-259.	2.5	13
38	A model-driven process for the modernization of component-based systems. Science of Computer Programming, 2012, 77, 247-269.	1.5	12
39	Material use optimization in 3D printing through a physical simulation algorithm. Automation in Construction, 2017, 78, 24-33.	4.8	12
40	The TINA network resource model. , 1996, 34, 74-79.		11
41	Visual Modeling for Complex Agent-Based Simulation Systems. Lecture Notes in Computer Science, 2006, , 174-189.	1.0	11
42	Friends Forever: Social Relationships with a Fuzzy Agent-Based Model. Lecture Notes in Computer Science, 2008, , 523-532.	1.0	10
43	Intelligent Interface Agents Behavior Modeling. Lecture Notes in Computer Science, 2000, , 598-609.	1.0	10
44	Managing Contradictions in Multi-Agent Systems. IEICE Transactions on Information and Systems, 2007, E90-D, 1243-1250.	0.4	10
45	Agent architecture for crowd simulation in indoor environments. Journal of Ambient Intelligence and Humanized Computing, 2017, 8, 205-212.	3.3	8
46	Implementing Multi-agent Systems Organizations with INGENIAS. Lecture Notes in Computer Science, 2006, , 236-251.	1.0	8
47	Defining coordination in multi-agent systems within an agent oriented software engineering methodology. , 2006, , .		7
48	Integrating agent-oriented methodologies with UML-AT. , 2006, , .		7
49	Testing in Agent Oriented Methodologies. Lecture Notes in Computer Science, 2009, , 138-145.	1.0	7
50	Augmented Reality-based application to foster sustainable agriculture in the context of aquaponics. , 2020, , .		7
51	A Sociological Framework for Multi-agent Systems Validation and Verification. Lecture Notes in Computer Science, 2004, , 458-469.	1.0	7
52	Agent-Based Social Modeling and Simulation with Fuzzy Sets. Advances in Intelligent and Soft Computing, 2007, , 40-47.	0.2	7
53	An Ontology for African Traditional Medicine. Advances in Soft Computing, 2009, , 329-337.	0.4	6
54	Methodology Fragments Definition in SPEM for Designing Adaptive Methodology: A First Step. Lecture Notes in Computer Science, 2009, , 74-85.	1.0	6

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55	A Multiagent Negotiation Based Model to Support the Collaborative Supply Chain Planning Process. Studies in Informatics and Control, 2011, 20, .	0.6	6
56	Requirements Elicitation for Agent-Based Applications. Lecture Notes in Computer Science, 2006, , 40-53.	1.0	5
57	Disability Narratives in Sports Communication: Tokyo 2020 Paralympic Games™ Best Practices and Implications. Media and Communication, 2021, 9, 101-111.	1.1	5
58	Agent-Based Simulation of Crowds in Indoor Scenarios. Studies in Computational Intelligence, 2016, , 121-130.	0.7	5
59	Mobile Tourist Guide Services with Software Agents. Lecture Notes in Computer Science, 2004, , 322-330.	1.0	5
60	Human Attributes in the Modelling of Work Teams. International Federation for Information Processing, 2010, , 276-284.	0.4	5
61	Application of Model Driven Techniques for Agent-Based Simulation. Advances in Intelligent and Soft Computing, 2010, , 81-90.	0.2	5
62	Towards integration of service and network management in TINA. Journal of Network and Systems Management, 1996, 4, 299-318.	3.3	4
63	Workflow Modelling with INGENIAS methodology. , 2007, , .		4
64	User-Oriented Analysis of Interactions in Online Social Networks. IEEE Intelligent Systems, 2012, 27, 18-25.	4.0	4
65	Opportunistic control mechanisms for ambience intelligence worlds. Expert Systems With Applications, 2014, 41, 1875-1884.	4.4	4
66	Agent Based Simulation for Social Systems: From Modeling to Implementation. Lecture Notes in Computer Science, 2006, , 79-88.	1.0	4
67	Analysis of Web Objects Distribution. Advances in Intelligent Systems and Computing, 2015, , 105-112.	0.5	4
68	Complex Systems and Agent-Oriented Software Engineering. Lecture Notes in Computer Science, 2007, , 3-16.	1.0	4
69	Mentat: A Data-Driven Agent-Based Simulation of Social Values Evolution. Lecture Notes in Computer Science, 2010, , 135-146.	1.0	4
70	Peer-to-Peer System Design Trade-Offs: A Framework Exploring the Balance between Blockchain and IPFS. Applied Sciences (Switzerland), 2021, 11, 10012.	1.3	4
71	Dynamic Workflow Management for Context-Aware Systems. Advances in Intelligent and Soft Computing, 2012, , 181-188.	0.2	3
72	An agent based approach for the implementation of cooperative proactive S-Metaheuristics. Expert Systems With Applications, 2016, 63, 344-374.	4.4	3

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73	Agent-based modeling of collaborative creative processes with INGENIAS. AI Communications, 2019, 32, 223-233.	0.8	3
74	Virtual Development of a Presence Sensor Network Using 3D Simulations. Lecture Notes in Computer Science, 2017, , 154-163.	1.0	3
75	An Agent-Based Simulation Tool to Support Work Teams Formation. Advances in Soft Computing, 2009, , 80-89.	0.4	3
76	Modelling Trust into an Agent-Based Simulation Tool to Support the Formation and Configuration of Work Teams. Advances in Intelligent and Soft Computing, 2009, , 80-89.	0.2	3
77	Personalized information dissemination using agents organizations. , 0, , .		2
78	The SiCoSSyS approach to SoS engineering. , 2011, , .		2
79	Simulation of Online Social Networks with Krowdix. , 2011, , .		2
80	Impact of traffic distribution on web cache performance. International Journal of Web Engineering and Technology, 2015, 10, 202.	0.1	2
81	A Collaborative Platform for the Detection of Non-inclusive Situations in Smart Cities. Lecture Notes in Computer Science, 2021, , 206-215.	1.0	2
82	Managing Conflicts Between Individuals and Societies in Multi-agent Systems. Lecture Notes in Computer Science, 2005, , 106-118.	1.0	2
83	Using Semantic Causality Graphs to Validate MAS Models. Advances in Intelligent and Soft Computing, 2007, , 9-16.	0.2	2
84	A Dynamic Context-Aware Architecture for Ambient Intelligence. Lecture Notes in Computer Science, 2011, , 637-644.	1.0	2
85	Checking Social Properties of Multi-agent Systems with Activity Theory. Lecture Notes in Computer Science, 2004, , 1-11.	1.0	2
86	Opportunistic Sensor Interpretation in a Virtual Smart Environment. Lecture Notes in Computer Science, 2012, , 109-116.	1.0	2
87	Mixed Narrative and Dialog Content Planning Based on BDI Agents. Lecture Notes in Computer Science, 2007, , 150-159.	1.0	2
88	The Ingenias Project: Methods And Tool For Developing Multiagent Systems. IEEE Latin America Transactions, 2008, 6, 529-534.	1.2	1
89	Multi-agent system simulation of InDoor Scenarios. , 2015, , .		1
90	Participatory Design with On-line Focus Groups and Normative Systems. Lecture Notes in Computer Science, 2018, , 66-75.	1.0	1

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91	Model Driven Development of Multi-Agent Systems with Repositories of Social Patterns. , 2006, , 126-142.		1
92	Guest Editorial: 7th Ibero-American Workshop in Multi-Agent Systems (Iberagents 2008). Inteligencia Artificial, 2009, 13, .	0.5	1
93	Talking Agents in Ambient-Assisted Living. Lecture Notes in Computer Science, 2010, , 328-336.	1.0	1
94	An Agent Based Implementation of Proactive S-Metaheuristics. Lecture Notes in Computer Science, 2013, , 1-10.	1.0	1
95	Social Identity Management in Social Networks. Advances in Soft Computing, 0, , 62-70.	0.4	1
96	Insights into the Prevalence of Software Project Defects. Scientific World Journal, The, 2014, 2014, 1-5.	0.8	0
97	Using Graphs of Queues and Genetic Algorithms to Fast Approximate Crowd Simulations. Proceedings (mdpi), 2018, 2, 1216.	0.2	0
98	Active Replication of Software Components. Lecture Notes in Computer Science, 2003, , 203-215.	1.0	0
99	Metamodelling for Agent Based Modelling: An Application for Continuous Double Auctions. International Federation for Information Processing, 2010, , 285-292.	0.4	0
100	Development of a Code Generator for the ICARO Agent Framework. Lecture Notes in Computer Science, 2012, , 402-411.	1.0	0
101	Agent Participation in Context-Aware Workflows. Lecture Notes in Computer Science, 2013, , 31-40.	1.0	0
102	REAGENT: Reverse Engineering of Multi-Agent Systems. Lecture Notes in Computer Science, 2013, , 228-238.	1.0	0
103	The ICARO Goal Driven Agent Pattern. Lecture Notes in Computer Science, 2016, , 51-62.	1.0	0
104	CAPAS: A Context-Aware System Architecture for Physical Activities Monitoring. Lecture Notes in Computer Science, 2019, , 636-647.	1.0	0
105	A Decentralized Model for Self-managed Web Services Applications. Advances in Soft Computing, 0, , 90-98.	0.4	0
106	A Motivation-Based Self-organization Approach. Advances in Soft Computing, 0, , 259-268.	0.4	0