

# 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	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
2	A Collaborative Platform for the Detection of Non-inclusive Situations in Smart Cities. <i>Lecture Notes in Computer Science</i> , 2021, , 206-215.	1.0	2
3	Disability Narratives in Sports Communication: Tokyo 2020 Paralympic Games™ Best Practices and Implications. <i>Media and Communication</i> , 2021, 9, 101-111.	1.1	5
4	Disability, Sport, and Television: Media Visibility and Representation of Paralympic Games in News Programs. <i>Sustainability</i> , 2021, 13, 256.	1.6	18
5	Peer-to-Peer System Design Trade-Offs: A Framework Exploring the Balance between Blockchain and IPFS. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 10012.	1.3	4
6	Augmented Reality-based application to foster sustainable agriculture in the context of aquaponics. , 2020, , .		7
7	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
8	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
9	Agent-based modeling of collaborative creative processes with INGENIAS. <i>AI Communications</i> , 2019, 32, 223-233.	0.8	3
10	Systematic review and meta-analysis of augmented reality in educational settings. <i>Virtual Reality</i> , 2019, 23, 447-459.	4.1	275
11	CAPAS: A Context-Aware System Architecture for Physical Activities Monitoring. <i>Lecture Notes in Computer Science</i> , 2019, , 636-647.	1.0	0
12	Using Graphs of Queues and Genetic Algorithms to Fast Approximate Crowd Simulations. <i>Proceedings (mdpi)</i> , 2018, 2, 1216.	0.2	0
13	Participatory Design with On-line Focus Groups and Normative Systems. <i>Lecture Notes in Computer Science</i> , 2018, , 66-75.	1.0	1
14	Material use optimization in 3D printing through a physical simulation algorithm. <i>Automation in Construction</i> , 2017, 78, 24-33.	4.8	12
15	Agent architecture for crowd simulation in indoor environments. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2017, 8, 205-212.	3.3	8
16	Virtual Development of a Presence Sensor Network Using 3D Simulations. <i>Lecture Notes in Computer Science</i> , 2017, , 154-163.	1.0	3
17	An agent based approach for the implementation of cooperative proactive S-Metaheuristics. <i>Expert Systems With Applications</i> , 2016, 63, 344-374.	4.4	3
18	Implementation of context-aware workflows with multi-agent systems. <i>Neurocomputing</i> , 2016, 176, 91-97.	3.5	19

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19	Agent-Based Simulation of Crowds in Indoor Scenarios. Studies in Computational Intelligence, 2016, , 121-130.	0.7	5
20	The ICARO Goal Driven Agent Pattern. Lecture Notes in Computer Science, 2016, , 51-62.	1.0	0
21	Impact of traffic distribution on web cache performance. International Journal of Web Engineering and Technology, 2015, 10, 202.	0.1	2
22	Multi-agent system simulation of InDoor Scenarios. , 2015, , .		1
23	IDK and ICARO to develop multi-agent systems in support of Ambient Intelligence. Journal of Intelligent and Fuzzy Systems, 2015, 28, 3-15.	0.8	16
24	Architecture for management and fusion of context information. Information Fusion, 2015, 21, 100-113.	11.7	15
25	Analysis of Web Objects Distribution. Advances in Intelligent Systems and Computing, 2015, , 105-112.	0.5	4
26	Insights into the Prevalence of Software Project Defects. Scientific World Journal, The, 2014, 2014, 1-5.	0.8	0
27	Applications of metaheuristics in real-life problems. Progress in Artificial Intelligence, 2014, 2, 175-176.	1.5	17
28	Opportunistic control mechanisms for ambience intelligence worlds. Expert Systems With Applications, 2014, 41, 1875-1884.	4.4	4
29	Asking the Oracle: Introducing Forecasting Principles into Agent-Based Modelling. Jasss, 2013, 16, .	1.0	25
30	Agent Participation in Context-Aware Workflows. Lecture Notes in Computer Science, 2013, , 31-40.	1.0	0
31	REAGENT: Reverse Engineering of Multi-Agent Systems. Lecture Notes in Computer Science, 2013, , 228-238.	1.0	0
32	An Agent Based Implementation of Proactive S-Metaheuristics. Lecture Notes in Computer Science, 2013, , 1-10.	1.0	1
33	Modeling the influence of trust on work team performance. Simulation, 2012, 88, 408-436.	1.1	25
34	Dynamic Workflow Management for Context-Aware Systems. Advances in Intelligent and Soft Computing, 2012, , 181-188.	0.2	3
35	User-Oriented Analysis of Interactions in Online Social Networks. IEEE Intelligent Systems, 2012, 27, 18-25.	4.0	4
36	Metamodels for role-driven agent-based modelling. Computational and Mathematical Organization Theory, 2012, 18, 91-112.	1.5	14

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37	A model-driven process for the modernization of component-based systems. <i>Science of Computer Programming</i> , 2012, 77, 247-269.	1.5	12
38	Opportunistic Sensor Interpretation in a Virtual Smart Environment. <i>Lecture Notes in Computer Science</i> , 2012, , 109-116.	1.0	2
39	Development of a Code Generator for the ICARO Agent Framework. <i>Lecture Notes in Computer Science</i> , 2012, , 402-411.	1.0	0
40	The SiCoSSyS approach to SoS engineering. , 2011, , .		2
41	Simulation of Online Social Networks with Krowdix. , 2011, , .		2
42	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
43	Testing in Multi-Agent Systems. <i>Lecture Notes in Computer Science</i> , 2011, , 180-190.	1.0	23
44	A Dynamic Context-Aware Architecture for Ambient Intelligence. <i>Lecture Notes in Computer Science</i> , 2011, , 637-644.	1.0	2
45	A Multiagent Negotiation Based Model to Support the Collaborative Supply Chain Planning Process. <i>Studies in Informatics and Control</i> , 2011, 20, .	0.6	6
46	Understanding the human context in requirements elicitation. <i>Requirements Engineering</i> , 2010, 15, 267-283.	2.1	44
47	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
48	Talking Agents: A distributed architecture for interactive artistic installations. <i>Integrated Computer-Aided Engineering</i> , 2010, 17, 243-259.	2.5	13
49	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
50	Mentat: A Data-Driven Agent-Based Simulation of Social Values Evolution. <i>Lecture Notes in Computer Science</i> , 2010, , 135-146.	1.0	4
51	Human Attributes in the Modelling of Work Teams. <i>International Federation for Information Processing</i> , 2010, , 276-284.	0.4	5
52	Injecting Data into Agent-Based Simulation. , 2010, , 177-191.		16
53	Talking Agents in Ambient-Assisted Living. <i>Lecture Notes in Computer Science</i> , 2010, , 328-336.	1.0	1
54	Application of Model Driven Techniques for Agent-Based Simulation. <i>Advances in Intelligent and Soft Computing</i> , 2010, , 81-90.	0.2	5

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55	Metamodelling for Agent Based Modelling: An Application for Continuous Double Auctions. International Federation for Information Processing, 2010, , 285-292.	0.4	0
56	Testing in Agent Oriented Methodologies. Lecture Notes in Computer Science, 2009, , 138-145.	1.0	7
57	Intelligent data analysis applied to debug complex software systems. Neurocomputing, 2009, 72, 2785-2795.	3.5	34
58	Testing and Debugging of MAS Interactions with INGENIAS. Lecture Notes in Computer Science, 2009, , 199-212.	1.0	22
59	FAML: A Generic Metamodel for MAS Development. IEEE Transactions on Software Engineering, 2009, 35, 841-863.	4.3	117
60	Requirements Elicitation and Analysis of Multiagent Systems Using Activity Theory. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2009, 39, 282-298.	3.4	28
61	An Agent-Based Simulation Tool to Support Work Teams Formation. Advances in Soft Computing, 2009, , 80-89.	0.4	3
62	An Ontology for African Traditional Medicine. Advances in Soft Computing, 2009, , 329-337.	0.4	6
63	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
64	Methodology Fragments Definition in SPEM for Designing Adaptive Methodology: A First Step. Lecture Notes in Computer Science, 2009, , 74-85.	1.0	6
65	Guest Editorial: 7th Ibero-American Workshop in Multi-Agent Systems (Iberagents 2008). Inteligencia Artificial, 2009, 13, .	0.5	1
66	Agent-based modelling and simulation for the analysis of social patterns. Pattern Recognition Letters, 2008, 29, 1039-1048.	2.6	47
67	Friends Forever: Social Relationships with a Fuzzy Agent-Based Model. Lecture Notes in Computer Science, 2008, , 523-532.	1.0	10
68	The Ingenias Project: Methods And Tool For Developing Multiagent Systems. IEEE Latin America Transactions, 2008, 6, 529-534.	1.2	1
69	Modelling and simulation of social systems with INGENIAS. International Journal of Agent Oriented Software Engineering, 2008, 2, 196.	0.1	26
70	Model integration in agent-oriented development. International Journal of Agent Oriented Software Engineering, 2007, 1, 2.	0.1	17
71	Workflow Modelling with INGENIAS methodology. , 2007, , .		4
72	Development of intelligent multisensor surveillance systems with agents. Robotics and Autonomous Systems, 2007, 55, 892-903.	3.0	108

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73	Using Semantic Causality Graphs to Validate MAS Models. Advances in Intelligent and Soft Computing, 2007, , 9-16.	0.2	2
74	Complex Systems and Agent-Oriented Software Engineering. Lecture Notes in Computer Science, 2007, , 3-16.	1.0	4
75	Managing Contradictions in Multi-Agent Systems. IEICE Transactions on Information and Systems, 2007, E90-D, 1243-1250.	0.4	10
76	Agent-Based Social Modeling and Simulation with Fuzzy Sets. Advances in Intelligent and Soft Computing, 2007, , 40-47.	0.2	7
77	Mixed Narrative and Dialog Content Planning Based on BDI Agents. Lecture Notes in Computer Science, 2007, , 150-159.	1.0	2
78	Model Driven Development of Multi-Agent Systems. Lecture Notes in Computer Science, 2006, , 284-298.	1.0	56
79	Defining coordination in multi-agent systems within an agent oriented software engineering methodology. , 2006, , .		7
80	Integrating agent-oriented methodologies with UML-AT. , 2006, , .		7
81	Requirements Elicitation for Agent-Based Applications. Lecture Notes in Computer Science, 2006, , 40-53.	1.0	5
82	Implementing Multi-agent Systems Organizations with INGENIAS. Lecture Notes in Computer Science, 2006, , 236-251.	1.0	8
83	Visual Modeling for Complex Agent-Based Simulation Systems. Lecture Notes in Computer Science, 2006, , 174-189.	1.0	11
84	Agent Based Simulation for Social Systems: From Modeling to Implementation. Lecture Notes in Computer Science, 2006, , 79-88.	1.0	4
85	Model Driven Development of Multi-Agent Systems with Repositories of Social Patterns. , 2006, , 126-142.		1
86	Agent-oriented software engineering. Knowledge Engineering Review, 2005, 20, 99-116.	2.1	57
87	Managing Conflicts Between Individuals and Societies in Multi-agent Systems. Lecture Notes in Computer Science, 2005, , 106-118.	1.0	2
88	The INGENIAS Methodology and Tools. , 2005, , 236-276.		150
89	Development of CBR-BDI Agents: A Tourist Guide Application. Lecture Notes in Computer Science, 2004, , 547-559.	1.0	60
90	Activity Theory for the Analysis and Design of Multi-agent Systems. Lecture Notes in Computer Science, 2004, , 110-122.	1.0	13

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91	Mobile Tourist Guide Services with Software Agents. Lecture Notes in Computer Science, 2004, , 322-330.	1.0	5
92	A Sociological Framework for Multi-agent Systems Validation and Verification. Lecture Notes in Computer Science, 2004, , 458-469.	1.0	7
93	Checking Social Properties of Multi-agent Systems with Activity Theory. Lecture Notes in Computer Science, 2004, , 1-11.	1.0	2
94	Agent Oriented Software Engineering with INGENIAS. , 2003, , 394-403.		145
95	Active Replication of Software Components. Lecture Notes in Computer Science, 2003, , 203-215.	1.0	0
96	Meta-models for building multi-agent systems. , 2002, , .		16
97	Meta-modelling in Agent Oriented Software Engineering. Lecture Notes in Computer Science, 2002, , 606-615.	1.0	14
98	Agent Oriented Analysis Using Message/UML. Lecture Notes in Computer Science, 2002, , 119-135.	1.0	145
99	Intelligent Interface Agents Behavior Modeling. Lecture Notes in Computer Science, 2000, , 598-609.	1.0	10
100	CORBA for network and service management in the TINA framework. , 1998, 36, 72-79.		25
101	The TINA network resource model. , 1996, 34, 74-79.		11
102	Towards integration of service and network management in TINA. Journal of Network and Systems Management, 1996, 4, 299-318.	3.3	4
103	Personalized information dissemination using agents organizations. , 0, , .		2
104	A Decentralized Model for Self-managed Web Services Applications. Advances in Soft Computing, 0, , 90-98.	0.4	0
105	A Motivation-Based Self-organization Approach. Advances in Soft Computing, 0, , 259-268.	0.4	0
106	Social Identity Management in Social Networks. Advances in Soft Computing, 0, , 62-70.	0.4	1