

Dries Goossens

List of Publications by Year in descending order

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citing authors

#	ARTICLE	IF	CITATIONS
1	RobinX: A three-field classification and unified data format for round-robin sports timetabling. European Journal of Operational Research, 2020, 280, 568-580.	5.7	40
2	Scheduling a non-professional indoor football league: a tabu search based approach. Annals of Operations Research, 2019, 275, 715-730.	4.1	20
3	Round-robin tournaments generated by the Circle Method have maximum carry-over. Mathematical Programming, 2018, 172, 277-302.	2.4	16
4	Scheduling the Australian Football League. Journal of the Operational Research Society, 2017, 68, 973-982.	3.4	14
5	Conference scheduling – A personalized approach. Omega, 2018, 81, 38-47.	5.9	13
6	Football team performance efficiency and effectiveness in a corruptive context: the Calciopoli case. European Sport Management Quarterly, 2019, 19, 583-604.	3.8	12
7	Proactive and reactive strategies for football league timetabling. European Journal of Operational Research, 2020, 282, 772-785.	5.7	12
8	Winning in straight sets helps in Grand Slam tennis. International Journal of Performance Analysis in Sport, 2015, 15, 1007-1021.	1.1	11
9	Optimization modelling for analyzing fantasy sport games. Infor, 2017, 55, 275-294.	0.6	5
10	Winner determination in geometrical combinatorial auctions. European Journal of Operational Research, 2017, 258, 254-263.	5.7	4
11	Offensive or defensive play in soccer: a game-theoretical approach. Journal of Quantitative Analysis in Sports, 2019, 15, 261-269.	1.0	4
12	An Instance Data Repository for the Round-robin Sports Timetabling Problem. Management and Labour Studies, 2020, 45, 184-200.	1.6	4
13	Optimizing rest times and differences in games played: an iterative two-phase approach. Journal of Scheduling, 2022, 25, 261-271.	1.9	3
14	Relax-fix-optimize heuristics for time-relaxed sports timetabling. Infor, 2021, 59, 623-638.	0.6	2
15	The Focus of Attention Problem. Algorithmica, 2016, 74, 559-573.	1.3	1
16	Using Feedback to Mitigate Coordination and Threshold Problems in Iterative Combinatorial Auctions. Business and Information Systems Engineering, 2021, 63, 113-127.	6.1	1