

Ariel Monteserin

List of Publications by Year in descending order

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Version: 2024-02-01

23
papers

362
citations

1040056

9
h-index

794594

19
g-index

24
all docs

24
docs citations

24
times ranked

353
citing authors

#	ARTICLE	IF	CITATIONS
1	Automatic detection of learning styles: state of the art. <i>Artificial Intelligence Review</i> , 2015, 44, 157-186.	15.7	84
2	A deep learning approach to automatic road surface monitoring and pothole detection. <i>Personal and Ubiquitous Computing</i> , 2020, 24, 519-534.	2.8	72
3	Detecting students' perception style by using games. <i>Computers and Education</i> , 2014, 71, 14-22.	8.3	49
4	Argumentation-based negotiation planning for autonomous agents. <i>Decision Support Systems</i> , 2011, 51, 532-548.	5.9	25
5	Group recommender systems: A multi-agent solution. <i>Knowledge-Based Systems</i> , 2019, 164, 436-458.	7.1	23
6	A reinforcement learning approach to improve the argument selection effectiveness in argumentation-based negotiation. <i>Expert Systems With Applications</i> , 2013, 40, 2182-2188.	7.6	21
7	Whom should I persuade during a negotiation? An approach based on social influence maximization. <i>Decision Support Systems</i> , 2015, 77, 1-20.	5.9	16
8	Influence-based approach to market basket analysis. <i>Information Systems</i> , 2018, 78, 214-224.	3.6	13
9	Assisting students with argumentation plans when solving problems in CSCL. <i>Computers and Education</i> , 2010, 54, 416-426.	8.3	12
10	A MAS Approach for Group Recommendation Based on Negotiation Techniques. <i>Lecture Notes in Computer Science</i> , 2016, , 219-231.	1.3	7
11	Influence me! Predicting links to influential users. <i>Information Retrieval</i> , 2019, 22, 32-54.	2.0	7
12	PUMAS-GR: A Negotiation-Based Group Recommendation System for Movies. <i>Lecture Notes in Computer Science</i> , 2016, , 294-298.	1.3	6
13	A Group Recommendation System for Movies based on MAS. <i>Advances in Distributed Computing and Artificial Intelligence Journal</i> , 2016, 5, 1-12.	1.5	6
14	Building user argumentative models. <i>Applied Intelligence</i> , 2010, 32, 131-145.	5.3	5
15	Exploring the use of online video games to detect personality dichotomies. <i>Online Information Review</i> , 2017, 41, 598-610.	3.2	5
16	Agents that Learn How to Generate Arguments from Other Agents. <i>New Generation Computing</i> , 2014, 32, 31-58.	3.3	3
17	Can digital games help us identify our skills to manage abstractions?. <i>Applied Intelligence</i> , 2016, 45, 1103-1118.	5.3	3
18	Recommending educational video games based on game features and student's Learning Styles. , 2016, , .		2

#	ARTICLE	IF	CITATIONS
19	Analysing the PDDL Language for Argumentation-Based Negotiation Planning. Lecture Notes in Computer Science, 2012, , 698-713.	1.3	1
20	An Approach to Establish the Negotiation Agenda in Argumentation-Based Contexts. , 2013, , .		0
21	User Recommendation in Low Degree Networks with a Learning-Based Approach. Lecture Notes in Computer Science, 2018, , 286-298.	1.3	0
22	Un modelo preliminar para la recomendaci3n de �tems basada en res�menes textuales. , 2020, , .		0
23	Comparing Multi-issue Multi-lateral Negotiation Approaches for Group Recommendation. Lecture Notes in Computer Science, 2020, , 338-350.	1.3	0