

Antonio Cerone

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8469690/publications.pdf>

Version: 2024-02-01

22
papers

118
citations

1478505

6
h-index

1372567

10
g-index

23
all docs

23
docs citations

23
times ranked

42
citing authors

#	ARTICLE	IF	CITATIONS
1	A Cognitive Framework Based on Rewriting Logic for the Analysis of Interactive Systems. Lecture Notes in Computer Science, 2016, , 287-303.	1.3	20
2	Towards a Cognitive Architecture for the Formal Analysis of Human Behaviour and Learning. Lecture Notes in Computer Science, 2018, , 216-232.	1.3	11
3	Behaviour and Reasoning Description Language (BRDL). Lecture Notes in Computer Science, 2020, , 137-153.	1.3	10
4	Modelling Human Reasoning in Practical Behavioural Contexts Using Real-Time Maude. Lecture Notes in Computer Science, 2020, , 424-442.	1.3	9
5	Modelling the Dynamics of an Aedes albopictus Population. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 33, 18-36.	0.8	9
6	Model mining. Journal of Intelligent Information Systems, 2019, 52, 501-532.	3.9	7
7	A Formal Model for Emulating the Generation of Human Knowledge in Semantic Memory. Lecture Notes in Computer Science, 2021, , 104-122.	1.3	6
8	Using Formal Methods to Validate Research Hypotheses: The Duolingo Case Study. Lecture Notes in Computer Science, 2018, , 163-170.	1.3	6
9	Rooting Formal Methods Within Higher Education Curricula for Computer Science and Software Engineering "A White Paper". Communications in Computer and Information Science, 2021, , 1-26.	0.5	5
10	Process Mining as a Modelling Tool: Beyond the Domain of Business Process Management. Lecture Notes in Computer Science, 2015, , 139-144.	1.3	5
11	On Integrating Social and Sensor Networks for Emergency Management. Lecture Notes in Computer Science, 2015, , 145-160.	1.3	5
12	An empirical verification of a-priori learning models on mailing archives in the context of online learning activities of participants in freelance open source software (FLOSS) communities. Education and Information Technologies, 2017, 22, 3207-3229.	5.7	4
13	Mining Learning Processes from FLOSS Mailing Archives. Lecture Notes in Computer Science, 2015, , 287-298.	1.3	3
14	Refinement Mining: Using Data to Sift Plausible Models. Lecture Notes in Computer Science, 2016, , 26-41.	1.3	3
15	Adapting to Different Types of Target Audience in Teaching Formal Methods. Communications in Computer and Information Science, 2021, , 106-123.	0.5	2
16	From Stories to Concurrency: How Children Can Play with Formal Methods. Communications in Computer and Information Science, 2021, , 191-207.	0.5	2
17	An Instrumented Mobile Language Learning Application for the Analysis of Usability and Learning. Lecture Notes in Computer Science, 2020, , 170-185.	1.3	2
18	Human-Oriented Formal Modelling of Human-Computer Interaction: Practitioners' and Students' Perspectives. Lecture Notes in Computer Science, 2016, , 232-241.	1.3	2

#	ARTICLE	IF	CITATIONS
19	A Formal Model for the Simulation and Analysis of Early Biofilm Formation. Lecture Notes in Computer Science, 2021, , 134-151.	1.3	1
20	Formal Methods. Texts in Theoretical Computer Science, 2022, , 1-46.	0.8	1
21	Handshape Classification in a Reverse Dictionary of Sign Languages for the Deaf. Lecture Notes in Computer Science, 2021, , 217-226.	1.3	0
22	FormalMiner: A Formal Framework for Refinement Mining. Lecture Notes in Computer Science, 2018, , 185-200.	1.3	0