

Maria Bielikova

List of Publications by Year in descending order

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Version: 2024-02-01

213
papers

1,587
citations

623188

14
h-index

525886

27
g-index

231
all docs

231
docs citations

231
times ranked

1099
citing authors

#	ARTICLE	IF	CITATIONS
1	Anger or happiness superiority effect: A face in the crowd study involving nine emotions expressed by nine people. <i>Current Psychology</i> , 2023, 42, 15381-15387.	1.7	1
2	Reconsidering the regulation of facial recognition in public spaces. <i>AI and Ethics</i> , 2023, 3, 625-635.	4.6	4
3	Considering temporal aspects in recommender systems: a survey. <i>User Modeling and User-Adapted Interaction</i> , 2023, 33, 81-119.	2.9	4
4	Exploring Customer Price Preference and Product Profit Role in Recommender Systems. <i>IEEE Intelligent Systems</i> , 2022, 37, 89-98.	4.0	7
5	Pupil size variation in primary facial expressions – testing potential biomarker of self-criticism. <i>Artificial Intelligence Review</i> , 2022, 55, 2001-2022.	9.7	1
6	Quantitative and qualitative analysis of linking patterns of mainstream and partisan online news media in Central Europe. <i>Online Information Review</i> , 2022, 46, 954-973.	2.2	4
7	Cross-lingual learning for text processing: A survey. <i>Expert Systems With Applications</i> , 2021, 165, 113765.	4.4	17
8	A study of fake news reading and annotating in social media context. <i>New Review of Hypermedia and Multimedia</i> , 2021, 27, 97-127.	0.9	7
9	Towards Continuous Automatic Audits of Social Media Adaptive Behavior and its Role in Misinformation Spreading. , 2021, , .		2
10	An Audit of Misinformation Filter Bubbles on YouTube: Bubble Bursting and Recent Behavior Changes. , 2021, , .		16
11	FireAnt: Claim-Based Medical Misinformation Detection and Monitoring. <i>Lecture Notes in Computer Science</i> , 2021, , 555-559.	1.0	5
12	Addressing False Information and Abusive Language in Digital Space Using Intelligent Approaches. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 3-32.	0.5	1
13	EMIP: The eye movements in programming dataset. <i>Science of Computer Programming</i> , 2020, 198, 102520.	1.5	11
14	Navigation leads for exploratory search and navigation in digital libraries. <i>Knowledge and Information Systems</i> , 2020, 62, 2739-2764.	2.1	0
15	Scalable Real-Time Confusion Detection for Personalized Onboarding Guides. <i>Lecture Notes in Computer Science</i> , 2020, , 261-276.	1.0	1
16	Databases and Information Systems in the AI Era: Contributions from ADBIS, TPD and EDA 2020 Workshops and Doctoral Consortium. <i>Communications in Computer and Information Science</i> , 2020, , 3-20.	0.4	0
17	Confusion Detection Dataset of Mouse and Eye Movements. , 2020, , .		4
18	Lightweight domain modeling for adaptive web-based educational system. <i>Journal of Intelligent Information Systems</i> , 2019, 52, 165-190.	2.8	11

#	ARTICLE	IF	CITATIONS
19	YesElf. , 2019, , .		4
20	UMAP 2019 Demo and Late-Breaking Results - Chairs' Preface. , 2019, , .		0
21	Impact of English Reading Comprehension Abilities on Processing Magazine Style Narrative Visualizations and Implications for Personalization. , 2019, , .		4
22	Fake News Reading on Social Media. , 2019, , .		8
23	Towards Combining Multitask and Multilingual Learning. Lecture Notes in Computer Science, 2019, , 435-446.	1.0	2
24	The Short-term User Modeling for Predictive Applications. Journal on Data Semantics, 2019, 8, 21-37.	2.0	3
25	Employing community question answering for online discussions in university courses: Students's perspective. Computers and Education, 2019, 135, 75-90.	5.1	17
26	Improving the Personalized Recommendation in the Cold-start Scenarios. , 2019, , .		4
27	Preference Dynamics and Behavioral Traits in Fashion Domain. , 2019, , .		2
28	Searching for discriminative words in multidimensional continuous feature space. Computer Speech and Language, 2019, 53, 276-301.	2.9	1
29	Towards understandable personalized recommendations: Hybrid explanations. Computer Science and Information Systems, 2019, 16, 179-203.	0.7	8
30	Web-Navigation Skill Assessment Through Eye-Tracking Data. Lecture Notes in Computer Science, 2019, , 186-197.	1.0	1
31	Towards Automated Web Navigation and Search Skill Assessment: An Eye-tracking Study on the Skill Differences. , 2018, , .		1
32	Short Texts Analysis for Teacher Assistance During Live Interactive Classroom Presentations. , 2018, , .		1
33	Acquisition and Modelling of Short-Term User Behaviour on the Web: A Survey. Journal of Web Engineering, 2018, 17, 23-70.	0.7	5
34	Sentiment Analysis of Customer Reviews: Impact of Text Pre-Processing. , 2018, , .		9
35	Fast Streaming Behavioural Pattern Mining. New Generation Computing, 2018, 36, 365-391.	2.5	3
36	Eye-tracking en masse: Group user studies, lab infrastructure, and practices. Journal of Eye Movement Research, 2018, 11, .	0.5	9

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37	Towards Detection of Usability Issues by Measuring Emotions. Communications in Computer and Information Science, 2018, , 63-70.	0.4	2
38	Measuring Visual Search Ability on the Web. , 2017, , .		2
39	The 1st International Workshop on Temporal Reasoning in Recommender Systems. , 2017, , .		0
40	I'll be Watching You. , 2017, , .		3
41	Towards adaptive brain-computer interfaces: Improving accuracy of detection of event-related potentials. , 2017, , .		4
42	Educational Question Routing in Online Student Communities. , 2017, , .		12
43	Experiences Using an Interactive Presentation Platform in a Functional and Logic Programming Course. , 2017, , .		3
44	Repeating patterns as symbols for long time series representation. Journal of Systems and Software, 2017, 127, 179-194.	3.3	2
45	UMAP'17 Late-Breaking Results, Demonstration and Theory, Opinion & Reflection Papers Chairs' Preface & Organization. , 2017, , .		0
46	UMAP 2017 PALE Workshop Organizers' Welcome. , 2017, , .		0
47	Behavioral Patterns Mining for Online Time Personalization. , 2017, , .		1
48	Activity-Based Model Synchronization and Defects Detection for Small Teams. , 2017, , .		0
49	Detection of Schizophrenia Spectrum Disorders Using Saliency Maps. , 2017, , .		10
50	Enhancing existing e-learning systems by single and group recommendations. International Journal of Continuing Engineering Education and Life-Long Learning, 2016, 26, 386.	0.1	6
51	Automated detection of user deception in on-line questionnaires with focus on eye tracking use. , 2016, , .		4
52	A Comprehensive Survey and Classification of Approaches for Community Question Answering. ACM Transactions on the Web, 2016, 10, 1-63.	2.0	108
53	Emotions detection using facial expressions recognition and EEG. , 2016, , .		30
54	Identification of Navigation Lead Candidates Using Citation and Co-Citation Analysis. Lecture Notes in Computer Science, 2016, , 556-568.	1.0	2

#	ARTICLE	IF	CITATIONS
55	Student behavior in a web-based educational system: Exit intent prediction. Engineering Applications of Artificial Intelligence, 2016, 51, 136-149.	4.3	20
56	Why is Stack Overflow Failing? Preserving Sustainability in Community Question Answering. IEEE Software, 2016, 33, 80-89.	2.1	49
57	Personalized hybrid recommendation for group of users: Top-N multimedia recommender. Information Processing and Management, 2016, 52, 459-477.	5.4	93
58	Exploiting Content Quality and Question Difficulty in CQA Reputation Systems. Lecture Notes in Computer Science, 2016, , 68-81.	1.0	12
59	Empirical Metadata Maintenance in Source Code Development Process. , 2015, , .		1
60	Utilizing Non-QA Data to Improve Questions Routing for Users with Low QA Activity in CQA. , 2015, , .		15
61	Poster: Discovering Code Dependencies by Harnessing Developer's Activity. , 2015, , .		4
62	Gaze-tracked crowdsourcing. , 2015, , .		2
63	Symbolic Time Series Representation for Stream Data Processing. , 2015, , .		5
64	Dynamic Group Formation as an Approach to Collaborative Learning Support. IEEE Transactions on Learning Technologies, 2015, 8, 173-186.	2.2	54
65	Askalot. , 2015, , .		19
66	Navigation Leads Selection Considering Navigational Value of Keywords. , 2015, , .		3
67	ANNOR: Efficient image annotation based on combining local and global features. Computers and Graphics, 2015, 47, 1-15.	1.4	16
68	Software Developer Activity as a Source for Identifying Hidden Source Code Dependencies. Lecture Notes in Computer Science, 2015, , 449-462.	1.0	5
69	Detecting Identical Entities in the Semantic Web Data. Lecture Notes in Computer Science, 2015, , 519-530.	1.0	3
70	Conducting a Web Browsing Behaviour Study – An Educational Scenario. Lecture Notes in Computer Science, 2015, , 531-542.	1.0	1
71	Motivating Learners by Dynamic Score and Personalized Activity Stream. , 2014, , .		7
72	User's Interest Detection through Eye Tracking for Related Documents Retrieval. , 2014, , .		3

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73	Enriching source code by empirical metadata. , 2014, , .		1
74	Searcher's Activity in Standalone and Web Applications as a Source for Search Query Expansion. , 2014, , .		1
75	State-of-the-Art: Semantics Acquisition Games. , 2014, , 35-50.		1
76	Estimation of student's programming expertise. , 2014, , .		3
77	ALEF: From Application to Platform for Adaptive Collaborative Learning. , 2014, , 195-225.		17
78	Platform Independent Software Development Monitoring: Design of an Architecture. Lecture Notes in Computer Science, 2014, , 126-137.	1.0	9
79	Semantic Acquisition Games. , 2014, , .		8
80	State-of-the-Art: Semantics Acquisition and Crowdsourcing. , 2014, , 9-33.		1
81	Exploring Multidimensional Continuous Feature Space to Extract Relevant Words. Lecture Notes in Computer Science, 2014, , 159-170.	1.0	5
82	Facet Tree for Personalized Web Documents Organization. Lecture Notes in Computer Science, 2014, , 372-387.	1.0	3
83	Annota: Towards Enriching Scientific Publications with Semantics and User Annotations. D-Lib Magazine, 2014, 20, .	0.5	4
84	Little Search Game: Lightweight Domain Modeling. , 2014, , 51-65.		0
85	State-of-the-Art: Design of the Semantics Acquisition Games. , 2014, , 95-117.		0
86	Integrated Environment for Learning Programming. Lecture Notes in Computer Science, 2014, , 498-501.	1.0	0
87	CityLights: A Method for Music Metadata Validation. , 2014, , 81-92.		0
88	PexAce: A Method for Image Metadata Acquisition. , 2014, , 67-80.		0
89	Webification of Software Development: User Feedback for Developer's Modeling. Lecture Notes in Computer Science, 2014, , 550-553.	1.0	0
90	Human computation: Image metadata acquisition based on a single-player annotation game. International Journal of Human Computer Studies, 2013, 71, 933-945.	3.7	13

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91	Trending Words in Digital Library for Term Cloud-Based Navigation. , 2013, , .		2
92	Movie Recommendation Based on Graph Traversal Algorithms. , 2013, , .		8
93	Context-Based Satisfaction Modelling for Personalized Recommendations. , 2013, , .		6
94	From Ambiguous Words to Key-Concept Extraction. , 2013, , .		11
95	Utilizing Microblogs for Web Page Relevant Term Acquisition. Lecture Notes in Computer Science, 2013, , 457-468.	1.0	7
96	Classsourcing: Crowd-Based Validation of Question-Answer Learning Objects. Lecture Notes in Computer Science, 2013, , 62-71.	1.0	4
97	Personalized Recommendation for Individual Users Based on the Group Recommendation Principles. Studies in Informatics and Control, 2013, 22, .	0.6	3
98	Semantics Discovery via Human Computation Games. , 2013, , 286-308.		1
99	Search in Source Code Based on Identifying Popular Fragments. Lecture Notes in Computer Science, 2013, , 408-419.	1.0	3
100	Metadata Anchoring for Source Code: Robust Location Descriptor Definition, Building and Interpreting. Lecture Notes in Computer Science, 2013, , 372-379.	1.0	4
101	Validation of music metadata via game with a purpose. , 2012, , .		9
102	Move2Play. , 2012, , .		40
103	Reducing the sparsity of contextual information for recommender systems. , 2012, , .		1
104	Personal image tagging. , 2012, , .		6
105	Context Inference Using Correlation in Human Behaviour. , 2012, , .		2
106	Effective hierarchical vector-based news representation for personalized recommendation. Computer Science and Information Systems, 2012, 9, 303-322.	0.7	12
107	Trend-Aware User Modeling with Location-Aware Trends on Twitter. , 2012, , .		3
108	Dynamically selecting an appropriate context type for personalisation. , 2012, , .		3

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109	Personalized Text Summarization Based on Important Terms Identification. , 2012, , .		21
110	Action Suggestion Using Situation Rules. , 2012, , .		0
111	Modeling parallel web browsing behavior for web-based educational systems. , 2012, , .		4
112	Encouragement of Collaborative Learning Based on Dynamic Groups. Lecture Notes in Computer Science, 2012, , 432-437.	1.0	5
113	Lightweight Semantics over Web Information Systems Content Employing Knowledge Tags. Lecture Notes in Computer Science, 2012, , 327-336.	1.0	3
114	Effective QoS Aware Service Composition Based on Forward Chaining with Service Space Restriction. , 2012, , 313-328.		1
115	Supporting Search Result Browsing and Exploration via Cluster-Based Views and Zoom-Based Navigation. , 2011, , .		4
116	Domain model relations discovering in educational texts based on user created annotations. , 2011, , .		2
117	News Article Classification Based on a Vector Representation Including Wordsâ€™ Collocations. Advances in Intelligent and Soft Computing, 2011, , 1-8.	0.2	3
118	Understanding honest feedbacks and opinions in academic environments. , 2011, , .		1
119	Automatic Image Annotation Using Global and Local Features. , 2011, , .		4
120	Semantics Discovery via Human Computation Games. International Journal on Semantic Web and Information Systems, 2011, 7, 23-45.	2.2	14
121	Little search game. , 2011, , .		14
122	Enhancing automatic term recognition algorithms with HTML tags processing. , 2011, , .		1
123	Games with a Purpose: User Generated Valid Metadata for Personal Archives. , 2011, , .		6
124	Automatic Annotation of Non-English Web Content. , 2011, , .		0
125	Towards Collaborative Metadata Enrichment for Adaptive Web-Based Learning. , 2011, , .		5
126	Effective QoS Aware Web Service Composition in Dynamic Environment. , 2011, , 101-113.		3

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127	An Approach to Intelligent Interactive Social Network Geo Mapping. Lecture Notes in Computer Science, 2011, , 612-621.	1.0	0
128	Exercises recommending for limited time learning. Procedia Computer Science, 2010, 1, 2821-2828.	1.2	31
129	Adaptive technologies and methods in e/m-Learning and Internet-based education. Journal of Computer Assisted Learning, 2010, 26, 225-226.	3.3	2
130	Estimation of user interest in visited web page. , 2010, , .		14
131	Homophily of Neighborhood in Graph Relational Classifier. Lecture Notes in Computer Science, 2010, , 721-730.	1.0	4
132	Tracing Strength of Relationships in Social Networks. , 2010, , .		5
133	Annotating educational content by questions created by learners. , 2010, , .		1
134	On the impact of adaptive test question selection for learning efficiency. Computers and Education, 2010, 55, 846-857.	5.1	62
135	QoS Aware Semantic Web Service Composition Approach Considering Pre/Postconditions. , 2010, , .		38
136	Composition and Undesired Web Service Execution Effects. , 2010, , .		0
137	Semantic History Map: Graphs Aiding Web Revisitation Support. , 2010, , .		6
138	Bridging Semantic and Legacy Web Exploration: Orientation, Revisitation and Result Exploration Support. , 2010, , .		0
139	Disambiguating Search by Leveraging a Social Context Based on the Stream of User's Activity. Lecture Notes in Computer Science, 2010, , 387-392.	1.0	10
140	Content-Based News Recommendation. Lecture Notes in Business Information Processing, 2010, , 61-72.	0.8	63
141	Generating Exploratory Search Interfaces for the Semantic Web. International Federation for Information Processing, 2010, , 175-186.	0.4	8
142	ALEF: A Framework for Adaptive Web-Based Learning 2.0. International Federation for Information Processing, 2010, , 367-378.	0.4	43
143	Social Relationships as a Means for Identifying an Individual in Large Information Spaces. IFIP Advances in Information and Communication Technology, 2010, , 35-44.	0.5	1
144	An Approach to Information Presentation Employing Game Principles and Physics Based Interaction. International Federation for Information Processing, 2010, , 265-268.	0.4	0

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145	Moderated Classâ€“Membership Interchange inÂterative Multiâ€“relational Graph Classifier. Advances in Intelligent and Soft Computing, 2010, , 229-238.	0.2	0
146	An Extensible Open-Source Framework forÂSocial Network Analysis. Advances in Intelligent and Soft Computing, 2010, , 53-60.	0.2	0
147	Term Ranking and Categorization for Ad-Hoc Navigation. Lecture Notes in Computer Science, 2010, , 71-80.	1.0	1
148	Semantics in Adaptive and Personalized Services: Methods, Tools and Applications. Studies in Computational Intelligence, 2010, , 1-7.	0.7	1
149	Enhancing Learning with Off-Task Social Dialogues. Lecture Notes in Computer Science, 2010, , 445-450.	1.0	0
150	Feasibility of a Socially Intelligent Tutor. Lecture Notes in Computer Science, 2010, , 423-425.	1.0	1
151	Semantic Web Service Composition Framework Based on Parallel Processing. , 2009, , .		20
152	Automated Educational Course Metadata Generation Based on Semantics Discovery. Lecture Notes in Computer Science, 2009, , 99-105.	1.0	12
153	Fast and Scalable Semantic Web Service Composition Approach Considering Complex Pre/Postconditions. , 2009, , .		14
154	An Approach to Annotation of Learning Texts on Programming within a Web-Based Educational System. , 2009, , .		2
155	Adapting I/O Parameters of Web Services to Enhance Composition. , 2009, , .		0
156	Reinventing the Web Browser for the Semantic Web. , 2009, , .		4
157	On Deriving Tagsonomies: Keyword Relations Coming from Crowd. Lecture Notes in Computer Science, 2009, , 309-320.	1.0	20
158	Generating Educational Interactive Stories in Computer Role-Playing Games. Lecture Notes in Computer Science, 2009, , 492-506.	1.0	0
159	Intelligent Information Processing inÂSemantically Enriched Web. Lecture Notes in Computer Science, 2009, , 331-340.	1.0	1
160	Personalized Faceted Navigation in Semantically Enriched Information Spaces. , 2009, , 181-201.		2
161	Automatic generation of adaptive, educational and multimedia computer games. Signal, Image and Video Processing, 2008, 2, 371-384.	1.7	13
162	Adaptive Test Question Selection for Web-Based Educational System. , 2008, , .		8

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163	Intelligent Hypermedia for the Adaptive Web: Foreword to the SMAP '08 Special Session. , 2008, , .		1
164	Enhancing Semantic Web Services Composition with User Interaction. , 2008, , .		7
165	Personalized Comparing Instances of Domain Ontology Concepts. , 2008, , .		1
166	Hyperlinks visualization using social bookmarking. , 2008, , .		1
167	Collaborative multi-paradigm exploratory search. , 2008, , .		15
168	Personalized view-based search and visualization as a means for deep/semantic web data access. , 2008, , .		0
169	Bridging the Gap Between Service-Oriented and Object-Oriented Architectures in Information Systems Development. International Federation for Information Processing, 2008, , 125-134.	0.4	2
170	Modeling the Reusable Content of Adaptive Web-Based Applications Using an Ontology. Studies in Computational Intelligence, 2008, , 307-327.	0.7	4
171	Improving Semantic Search ViaÂIntegrated Personalized Faceted andÂVisual GraphÂNavigation. , 2008, , 778-789.		6
172	Visualization of Personalized Faceted Browsing. International Federation for Information Processing, 2008, , 213-218.	0.4	1
173	Towards Computerized Adaptive Assessment Based on Structured Tasks. Lecture Notes in Computer Science, 2008, , 224-234.	1.0	3
174	Creation, Population and Preprocessing of Experimental Data Sets for Evaluation ofÂApplications for the Semantic Web. , 2008, , 684-695.		1
175	Maintenance of Learnerâ€™s Characteristics by Spreading a Change. International Federation for Information Processing, 2008, , 223-226.	0.4	4
176	Learning with Smart Multipurpose Interactive Learning Environment. International Federation for Information Processing, 2008, , 101-104.	0.4	0
177	Adaptive faceted browser for navigation in open information spaces. , 2007, , .		8
178	Adaptive incremental browsing of ontology structure. , 2007, , .		1
179	Ontology-based User Modeling for Web-based Information Systems. , 2007, , 457-468.		12
180	Personalized Faceted Navigation for Multimedia Collections. , 2007, , .		8

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181	Adaptive Educational Gameplay within Smart Multipurpose Interactive Learning Environment. , 2007, , .		2
182	Personalized Presentation in Web-Based Information Systems. Lecture Notes in Computer Science, 2007, , 796-807.	1.0	12
183	Personalized Faceted Navigation in the Semantic Web. , 2007, , 511-515.		8
184	Personalized Faceted Browsing for Digital Libraries. Lecture Notes in Computer Science, 2007, , 485-488.	1.0	2
185	Adaptive Educational Gameplay within Smart Multipurpose Interactive Learning Environment. , 2007, , .		1
186	Building an Ontological Base for Experimental Evaluation of Semantic Web Applications. Lecture Notes in Computer Science, 2007, , 682-692.	1.0	3
187	Personalized Faceted Navigation for Multimedia Collections. , 2007, , .		0
188	Modeling the Content of Adaptive Web-Based System Using an Ontology. , 2006, , .		4
189	An adaptive web-based system for learning programming. International Journal of Continuing Engineering Education and Life-Long Learning, 2006, 16, 122.	0.1	7
190	An approach to detection ontology changes. , 2006, , .		11
191	Personalized Navigation in Open Information Space Represented by Ontology. Lecture Notes in Computer Science, 2006, , 298-302.	1.0	0
192	Improving adaptation in web-based educational hypermedia by means of knowledge discovery. , 2005, , .		17
193	Sharing user models for adaptive hypermedia applications. , 2005, , .		12
194	Experiences with Designing a Team Project Module for Teaching Teamwork to Students. Journal of Computing and Information Technology, 2005, 13, 1.	0.2	18
195	Topology Generation for Web Communities Modeling. Lecture Notes in Computer Science, 2005, , 167-177.	1.0	2
196	Time-Based Extensions to Adaptation Techniques. Lecture Notes in Computer Science, 2004, , 376-379.	1.0	0
197	A Model of Versioned Web Sites. Lecture Notes in Computer Science, 2004, , 151-162.	1.0	0
198	Towards Variability Modelling for Reuse in Hypermedia Engineering. Lecture Notes in Computer Science, 2002, , 388-400.	1.0	4

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199	Navigation Modelling in Adaptive Hypermedia. Lecture Notes in Computer Science, 2002, , 586-591.	1.0	6
200	Using Salient Words to Perform Categorization of Web Sites. Lecture Notes in Computer Science, 2002, , 65-72.	1.0	0
201	Representing change by aspect. ACM SIGPLAN Notices, 2001, 36, 77-83.	0.2	7
202	Software engineering education. SIGCSE Bulletin, 1999, 31, 55-59.	0.1	2
203	Designing For The User. IEEE Software, 1999, 16, 93-94.	2.1	0
204	Software engineering - a broad picture of the discipline. IEEE Software, 1999, 16, 115-117.	2.1	1
205	AN APPROACH TO AUTOMATED BUILDING OF SOFTWARE SYSTEM CONFIGURATIONS. International Journal of Software Engineering and Knowledge Engineering, 1999, 09, 73-95.	0.6	3
206	SCM: The Quick And The Cheap. IEEE Software, 1998, 15, 115-115.	2.1	0
207	Learning programming in Prolog using schemata. ACM SIGPLAN Notices, 1998, 33, 41-47.	0.2	0
208	Modelling versioned hypertext documents. Lecture Notes in Computer Science, 1998, , 188-197.	1.0	5
209	An Experience with the Use of Systems Engineer Case Tool. International Journal of Software Engineering and Knowledge Engineering, 1997, 07, 253-259.	0.6	1
210	Knowledge based method for building a software system configuration. Knowledge-Based Systems, 1996, 9, 61-65.	4.0	2
211	Representing calendrical algorithms and data in Prolog and Prolog III languages. ACM SIGPLAN Notices, 1995, 30, 45-51.	0.2	2
212	Adaptive presentation of evolving information using XML. , 0, , .		3
213	Pervasive Computing for Efficient Energy. Advances in Computational Intelligence and Robotics Book Series, 0, , 584-601.	0.4	0