Fabio Zambetta

List of Publications by Year
in descending order

42 papers	401 citations	1163117 8 h-index	1125743 13 g-index
42 all docs	42 docs citations	42 times ranked	304 citing authors

#	ARTICLE	IF	CITATIONS
1	Monte Carlo tree search based algorithms for dynamic difficulty adjustment. , 2017, , .		40
2	Video game personalisation techniques: A comprehensive survey. Entertainment Computing, 2014, 5, 211-218.	2.9	39
3	Neo-Noumena. , 2020, , .		35
4	Predicting player churn in destiny: A Hidden Markov models approach to predicting player departure in a major online game. , 2016, , .		33
5	An adaptive octree grid for GPU-based collision detection of deformable objects. Visual Computer, 2014, 30, 729-738.	3.5	26
6	Player-Computer Interaction Features for Designing Digital Play Experiences across Six Degrees of Water Contact. , 2015, , .		18
7	Security issues in massive online games. Security and Communication Networks, 2008, 1, 83-92.	1.5	17
8	Towards Understanding the Design of Positive Pre-sleep Through a Neurofeedback Artistic Experience. , 2019, , .		17
9	An agent that learns to support users of a Web site. Applied Soft Computing Journal, 2004, 4, 1-12.	7.2	14
10	Efficient Layered Fragment Buffer Techniques. , 2012, , 279-292.		12
11	Fast sorting for exact OIT of complex scenes. Visual Computer, 2014, 30, 603-613.	3.5	11
12	Mel frequency cepstral coefficient temporal feature integration for classifying squeak and rattle noise. Journal of the Acoustical Society of America, 2021, 150, 193-201.	1.1	11
13	Reducing Perceived Waiting Time in Theme Park Queues via an Augmented Reality Game. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-30.	5.7	11
14	Evolving patch-based terrains for use in video games. , 2011, , .		10
15	Learning a Super Mario controller from examples of human play. , 2014, , .		10
16	Integrated Approach to Personalized Procedural Map Generation Using Evolutionary Algorithms. IEEE Transactions on Games, 2015, 7, 139-155.	1.4	10
17	A survey of procedural terrain generation techniques using evolutionary algorithms. , 2012, , .		9
18	Neuroevolution of content layout in the PCG: Angry bots video game. , 2013, , .		9

#	Article	IF	Citations
19	Virtual subdivision for GPU based collision detection of deformable objects using a uniform grid. Visual Computer, 2012, 28, 829-838.	3.5	7
20	Measuring player skill using dynamic difficulty adjustment. , 2018, , .		7
21	A BDI Game Master Agent for Computer Role-Playing Games. Computers in Entertainment, 2017, 15, 1-16.	1.1	6
22	Integrating Skills and Simulation to Solve Complex Navigation Tasks in Infinite Mario. IEEE Transactions on Games, 2018, 10, 101-106.	1.4	6
23	Learning Options From Demonstrations: A <italic>Pac-Man</italic> Case Study. IEEE Transactions on Games, 2018, 10, 91-96.	1.4	5
24	A methodological approach for designing and evaluating intelligent applications for digital collections. Applied Artificial Intelligence, 2003, 17, 745-771.	3.2	4
25	Modelling Bending Behaviour in Cloth Simulation Using Hysteresis. Computer Graphics Forum, 2013, 32, 183-194.	3.0	4
26	Enhancing theme park experiences through adaptive cyber-physical play. , 2015, , .		4
27	Informing a BDI Player Model for an Interactive Narrative. , 2018, , .		4
28	Deriving Subgoals Autonomously to Accelerate Learning in Sparse Reward Domains. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 881-889.	4.9	4
29	Cooking in the Dark: Exploring Spatial Audio as MR Assistive Technology for the Visually Impaired. Lecture Notes in Computer Science, 2021, , 318-322.	1.3	4
30	Fanky: A Tool for Animating Faces of 3D Agents. Lecture Notes in Computer Science, 2001, , 242-243.	1.3	4
31	SIGHInt: Special Interest Group for Human-Computer Integration. , 2021, , .		3
32	Using BDI to Model Players Behaviour in an Interactive Fiction Game. Lecture Notes in Computer Science, 2016, , 209-220.	1.3	2
33	Reinforcement learning to control a commander for capture the flag. , 2014, , .		1
34	Social simulation for analysis, interaction, training and community awareness. , 2015, , .		1
35	Exploration in Continuous Control Tasks via Continually Parameterized Skills. IEEE Transactions on Games, 2018, 10, 390-399.	1.4	1
36	Real-Time Navigation in Classical Platform Games via Skill Reuse. , 2017, , .		1

#	Article	IF	Citations
37	Exploring Apprenticeship Learning for Player Modelling in Interactive Narratives. , 2019, , .		1
38	Flexible story generation with norms and preferences in computer role playing games. , 2015, , .		0
39	Combining Monte Carlo tree search and apprenticeship learning for capture the flag. , 2015, , .		0
40	The Design and Implementation of SAMIR. Lecture Notes in Computer Science, 2005, , 768-774.	1.3	0
41	Applying norms and preferences for designing flexible game rules. International Journal of Agent Oriented Software Engineering, 2015, 5, 69.	0.4	0
42	Neo-Noumena. , 2020, , .		0