

# Pablo Garca-Snchez

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

83

papers

427

citations

10

h-index

17

g-index

89

ext. papers

529

ext. citations

2

avg, IF

3.65

L-index

#	Paper	IF	Citations
83	Studying real traffic and mobility scenarios for a Smart City using a new monitoring and tracking system. <i>Future Generation Computer Systems</i> , <b>2017</b> , 76, 163-179	7.5	38
82	Pareto-based multi-colony multi-objective ant colony optimization algorithms: an island model proposal. <i>Soft Computing</i> , <b>2013</b> , 17, 1175-1207	3.5	23
81	Applying computational intelligence methods for predicting the sales of newly published books in a real editorial business management environment. <i>Knowledge-Based Systems</i> , <b>2017</b> , 115, 133-151	7.3	22
80	Deploying intelligent e-health services in a mobile gateway. <i>Expert Systems With Applications</i> , <b>2013</b> , 40, 1231-1239	7.8	20
79	Effect of Noisy Fitness in Real-Time Strategy Games Player Behaviour Optimisation Using Evolutionary Algorithms. <i>Journal of Computer Science and Technology</i> , <b>2012</b> , 27, 1007-1023	1.7	20
78	Service oriented evolutionary algorithms. <i>Soft Computing</i> , <b>2013</b> , 17, 1059-1075	3.5	17
77	Evolving Bot AI in UnrealTM. <i>Lecture Notes in Computer Science</i> , <b>2010</b> , 171-180	0.9	16
76	Corporate security solutions for BYOD: A novel user-centric and self-adaptive system. <i>Computer Communications</i> , <b>2015</b> , 68, 83-95	5.1	14
75	Optimizing player behavior in a real-time strategy game using evolutionary algorithms <b>2011</b> ,		14
74	Automated playtesting in collectible card games using evolutionary algorithms: A case study in hearthstone. <i>Knowledge-Based Systems</i> , <b>2018</b> , 153, 133-146	7.3	13
73	Cloud-based evolutionary algorithms: An algorithmic study. <i>Natural Computing</i> , <b>2013</b> , 12, 135-147	1.3	10
72	Wireless monitoring and tracking system for vehicles: A study case in an urban scenario. <i>Simulation Modelling Practice and Theory</i> , <b>2017</b> , 73, 22-42	3.9	10
71	<b>2015</b> ,		10
70	Optimizing Hearthstone agents using an evolutionary algorithm. <i>Knowledge-Based Systems</i> , <b>2020</b> , 188, 105032	7.3	9
69	Metaheuristics In the Large $\square$ <i>European Journal of Operational Research</i> , <b>2021</b> ,	5.6	8
68	Designing and Modeling a Browser-Based Distributed Evolutionary Computation System <b>2015</b> ,		7
67	The Use of Video-Gaming Devices as a Motivation for Learning Embedded Systems Programming. <i>IEEE Transactions on Education</i> , <b>2013</b> , 56, 199-207	2.1	7

66	Determining the significance and relative importance of parameters of a simulated quenching algorithm using statistical tools. <i>Applied Intelligence</i> , <b>2012</b> , 37, 239-254	4.9	7
65	Controlling bots in a First Person Shooter game using genetic algorithms <b>2010</b> ,		7
64	A Distributed Service Oriented Framework for Metaheuristics Using a Public Standard. <i>Studies in Computational Intelligence</i> , <b>2010</b> , 211-222	0.8	7
63	Dealing with Noisy Fitness in the Design of a RTS Game Bot. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 234-244	0.9	7
62	Evolutionary deckbuilding in hearthstone <b>2016</b> ,		7
61	Driving in TORCS Using Modular Fuzzy Controllers. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 361-376	0.9	6
60	Creating autonomous agents for playing Super Mario Bros game by means of evolutionary finite state machines. <i>Evolutionary Intelligence</i> , <b>2014</b> , 6, 205-218	1.7	6
59	There is Noisy Lunch: A Study of Noise in Evolutionary Optimization Problems <b>2015</b> ,		6
58	Evolving a TORCS Modular Fuzzy Driver Using Genetic Algorithms. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 342-357	0.9	6
57	NodIO <b>2016</b> ,		6
56	Deep memetic models for combinatorial optimization problems: application to the tool switching problem. <i>Memetic Computing</i> , <b>2020</b> , 12, 3-22	3.4	6
55	Studying the effect of population size in distributed evolutionary algorithms on heterogeneous clusters. <i>Applied Soft Computing Journal</i> , <b>2016</b> , 38, 530-547	7.5	5
54	Distributed multi-objective evolutionary optimization using island-based selective operator application. <i>Applied Soft Computing Journal</i> , <b>2019</b> , 85, 105757	7.5	5
53	Analysing the influence of the fitness function on genetically programmed bots for a real-time strategy game. <i>Entertainment Computing</i> , <b>2017</b> , 18, 15-29	1.9	5
52	Tree Depth Influence in Genetic Programming for Generation of Competitive Agents for RTS Games. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 411-421	0.9	5
51	Adaptive bots for real-time strategy games via map characterization <b>2012</b> ,		4
50	Evolving XSLT Stylesheets for Document Transformation. <i>Lecture Notes in Computer Science</i> , <b>2008</b> , 1021-1030		4
49	Testing Diversity-Enhancing Migration Policies for Hybrid On-Line Evolution of Robot Controllers. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 52-62	0.9	4

48	A bibliometric study of the research area of videogames using Dimensions.ai database. <i>Procedia Computer Science</i> , <b>2019</b> , 162, 737-744	1.6	4
47	Benchmarking Languages for Evolutionary Algorithms. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 27-41	0.9	3
46	Developing services in a service oriented architecture for evolutionary algorithms <b>2013</b> ,		3
45	My Life as a Sim: Evolving Unique and Engaging Life Stories Using Virtual Worlds		3
44	Measuring the Impact of the International Relationships of the Andalusian Universities Using Dimensions Database. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 138-144	0.9	3
43	Simulation Approach for Optimal Maintenance Intervals Estimation of Electronic Devices. <i>Advances in Intelligent Systems and Computing</i> , <b>2016</b> , 153-164	0.4	3
42	EVITA: An Integral Evolutionary Methodology for the Inventory and Transportation Problem. <i>Studies in Computational Intelligence</i> , <b>2009</b> , 151-172	0.8	3
41	Statistical Analysis of Parameter Setting in Real-Coded Evolutionary Algorithms <b>2010</b> , 452-461		3
40	A Study of Parallel Approaches in MOACOs for Solving the Bicriteria TSP. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 316-324	0.9	3
39	Optimizing Strategy Parameters in a Game Bot. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 325-332	0.9	3
38	Co-Evolutionary Optimization of Autonomous Agents in a Real-Time Strategy Game. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 374-385	0.9	3
37	There Can Be only One: Evolving RTS Bots via Joust Selection. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 541-557	0.9	3
36	The Story of Their Lives: Massive Procedural Generation of Heroes' Journeys Using Evolved Agent-Based Models and Logical Reasoning. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 604-619	0.9	3
35	Comparing the Performance of Deep Learning Methods to Predict Companies' Financial Failure. <i>IEEE Access</i> , <b>2021</b> , 9, 97010-97038	3.5	3
34	StarTroper, a film trope rating optimizer using machine learning and evolutionary algorithms. <i>Expert Systems</i> , <b>2020</b> , 37, e12525	2.1	2
33	. <i>IEEE Access</i> , <b>2020</b> , 8, 54237-54253	3.5	2
32	Performance for the Masses <b>2016</b> ,		2
31	<b>2013</b> ,		2

30	Genetic evolution of fuzzy finite state machines to control bots in a first-person shooter game <b>2010</b>		2
29	How the World Was MADE: Parametrization of Evolved Agent-Based Models for Backstory Generation. <i>Lecture Notes in Computer Science</i> , <b>2015</b> , 443-454	0.9	2
28	Addressing High Dimensional Multi-objective Optimization Problems by Coevolutionary Islands with Overlapping Search Spaces. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 107-117	0.9	2
27	Analysing the Performance of Different Population Structures for an Agent-Based Evolutionary Algorithm. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 582-585	0.9	2
26	Context-Awareness in a Service Oriented e-Health Platform. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 172-179	0.9	1
25	hCHAC-4, an ACO Algorithm for Solving the Four-Criteria Military Path-finding Problem. <i>Studies in Computational Intelligence</i> , <b>2008</b> , 73-84	0.8	1
24	Applying Genetic Algorithms for the Improvement of an Autonomous Fuzzy Driver for Simulated Car Racing. <i>Communications in Computer and Information Science</i> , <b>2018</b> , 236-247	0.3	1
23	Studying the Cache Size in a Gossip-Based Evolutionary Algorithm. <i>Studies in Computational Intelligence</i> , <b>2009</b> , 131-140	0.8	1
22	The Uncertainty Quandary: A Study in the Context of the Evolutionary Optimization in Games and Other Uncertain Environments. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 40-60	0.9	1
21	Georgios N. Yannakakis and Julian Togelius: Artificial Intelligence and Games. <i>Genetic Programming and Evolvable Machines</i> , <b>2019</b> , 20, 143-145	2	1
20	Ranking Programming Languages for Evolutionary Algorithm Operations. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 689-704	0.9	0
19	The Simpsons did it: Exploring the film trope space and its large scale structure. <i>PLoS ONE</i> , <b>2021</b> , 16, e0248881	3.7	0
18	Performance Study of Minimax and Reinforcement Learning Agents Playing the Turn-based Game Iwoki. <i>Applied Artificial Intelligence</i> , <b>2021</b> , 35, 717-744	2.3	0
17	Using Electronic Voting Devices for Increasing Students' Participation in the Classroom and Easing Their Continuous Evaluation. <i>Revista Iberoamericana De Tecnologias Del Aprendizaje</i> , <b>2018</b> , 13, 93-100	1.2	
16	Increasing Performance via Gamification in a Volunteer-Based Evolutionary Computation System. <i>Communications in Computer and Information Science</i> , <b>2018</b> , 342-353	0.3	
15	Evolution of XPath Lists for Document Data Selection <b>2010</b> , 341-350		
14	Checking the Difficulty of Evolutionary-Generated Maps in a N-Body Inspired Mobile Game. <i>Communications in Computer and Information Science</i> , <b>2020</b> , 206-215	0.3	
13	Testing Hybrid Computational Intelligence Algorithms for General Game Playing. <i>Lecture Notes in Computer Science</i> , <b>2020</b> , 446-460	0.9	

- 12 Automatic Rule Extraction from Access Rules Using Genetic Programming. *Lecture Notes in Computer Science*, **2020**, 54-69 0.9
- 11 Improving Evolution of XSLT Stylesheets Using Heuristic Operators. *Advances in Soft Computing*, 161-170
- 10 Evolving Machine Microprograms: Application to the CODE2 Microarchitecture. *Advances in Soft Computing*, 461-470
- 9 Análisis del impacto de la colaboración internacional en el área de estudios empresariales. *Revista De Estudios Empresariales*, **2020**, 37-49 0.1
- 8 A Methodology to Develop Service Oriented Evolutionary Algorithms. *Studies in Computational Intelligence*, **2015**, 119-125 0.8
- 7 A Performance Assessment of Evolutionary Algorithms in Volunteer Computing Environments: The Importance of Entropy. *Lecture Notes in Computer Science*, **2017**, 806-821 0.9
- 6 Pervasive Evolutionary Algorithms on Mobile Devices. *Lecture Notes in Computer Science*, **2009**, 163-170 0.9
- 5 Using UN/CEFACTS Modelling Methodology (UMM) in e-Health Projects. *Lecture Notes in Computer Science*, **2009**, 925-932 0.9
- 4 Studying the Influence of the Objective Balancing Parameter in the Performance of a Multi-Objective Ant Colony Optimization Algorithm. *Studies in Computational Intelligence*, **2010**, 163-176 0.8
- 3 Designing and Evolving an Unreal Tournament™ 2004 Expert Bot. *Lecture Notes in Computer Science*, **2013**, 312-323 0.9
- 2 Evolving the Strategies of Agents for the ANTS Game. *Lecture Notes in Computer Science*, **2013**, 324-333 0.9
- 1 Looking for archetypes: Applying game data mining to hearthstone decks. *Entertainment Computing*, **2022**, 100498 1.9