

Mike Preuss

List of Publications by Year in descending order

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docs citations

9
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citing authors

#	ARTICLE	IF	CITATIONS
1	Hybridizing Niching, Particle Swarm Optimization, and Evolution Strategy for Multimodal Optimization. IEEE Transactions on Cybernetics, 2022, 52, 6707-6720.	6.2	23
2	Prediction of Player Churn and Disengagement Based on User Activity Data of a Freemium Online Strategy Game. IEEE Transactions on Games, 2021, 13, 78-88.	1.2	12
3	Team Sports for Game AI Benchmarking Revisited. International Journal of Computer Games Technology, 2021, 2021, 1-9.	1.6	1
4	Correction to: Disinformation in Open Online Media. Lecture Notes in Computer Science, 2021, , C1-C1.	1.0	0
5	Guest Editorial Special Issue on Team AI in Games. IEEE Transactions on Games, 2021, 13, 327-329.	1.2	2
6	A Games Industry Perspective on Recent Game AI Developments. KI - Kunstliche Intelligenz, 2020, 34, 81-83.	2.2	6
7	Riding the Wave of Misclassification: How We End up with Extreme YouTube Content. Lecture Notes in Computer Science, 2020, , 359-375.	1.0	5
8	An Analysis of Phenotypic Diversity in Multi-solution Optimization. Lecture Notes in Computer Science, 2020, , 43-55.	1.0	5
9	FakeYou! - A Gamified Approach for Building and Evaluating Resilience Against Fake News. Lecture Notes in Computer Science, 2020, , 218-232.	1.0	11