

CITATION REPORT

List of articles citing

Active cyber defense with denial and deception: A cyber-wargame experiment

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#	Paper	IF	Citations
29	The Triptych of cyber security—A classification of active cyber defence. 2014 ,		5
28	Tipping the scales: the attribution problem and the feasibility of deterrence against cyberattack. <i>Translational Research in Oral Oncology</i> , 2015 , tyv003	3.8	13
27	Scientometric Analysis of Chinese Cyber-Denial and Deception Research. <i>International Journal of Cyber Warfare and Terrorism</i> , 2015 , 5, 15-58	0.3	
26	Proactive Damage Assessment of Cyber Attacks Using Mobile Observer Agents. 2017 ,		2
25	Formally modeling deceptive patches using a game-based approach. <i>Computers and Security</i> , 2018 , 75, 182-190	4.9	4
24	Adaptive artificial immune networks for mitigating DoS flooding attacks. <i>Swarm and Evolutionary Computation</i> , 2018 , 38, 94-108	9.8	55
23	Deception Techniques in Computer Security. <i>ACM Computing Surveys</i> , 2018 , 51, 1-36	13.4	24
22	From Cyber-Security Deception to Manipulation and Gratification Through Gamification. <i>Lecture Notes in Computer Science</i> , 2019 , 99-114	0.9	1
21	Cyber Defence in Articles on WoK. 2019 ,		
20	Hierarchical multistage Gaussian signaling games in noncooperative communication and control systems. <i>Automatica</i> , 2019 , 107, 9-20	5.7	14
19	A Markov Multi-Phase Transferable Belief Model for Cyber Situational Awareness. <i>IEEE Access</i> , 2019 , 7, 39305-39320	3.5	10
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17	Influence of Network Size on Adversarial Decisions in a Deception Game Involving Honeypots. <i>Frontiers in Psychology</i> , 2020 , 11, 535803	3.4	6
16	Adaptive Autonomous Secure Cyber Systems. 2020 ,		0
15	A review of threat modelling approaches for APT-style attacks. <i>Heliyon</i> , 2021 , 7, e05969	3.6	11
14	HackIt: A Real-Time Simulation Tool for Studying Real-World Cyberattacks in the Laboratory. 2020 , 949-959		7
13	Improving cybersecurity hygiene through JIT patching. 2020 ,		3

12	Cyber Counterdeception: How to Detect Denial & Deception (D&D). <i>Advances in Information Security</i> , 2015 , 103-140	0.7	1
11	Exercising Cyber-D&D. <i>Advances in Information Security</i> , 2015 , 83-92	0.7	
10	Software Engineering of Deceptive Software and Systems. 2016 , 189-213		
9	Strategic Learning for Active, Adaptive, and Autonomous Cyber Defense. 2020 , 205-230		1
8	The impact of attacks on urban services II: Reverberating effects of damage to water and wastewater systems on infectious disease. <i>International Review of the Red Cross</i> , 1-33	0.3	0
7	Influence of Probing Action Costs on Adversarial Decision-Making in a Deception Game. <i>Lecture Notes in Networks and Systems</i> , 2022 , 649-658	0.5	
6	Designing effective masking strategies for cyberdefense through human experimentation and cognitive models. <i>Computers and Security</i> , 2022 , 117, 102671	4.9	2
5	A-DEMO: ATT&CK Documentation, Emulation and Mitigation Operations. 2021 ,		0
4	Table_1.DOCX. 2020 ,		
3	Table_2.XLSX. 2020 ,		
2	Shaping Attacker Behavior: Evaluation of an Enhanced Cyber Maneuver Framework. <i>Lecture Notes in Computer Science</i> , 2022 , 358-379	0.9	
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