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DOI: 10.1007/978-3-319-41932-9_8 Advances in Intelligent Systems and Computing, 2016, ,85-96.

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#	Paper	IF	Citations
16	. 2019,		2
15	Influence of Network Size on Adversarial Decisions in a Deception Game Involving Honeypots. <i>Frontiers in Psychology</i> , 2020 , 11, 535803	3.4	6
14	Towards a Cognitive Theory of Cyber Deception. <i>Cognitive Science</i> , 2021 , 45, e13013	2.2	5
13	A Survey of Defensive Deception: Approaches Using Game Theory and Machine Learning. <i>IEEE Communications Surveys and Tutorials</i> , 2021 , 1-1	37.1	11
12	HackIt: A Real-Time Simulation Tool for Studying Real-World Cyberattacks in the Laboratory. 2020 , 949	-959	7
11	An Exploratory Study of a Masking Strategy of Cyberdeception Using CyberVAN. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2020 , 64, 446-450	0.4	4
10	Adaptive Automation in Cyber Security. Advances in Intelligent Systems and Computing, 2019, 280-289	0.4	
9	You only Lie Twice: A Multi-round Cyber Deception Game of Questionable Veracity. <i>Lecture Notes in Computer Science</i> , 2019 , 65-84	0.9	3
8	Development of methodology for modeling the interaction of antagonistic agents in cybersecurity systems. <i>Eastern-European Journal of Enterprise Technologies</i> , 2019 , 2, 56-66	0.6	6
7	Lie Another Day: Demonstrating Bias in a Multi-round Cyber Deception Game of Questionable Veracity. <i>Lecture Notes in Computer Science</i> , 2020 , 80-100	0.9	
6	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	
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4	Table_1.DOCX. 2020 ,		
3	Table_2.XLSX. 2020 ,		
2	Shodan Indicators Used to Detect Standard Conpot Implementations and Their Improvement Through Sophisticated Customization. 2022 ,		O
1	A Comprehensive Characterization of Threats Targeting Low-Latency Services: The Case of L4S. 2023 , 31,		0