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<u>Science Citation Index</u>

A17 *Laughter and smiling facial expression modelling for the generation of virtual affective behavior*.
M. Mascaró, F. J. Serón, F. J. Perales, J. Varona, R. Mas.
In**: Plos ONE [**PONE-D-20-00533R1], 2021
DOI: 10.1371/journal.pone.0251057
ISSN: 1546-427X
https://journals.plos.org/plosone/article?id=10.1371/journal.pone.0251057
Factor de impacto JCR: 2.74 (2019)
Computer Science   Q2   27/71
Multidisciplinary Science

A16 *A parsimonious model for locomotor in virtual agents based on dynamical coupling with the environment*.
A. Zaldivar, M. G. Bedia, F. Seron
In**: Computer Animation and Virtual Worlds,** *vol. 28***,** Issue 6**, November/December 2017.**
DOI: 10.1002/cav.1733
ISSN: 1546-427X
https://onlinelibrary.wiley.com/doi/abs/10.1002/cav.1733
Factor de impacto JCR: 0.697
Computer Science   Q4   91/104
Software Engineering

A15 *Smart tourist information points by combining agents, semantics and AI techniques.*
P. Garrido, J. Barrachina, F. J. Martinez, F. J. Seron
In**: Computer Science and Information Systems,** *vol. 14***,** pp. 1-23**, 2017.**
DOI: 10.2298/CSIS150410029G
ISSN: 1820-0214 (Print), 2406-1018 (Online)
http://www.comsis.org/archive.php?show=ppr551-1504
Factor de impacto JCR: 0.837 (2016)
Computer Science
   Software Engineering   Q4   93/104
   Information Systems   Q4   136/148

A14 *Combining Cognition and Emotion in Virtual Agents.*
J. Perez, F. Seron, E. Cerezo
In**: Kybernetes,** *vol. 46, n° 6***,** pp. 933-946**, 2017.**
DOI: 10.1108/K-11-2016-0340
ISSN: 0368-492X
https://www.emerald.com/insight/content/doi/10.1108/K-11-2016-0340/full/html
Factor de impacto JCR: 0.98 (2017)
   Computer Science   Q3   16/22
   Cybernetics   Q3

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A13 ***A Cognitive-Affective Architecture for ECAs.***
J. Perez, E. Cerezo, F. Seron, L-F. Rodríguez
In**: Biologically Inspired Cognitive Architectures,** *vol. 18,* pp. 33-40**, October 2016.**
DOI: 10.1016/j.bica.2016.10.002
ISSN: 2212-683X
https://www.sciencedirect.com/science/article/abs/pii/S2212683X16300809
Factor de impacto JCR: 0.753

Neurosciences	Q4	242/259
Computer Science, Artificial Intelligence	Q4	114/133

Comentario: Esta revista se ha unido con Cognitive Systems Research

A12 ***Designing virtual bots for optimizing strategy-game groups***.
M. Bedia, L. F. Castillo, C. Lopez, F. Seron, G. Isaza
In**: Neurocomputing**, *vol. 172*, pp. 453-458, **2016**
DOI:10.1016/j.neucom.2015.05.118
ISSN: 0925-2312
Factor de impacto JCR: 3.317
https://dblp.org/rec/journals/ijon/BediaCLSI16.html
https://www.sciencedirect.com/science/article/abs/pii/S0925231215010565
Computer Science

Artificial Intelligence	Q1	24/133

A11 ***VOX System: A Semantic Embodied Conversational Agent Exploiting Linked Data***
F. J. Seron, C. Bobed
In**: Multimedia Tools and Applications**, *vol. 75, n° 1*, pp. 381-404. **2016**
DOI: 10.1007/s11042-014-2295-5
ISSN: 1380-7501 (Print) (**2016**), 1573-7721 (Online) (**2014**)
https://link.springer.com/article/10.1007/s11042-014-2295-5
Factor de impacto JCR: 1.53
Computer Science

Information Systems	Q3	87/146
Theory & Methods	Q2	45/104
Software engineering	Q2	48/106

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A10 ***PROC, an Ontology for Transparency in Public Procurement***.
J. F. Muñoz, G. Esteban, O. Corcho, C. Lopez, F. Seron
In**: Semantic Web – Interoperability, Usability, Applicability Journal**, *vol. 7, nº 3*, pp. 295-309, **2016**

Factor de impacto JCR: 1.786   2.889
Computer Science,

Artificial Intelligence	Q1	33/133
Information Systems	Q1	36/146
Theory & Methods	Q1	14/103

A09 ***Self-Organized Critically, Plasticity and Sensorimotor Coupling. Explorations with a Neurorobotic Model in a Behavioural Preference Task.***
M. Aguilera, X. E. Barandiaran, M. G. Bedia, F. J. Seron
In**: Plos One,** *vol. 10,* 0117465 [24 p.], **2015**

Factor de impacto JCR: 4.411   3,057
Multidisciplinary Sciences   Q1   11/63

A08 ***Modeling flocks with perceptual agents from a dynamicist perspective***.
A. Zaldivar, M. G. Bedia, F. J. Seron
In**: Computer Animation and Virtual Worlds,** pp. 1-19**, 2015**.

Factor de impacto JCR: 0.548
Computer Science

Software Engineering	Q4	88/106

A07 ***Intermittent Animal Behaviour: The Adjustament-Deployment Dilemma***
M. A. Aguilera, M. G. Bedia, F. J. Seron, X. E. Barandiaran
In**: Artificial Life,** *vol. 20, nº 4*, pp. 471-489, April **2014**

Factor de impacto JCR: 1.386
Computer Science

Artificial Intelligence	Q3	63/123
Theory&Methods	Q2	30/102

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A06 ***Quantifying long-range correlations and 1/f patterns in a minimal experiment of social interaction***
M. G. Bedia, M. Aguilera, T. Gomez, D. G. Larrode, F. J. Seron
In**: Frontiers in Psychology,** *a1281* [12 pp.]**, 2014**
DOI: 10.3389//fpsyg.2014.01281
ISSN: 1664-042X
https://www.frontiersin.org/articles/10.3389/fpsyg.2014.01281/full
Factor de impacto JCR: 2.56

A05 ***Maxine: A platform for embodied animated agents.***
S. Baldassari, E. Cerezo, F. J. Seron
In: **Computers & Graphics**, *vol. 32, n° 4*, pp. 430-437, **2008.**
DOI: 10.1016/j.cag.2008.04.006
ISSN: 0097-8493
https://www.sciencedirect.com/science/article/abs/pii/S0097849308000472
Factor de impacto JCR: 0.731

A04 ***AI and Virtual crowds: populating the colosseum.***
D. Gutierrez, B. Frischer, E. Cerezo, A, Gomez, F. J. Seron
In: **Journal of Cultural Heritage**, *vol. 8, n° 2*, pp. 176-185, **2007.**
DOI: 10.1016/j.culher.2007.01.007
ISSN: 1296-2074
Factor de impacto JCR: 0.603
https://www.sciencedirect.com/science/article/abs/pii/S1296207407000453
https://graphics.unizar.es/papers/colosseum.pdf

A03 ***ALVW: an Alife Behaviour Modelling System.***
A. Pina, F. J. Serón, E. Cerezo, D. Gutiérrez
In: **Kybernetes,** *vol. 35, n° 9-10*, pp.1431-1451, **2006**.
Highly Commended Award 2007-@Emerald LiteratiNetwok
DOI: 10.1108/03684920610662458
ISSN: 0368-492X
https://www.emerald.com/insight/publication/issn/0368-492X/vol/35/iss/9
Factor de impacto JCR: 0.156

A02 ***Computer Animation: From Avatars to Unrestricted Autonomous Actors. (A survey on replication and modeling mechanisms).***
A. Pina, E. Cerezo, F.J. Serón
In: **Computer&Graphics-UK,** *vol. 24, n° 2*, pp. 297-311, **2000**.
DOI: 10.1016/S0097-8493(99)00165-X
ISSN: 0097-8493
https://www.sciencedirect.com/science/article/abs/pii/S009784939900165X
Factor de impacto JCR: 0.483

PUBLICACIONES EN REVISTAS INTERNACIONALES
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A01 ***Motion and Behaviour Modelling: State of the Art and New Trends.***
E. Cerezo, A. Pina, F. J. Serón
In: **The Visual Computer***, vol.* 15, nº 3, pp. 124-146, **1999**.
DOI: 10.1007/s003710050167
ISSN: 0178-2789 (Print), 1432-2315 (Online)
https://link.springer.com/article/10.1007/s003710050167
Factor de impacto JCR: 0.543

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No Science Citation Index

A07 *A Semantic Memory Bank Assisted by an Embodied Conversational Agents for Mobile Devices.*
F. Seron, A. Zaldivar, A. Blesa, J. Martín-Albo, J. Magallón
In**: Engineering and Applied Sciences,** *vol. 6, nº 1*, pp. 1-17, **2021**
DOI: 10.11648/j.eas.20210601.11
ISSN**: 2575-2022 (Print); ISSN: 2575-1468(Online)
http://www.sciencepublishinggroup.com/journal/paperinfo?journalid=108&doi=10.11648/j.eas.20210601.11

A06 *Development of Believable Bots in Videogames Capable of Learning During Runtime*
F. L. Castillo, M. G. Bedia, G. Isaza, J. Velez, F. Seron
In**: International Journal of Artificial Intelligence,** *vol. 12, nº 1*, pp. 117-128, **2014**
ISSN**: 0974-0635
http://www.ceser.in/ceserp/index.php/ijai/article/view/2326
Scimago Journal Rank: 0.609

A05 *Cognitive and Emotional Contents of Laughter: Framing a New Neurocomputational Approach.*
R. del Moral, J. Navarro, R. Lahoz-Beltra, M. G. Bedia, F. J. Serón, P. C. Marijuán
In*: International Journal of Synthetic Emotions*, *vol. 5, nº 2*, pp.31-54, **2014**
DOI: 10.4018/ijse.2014070104
ISSN: 1947-9093
https://www.igi-global.com/article/cognitive-and-emotional-contents-of-laughter/114909

A04 *The Vox System.*
F. J. Serón, C. Bobed, P. Latorre
In*: Augmented Virtual Realities for Social Developments. Experiences between Europe and Latin America,* pp. 130-159, **2014**
Editor: M. I. Fernández
ISBN: 9789507570469

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A03 ***Using 3D Virtual Agents to Improve the Autonomy and Quality of Life of Elderly People***
P. Garrido, A. Sánchez, F. J. Martínez, S. Baldassarri, E. Cerezo, F. Serón
In: **International Symposium on Ambient Intelligence** *(ISAmI) 2013 Berlin,* **Ambient Intelligence-Software and Applications,** pp. 129-136, **2013.**

A02 ***Serious Games Network***
Vaz de Carvalho, C., Latorre Andrés, P.M., Seron Arbeloa, F.J.
In: Virtual Archaeological Review, vol. 4, nº 9, pp. 174-180, **2013.**

A01 ***Interactive Embodied Agents for Cultural Heritage and Archaeological Presentations***
F. Seron, S. Baldassari, E. Cerezo
In: Virtual Archaeological Review, vol. 1, nº 1, pp. 181-184, **2010.**