

Clare Bates Congdon

List of Publications by Year in descending order

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Version: 2024-02-01

22
papers

448
citations

2682572

2
h-index

2917675

2
g-index

22
all docs

22
docs citations

22
times ranked

756
citing authors

#	ARTICLE	IF	CITATIONS
1	Infusing the creative-thinking process into undergraduate STEM education: An overview. , 2015, , .		1
2	A workflow for the computational identification of candidate regulatory elements in noncoding DNA. , 2014, , .		1
3	GAMI-CRM: Using de novo motif inference to detect cis-regulatory modules. , 2014, , .		1
4	Common features of microRNA target prediction tools. <i>Frontiers in Genetics</i> , 2014, 5, 23.	2.3	356
5	Mobile games with intelligence: A killer application?. , 2013, , .		3
6	An exploration into improving DNA motif inference by looking for highly conserved core regions. , 2013, 2013, 60-67.		1
7	Initial Results In Using de Novo Motif Inference to Detect Cis-Regulatory Modules. , 2013, , .		0
8	GAMID: using genetic algorithms for the inference of DNA motifs that are represented in only a subset of sequences of interest. , 2012, , .		1
9	Preliminary results for GAMMI: Genetic algorithms for motif-module inference. , 2012, , .		1
10	Personality profiles for generating believable bot behaviors. , 2012, , .		5
11	A genetic algorithms approach to the inference of cis-regulatory modules. , 2011, , .		0
12	Using genetic algorithms for the inference of motifs that are represented in only a subset of sequences of interest. , 2011, , .		0
13	REALM: A rule-based evolutionary computation agent that learns to play Mario. , 2010, , .		25
14	Agent Smith: Towards an evolutionary rule-based agent for interactive dynamic games. , 2009, , .		19
15	An Evaluation of Information Content as a Metric for the Inference of Putative Conserved Noncoding Regions in DNA Sequences Using a Genetic Algorithms Approach. <i>IEEE/ACM Transactions on Computational Biology and Bioinformatics</i> , 2008, 5, 1-14.	3.0	30
16	It's not junk!. <i>ACM SIGEVOlution</i> , 2008, 3, 5-16.	0.5	0
17	Towards Interactive Visualization for Exploring Conserved Motifs in Noncoding DNA Sequence. , 2007, , .		1
18	Preliminary results with GAUGUIN, an evolutionary computation approach to creating art in the suprematis style. , 2007, , .		1

#	ARTICLE	IF	CITATIONS
19	Initial results with EpiSwarm, a Swarm-based system investigating genetic epistasis. , 2007, , .		1
20	Machine learning in the liberal arts curriculum. SIGCSE Bulletin, 2000, 32, 100-104.	0.1	0
21	Teaching advice and support for new and adjunct faculty (panel session). SIGCSE Bulletin, 2000, 32, 414-415.	0.1	0
22	Phylogenetic Inference Using Evolutionary Algorithms. , 0, , 237-262.		1