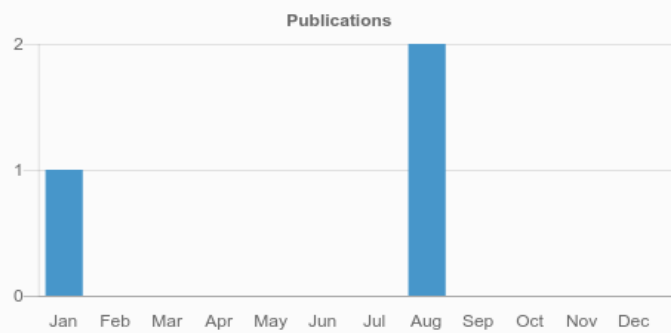
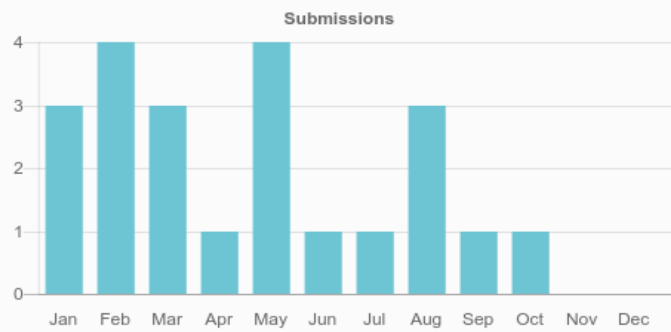


International Journal of Computer Games Technology



1.79
CURRENT CITESCORE



Total authors



Total published articles



Average time from
submission to
acceptance



Average time from
acceptance to
publication



Total submitted articles

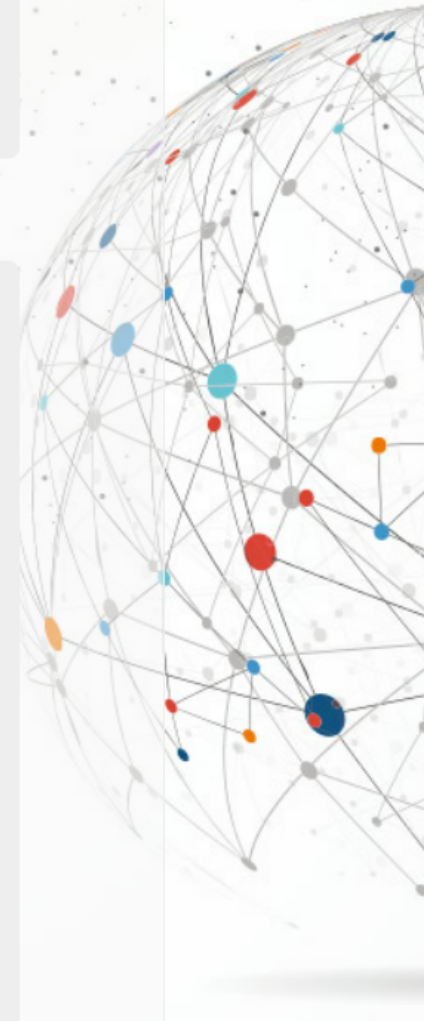
Total accepted articles

Most Viewed Articles

Article	Views
Development of a Car Racing Simulator Game Using Artificial Intelligence Techniques	4,117
A meta-analysis of use of serious games in education over a decade	2,455
An Overview of Serious Games	2,358
A Method for Fast Leaderboard Calculations in Massive Online Game-Based Environments	2,347
A Comprehensive Study on Pathfinding Techniques for Robotics and Video Games	2,297
Automatic Real-time Generation of Floor Plans Based on Squarified Treemaps Algorithm	2,159
Analytical ballistic trajectories with approximately linear drag	1,969
Artificial Intelligence in Video Games: Towards a Unified Framework	1,946
ALTRIRAS - A computer game for training children with autism spectrum disorder in the recognition of basic emotions.	1,808
How Color Properties can be used to Elicit Emotions in Video Games.	1,782

Most Viewed Special Issue Articles

Article	Views
A Gameplay definition through videogame classification	1,372
Artificial Intelligence for Computer Games	935
Games and Agents: Designing Intelligent Gameplay	926
Combining Artificial Intelligence Methods for Learning Bots in a Real Time Strategy Game	798
Fast and Reliable Mouse Picking using Graphics Hardware	756
Using a Mobile Phone as a 'Wii like' Controller for Playing Games on a Large Public Display	691
Hierarchical Pathfinding and AI-based Learning Approach in Strategy Game Design	673
A real-time facial expression recognition system for on-line games	642
Game Play Schemas: From Player Analysis to Adaptive Game Mechanics	633
Networking for Computer Games	631



Key Indexes

 Scopus

[View all abstracting and indexing databases for this journal](#)