

# Publications and Presentations

## Books

Ulloa, R. (2013). *Kivy: Interactive applications in Python*. Birmingham: Packt Publishing.

Ulloa, R. (2015). *Kivy - Interactive applications and games in Python*. (2nd ed.). Birmingham: Packt Publishing.

## Peer-reviewed Papers

Ulloa, R. (2016). CulSim: A simulator of emergence and resilience of cultural diversity. *SoftwareX*, 5, 150-155. doi:10.1016/j.softx.2016.07.005

Ulloa, R., Froese (2016), T. Nobility-targeting raids among the Classic Maya: Cooperation in scale-free networks persists under tournament attack when population size fluctuates. *Proceedings of the Artificial Life Conference 2016*. Cancun, Mexico: MIT press, 472-479. doi:10.7551/978-0-262-33936-0-ch077

Kacperski, C., Ulloa, R., & Hall, C. (2016). Do athletes imagine being the best, or crossing the finish line first? A mixed methods analysis of construal levels in elite athletes' spontaneous imagery. *Journal of Mixed Methods Research*, 1-26. doi:10.1177/1558689816674563

Ulloa, R., Kacperski, C., & Sancho, F. (2016). Institutions and cultural diversity: Effects of democratic and propaganda processes on local convergence and global diversity. *PLOS ONE*, 11(4), 1-26. doi:10.1371/journal.pone.0153334

Ulloa, R. (2012). Snapshot of the position of a site in the Internet: Vector space model applied to external pages. In *Proceedings of the XXXVIII Latin American Informatics Conference*. 1-7. Medellin, Colombia. doi:10.1109/CLEI.2012.6427223

Ulloa, R., & Barrantes, E. G. (2009). Parallel opponent modelling with knowledge domain: Direct search of strategies in multi-agent systems. In *Proceedings of the XXXV Latin American Informatics Conference*. Pelotas, Brazil.

Ulloa, R., & Barrantes, E. G. (2008). Building a scenario for the simulation of attacks on systems of agents. In *Chilean Computer Sciences Proceedings*. Punta Arenas, Chile. <http://lahuen.dcc.uchile.cl/~jcc2008/libro.pdf>

## Conference Presentations

Ulloa, R. (2016). CulSim: Emergence and Resilience of Cultural Diversity in a Computer Simulator. *3rd GESIS Computational Social Science Winter Symposium 2016*. Cologne, Germany. (poster)

Ulloa, R. (2016). Culsim: A Simulator of Emergence and Resilience of Cultural Diversity. Social Learning and Cultural Evolution. *XV Conference on the Synthesis and Simulation of Living Systems*. Cancun, Mexico. (workshop presentation, accepted)

Ulloa, R. (2016). Nobility-targeting raids among the Classic Maya: Cooperation in scale-free networks persists under tournament attack when population size fluctuates. *XV Conference on the Synthesis and Simulation of Living Systems*. Cancun, Mexico. (poster)

Kacperski, C., Ulloa, R. & Hall, C. R. (2014). A qualitative analysis of construal levels in sport imagery. *Performing under Pressure from 29.-31. May in Munich*. *Arbeitsgemeinschaft für Sportpsychologie (asp)*. Munich, Germany. (talk)

Suárez, J., de la Rosa, J. & Ulloa, R. (2013). Not Exactly Prima Facie: Understanding the Representation of the Human Through the Analysis of Faces in World Painting. *Digital Humanities 2013 Conference*. Lincoln, Nebraska, USA. (poster)

Ulloa, R. (2012). Snapshot of the position of a site in the Internet: Vector space model applied to external pages (pp. 1-7). *XXXVIII Latin American Informatics Conference*. Medellin, Colombia. (talk)

- Ulloa, R., & Barrantes, E. G. (2009).** Parallel opponent modelling with knowledge domain: Direct search of strategies in multiagent systems. *XXXV Latin American Informatics Conference*. Pelotas, Brazil. (talk)
- Ulloa, R., & Barrantes, E. G. (2008).** Building a scenario for the simulation of attacks on systems of agents. *Jornadas Chilenas de Computación*. Punta Arenas, Chile. (talk)