Mitsuru Ishizuka

List of Publications by Year
in descending order

99 papers	2,343 citations	257450 24 h-index	254184 43 g-index
100 all docs	100 docs citations	100 times ranked	1431 citing authors

#	Article	IF	Citations
1	THE EMPATHIC COMPANION: A CHARACTER-BASED INTERFACE THAT ADDRESSES USERS' AFFECTIVE STATES. Applied Artificial Intelligence, 2005, 19, 267-285.	3.2	215
2	A Web Search Engine-Based Approach to Measure Semantic Similarity between Words. IEEE Transactions on Knowledge and Data Engineering, 2011, 23, 977-990.	5.7	169
3	SentiFul: A Lexicon for Sentiment Analysis. IEEE Transactions on Affective Computing, 2011, 2, 22-36.	8.3	143
4	Using human physiology to evaluate subtle expressivity of a virtual quizmaster in a mathematical game. International Journal of Human Computer Studies, 2005, 62, 231-245.	5.6	123
5	POLYPHONET: An advanced social network extraction system from the Web. Web Semantics, 2007, 5, 262-278.	2.9	120
6	POLYPHONET. , 2006, , .		109
7	HILDA: A Discourse Parser Using Support Vector Machine Classification. Dialogue and Discourse, 2010, 1, 1-33.	1.0	86
8	Mandarin emotion recognition combining acoustic and emotional point information. Applied Intelligence, 2012, 37, 602-612.	5.3	74
9	Affect Analysis Model: novel rule-based approach to affect sensing from text. Natural Language Engineering, 2011, 17, 95-135.	2.5	67
10	EmoHeart: Conveying Emotions in Second Life Based on Affect Sensing from Text. Advances in Human-Computer Interaction, 2010, 2010, 1-13.	2.8	65
11	MPML: a markup language for controlling the behavior of life-like characters. Journal of Visual Languages and Computing, 2004, 15, 183-203.	1.8	63
12	Prolog-ELF incorporating fuzzy logic. New Generation Computing, 1985, 3, 479-486.	3.3	61
13	Social role awareness in animated agents. , 2001, , .		58
14	A system of 3D hair style synthesis based on the wisp model. Visual Computer, 1999, 15, 159-170.	3.5	52
15	A bottom-up approach to sentence ordering for multi-document summarization. Information Processing and Management, 2010, 46, 89-109.	8.6	49
16	Influence Diffusion Model in Text-Based Communication. Transactions of the Japanese Society for Artificial Intelligence, 2002, 17, 259-267.	0.1	43
17	SENTIMENT ASSESSMENT OF TEXT BY ANALYZING LINGUISTIC FEATURES AND CONTEXTUAL VALENCE ASSIGNMENT. Applied Artificial Intelligence, 2008, 22, 558-601.	3.2	43
18	Scripting affective communication with life-like characters in web-based interaction systems. Applied Artificial Intelligence, 2002, 16, 519-553.	3.2	42

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19	AutoSelect: What You Want Is What You Get: Real-Time Processing of Visual Attention and Affect. Lecture Notes in Computer Science, 2006, , 40-52.	1.3	39
20	A STUDY IN USERS' PHYSIOLOGICAL RESPONSE TO AN EMPATHIC INTERFACE AGENT. International Journal of Humanoid Robotics, 2006, 03, 371-391.	1.1	34
21	Evaluating Affective Feedback of the 3D Agent Max in a Competitive Cards Game. Lecture Notes in Computer Science, 2005, , 466-473.	1.3	32
22	Social Network Extraction from the Web information. Transactions of the Japanese Society for Artificial Intelligence, 2005, 20, 46-56.	0.1	30
23	Inference methods based on extended dempster & Shafer's theory for problems with uncertainty/fuzziness. New Generation Computing, 1983, 1, 159-168.	3.3	29
24	Mining dynamic social networks from public news articles for company value prediction. Social Network Analysis and Mining, 2012, 2, 217-228.	2.8	29
25	User study on AffectIM, an avatar-based Instant Messaging system employing rule-based affect sensing from text. International Journal of Human Computer Studies, 2010, 68, 432-450.	5.6	27
26	A preference learning approach to sentence ordering for multi-document summarization. Information Sciences, 2012, 217, 78-95.	6.9	27
27	MPML3D: A Reactive Framework for the Multimodal Presentation Markup Language. Lecture Notes in Computer Science, 2006, , 218-229.	1.3	24
28	Improving chronological sentence ordering by precedence relation. , 2004, , .		23
29	Automatic Generation of Multi-Modal Dialogue from Text Based on Discourse Structure Analysis. , 2007, , .		23
30	A Linguistic Interpretation of the OCC Emotion Model for Affect Sensing from Text. , 2009, , 45-73.		23
31	MPML and SCREAM: Scripting the Bodies and Minds of Life-Like Characters. Cognitive Technologies, 2004, , 213-242.	0.8	21
32	Keyword Extraction from a Document using Word Co-occurrence Statistical Information. Transactions of the Japanese Society for Artificial Intelligence, 2002, 17, 217-223.	0.1	20
33	Extending MPML3D to Second Life. Lecture Notes in Computer Science, 2008, , 281-288.	1.3	19
34	Describing and generating multimodal contents featuring affective lifelike agents with MPML. New Generation Computing, 2006, 24, 97-128.	3.3	18
35	Eye movements as indices for the utility of life-like interface agents: A pilot study. Interacting With Computers, 2007, 19, 281-292.	1.5	18
36	Understanding the effect of life-like interface agents through users' eye movements. , 2005, , .		17

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37	Symmetric Multimodality Revisited: Unveiling Users' Physiological Activity. IEEE Transactions on Industrial Electronics, 2007, 54, 692-698.	7.9	16
38	Enhancing conversational flexibility in multimodal interactions with embodied lifelike agent. , 2003, , .		15
39	Personal Keyword Extraction from the Web. Transactions of the Japanese Society for Artificial Intelligence, 2005, 20, 337-345.	0.1	14
40	Average-Clicks: A New Measure of Distance on the World Wide Web. Journal of Intelligent Information Systems, 2003, 20, 51-62.	3.9	13
41	Discovering Emerging Topics from WWW. Journal of Contingencies and Crisis Management, 2002, 10, 73-81.	2.8	12
42	Storytelling Ontology Model Using RST. , 2006, , .		12
43	Speech Recognition for a Humanoid with Motor Noise Utilizing Missing Feature Theory. , 2006, , .		12
44	ISRST: GENERATING INTERESTING MULTIMEDIA STORIES ON THE WEB. Applied Artificial Intelligence, 2009, 23, 633-679.	3.2	10
45	Emotion Sensitive News Agent: An Approach Towards User Centric Emotion Sensing from the News. , 2007, , .		9
46	Comparison of a Humanoid Robot and an On-Screen Agent as Presenters to Audiences. , 2006, , .		8
47	A markup language for describing interactive humanoid robot presentations. , 2007, , .		8
48	Emotion Sensitive News Agent (ESNA): A system for user centric emotion sensing from the news. Web Intelligence and Agent Systems, 2010, 8, 377-396.	0.4	8
49	Highly Realistic 3D Presentation Agents with Visual Attention Capability. Lecture Notes in Computer Science, 2007, , 73-84.	1.3	8
50	Generating Dialogues for Virtual Agents Using Nested Textual Coherence Relations. Lecture Notes in Computer Science, 2008, , 139-145.	1.3	8
51	Profiling Participants in Online-Community Based on Influence Diffusion Model.. Transactions of the Japanese Society for Artificial Intelligence, 2003, 18, 165-172.	0.1	8
52	Extracting Inter-business Relationship from World Wide Web. Transactions of the Japanese Society for Artificial Intelligence, 2007, 22, 48-57.	0.1	8
53	ASNA: An Intelligent Agent for Retrieving and Classifying News on the Basis of Emotion-Affinity. , 2006, , .		7
54	A cognitively based approach to affect sensing from text. , 2006, , .		7

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55	Improving Semantic Queries by Utilizing UNL Ontology and a Graph Database. , 2012, , .		7
56	Fully Automated Generation of Question-Answer Pairs for Scripted Virtual Instruction. Lecture Notes in Computer Science, 2012, , 1-14.	1.3	7
57	Japanese work in expert systems. Expert Systems, 1984, 1, 51-56.	4.5	5
58	PAI: Automatic indexing for extracting asserted keywords from a document. New Generation Computing, 2003, 21, 37-47.	3.3	5
59	A Common Concept Description of Natural Language Texts as the Foundation of Semantic Computing on the Web. , 2008, , .		5
60	Automatic Indexing Based on Term Activity. Transactions of the Japanese Society for Artificial Intelligence, 2002, 17, 398-406.	0.1	5
61	Increasing Scalability of Researcher Network Extraction from the Web. Transactions of the Japanese Society for Artificial Intelligence, 2005, 20, 370-378.	0.1	5
62	An extensible approach for mapping relational DB to RDF. , 2012, , .		4
63	A Context Expansion Method for Supervised Word Sense Disambiguation. , 2012, , .		4
64	Textual Affect Sensing and Affective Communication. International Journal of Cognitive Informatics and Natural Intelligence, 2012, 6, 81-102.	0.4	4
65	The Storification of Chances. , 2003, , 189-207.		4
66	Introducing the Cast for Social Computing: Life-Like Characters. Cognitive Technologies, 2004, , 3-16.	0.8	4
67	Realtime parallel and cooperative recognition of human face for a naturalistic visual human interface. Systems and Computers in Japan, 1994, 25, 11-23.	0.2	3
68	GRAPH BASED MULTI-VIEW LEARNING FOR SEMANTIC RELATION EXTRACTION. International Journal of Semantic Computing, 2010, 04, 285-300.	0.5	3
69	Attitude Sensing in Text Based on A Compositional Linguistic Approach. Computational Intelligence, 2015, 31, 256-300.	3.2	3
70	Keyword Discrimination using Topic Diffusion Process in Weblogs. Journal of Japan Society for Fuzzy Theory and Intelligent Informatics, 2009, 21, 557-566.	0.0	3
71	Making Topic-Specific Report and Multimodal Presentation Automatically by Mining the Web Resources. , 2006, , .		2
72	Emotional speech synthesis by sensing affective information from text. , 2009, , .		2

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73	Textual affect sensing and affective communication. , 2012, , .		2
74	Summarization of Multiple Documents with Rhetorical Annotation. Transactions of the Japanese Society for Artificial Intelligence, 2005, 20, 149-158.	0.1	2
75	Exploiting Macro and Micro Relations toward Web Intelligence. Lecture Notes in Computer Science, 2010, , 4-7.	1.3	2
76	Jointly Learning Similarity Transformations for Textual Entailment. Transactions of the Japanese Society for Artificial Intelligence, 2013, 28, 220-229.	0.1	2
77	Real-time synthesis of a humanlike agent in response to the user's moving image. Machine Vision and Applications, 1995, 8, 122-130.	2.7	1
78	An extension of the multimodal presentation markup language (MPML) to a three-dimensional VRML space. Systems and Computers in Japan, 2005, 36, 69-80.	0.2	1
79	Evaluating the interaction with synthetic agents using attention and affect tracking. , 2005, , .		1
80	A NEW SHALLOW SEMANTIC PARSER FOR DESCRIBING THE CONCEPT STRUCTURE OF TEXT. International Journal of Semantic Computing, 2009, 03, 131-149.	0.5	1
81	A Word Sense Disambiguation Approach for Converting Natural Language Text into a Common Semantic Description. , 2010, , .		1
82	Semantic Structure Content for Dynamic Web Pages. , 2010, , .		1
83	SET EXPANSION OF CONTEXTUAL SEMANTIC RELATIONS: AN ALTERNATIVE TO FULL CORPUS ANNOTATION FOR SUPERVISED CLASSIFICATION. International Journal of Semantic Computing, 2012, 06, 93-109.	0.5	1
84	An inference based query engine for RDF data. , 2012, , .		1
85	A Scripting Language for Multimodal Presentation on Mobile Phones. Lecture Notes in Computer Science, 2003, , 226-230.	1.3	1
86	AreaView2001:A System of Presenting Structured Area Knowledge Extracted from WWW. Transactions of the Japanese Society for Artificial Intelligence, 2002, 17, 268-275.	0.1	1
87	Browsing Support by Highlighting Keywords based on User's Browsing History. Transactions of the Japanese Society for Artificial Intelligence, 2003, 18, 203-211.	0.1	1
88	Networked bubble propagation method as a polynomial-time hypothetical reasoning for computing near-optimal solution. Systems and Computers in Japan, 1995, 26, 79-94.	0.2	0
89	Automatic Generation of Multi-Modal Dialogue from Text Based on Discourse Structure Analysis. , 2007, , .		0
90	A Nextï¼generation Web Foundation based on the Common Description of Concepts Expressed in Natural Language Texts. Journal of Japan Society for Fuzzy Theory and Intelligent Informatics, 2009, 21, 519-526.	0.0	0

#	Article	IF	Citations
91	Feature Distance-Based Framework for Classification of Low-Frequency Semantic Relations. , 2011, , .		0
92	Semantic structure content for dynamic web pages. , 2011, , .		0
93	Semantic Conversion for Dynamic Web Pages. , 2011, , .		0
94	Tranformation of Cost-based Hypothetical Reasoning into Two Continuous Optimization Problems and a Reasoning Method with their Collaboration. Transactions of the Japanese Society for Artificial Intelligence, 2001, 16, 400-407.	0.1	0
95	Noise Robust Automatic Speech Recognition Method for the Robot with Motor Noise using Missing Feature Theory. Journal of the Robotics Society of Japan, 2007, 25, 1189-1198.	0.1	0
96	Learning Query Patterns by Using Wikipedia Articles as Supervised Data to Retrieve Web Pages for Multi-document Summarization. Transactions of the Japanese Society for Artificial Intelligence, 2011, 26, 366-375.	0.1	0
97	Relation Representation and Indexing Method for a Fast and High Precision Latent Relational Web Search Engine. Transactions of the Japanese Society for Artificial Intelligence, 2011, 26, 307-312.	0.1	0
98	A Bottom-Up Approach to Sentence Ordering for Multi-Document Summarization. Theory and Applications of Natural Language Processing, 2013, , 253-276.	0.3	0
99	Emotion Sensitive News Agent: An Approach Towards User Centric Emotion Sensing from the News. , 2007, , .		0