Hayley Hung

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/10937334/publications.pdf

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31	724	933447 10	996975 15
papers	citations	h-index	g-index

31	31	31	511
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Multimodal Self-Assessed Personality Estimation During Crowded Mingle Scenarios Using Wearables Devices and Cameras. IEEE Transactions on Affective Computing, 2022, 13, 46-59.	8.3	1
2	Recognizing Perceived Interdependence in Face-to-Face Negotiations through Multimodal Analysis of Nonverbal Behavior. , 2021, , .		5
3	Social Signals and Multimedia. , 2021, , .		1
4	Facial feedback for reinforcement learning: a case study and offline analysis using the TAMER framework. Autonomous Agents and Multi-Agent Systems, 2020, 34, 1.	2.1	14
5	Defining and Quantifying Conversation Quality in Spontaneous Interactions. , 2020, , .		5
6	Complex conversational scene analysis using wearable sensors. , 2019, , 225-245.		0
7	Towards automatic estimation of conversation floors within F-formations. , 2019, , .		9
8	Estimating Romantic, Social, and Sexual Attraction by Quantifying Bodily Coordination using Wearable Sensors. , 2019, , .		8
9	Detecting F-formations & Roles in Crowded Social Scenes with Wearables: Combining Proxemics & Dynamics using LSTMs. , 2019, , .		4
10	A Hierarchical Approach for Associating Body-Worn Sensors to Video Regions in Crowded Mingling Scenarios. IEEE Transactions on Multimedia, 2019, 21, 1867-1879.	7.2	3
11	Social interaction for efficient agent learning from human reward. Autonomous Agents and Multi-Agent Systems, 2018, 32, 1-25.	2.1	16
12	Detecting Conversing Groups Using Social Dynamics from Wearable Acceleration. , 2018, 2, 1-24.		13
13	TeamSense. , 2018, 2, 1-22.		26
14	New Frontiers in Analyzing Dynamic Group Interactions: Bridging Social and Computer Science. Small Group Research, 2017, 48, 519-531.	2.7	30
15	Comparing Social Science and Computer Science Workflow Processes for Studying Group Interactions. Small Group Research, 2017, 48, 568-590.	2.7	11
16	Personalised models for speech detection from body movements using transductive parameter transfer. Personal and Ubiquitous Computing, 2017, 21, 723-737.	2.8	13
17	Estimating verbal expressions of task and social cohesion in meetings by quantifying paralinguistic mimicry. , 2017, , .		18
18	Using informative behavior to increase engagement while learning from human reward. Autonomous Agents and Multi-Agent Systems, 2016, 30, 826-848.	2.1	12

#	Article	IF	Citations
19	Detecting conversational groups in images and sequences: A robust game-theoretic approach. Computer Vision and Image Understanding, 2016, 143, 11-24.	4.7	46
20	Emotional and Social Signals: A Neglected Frontier in Multimedia Computing?. IEEE MultiMedia, 2015, 22, 76-85.	1.7	5
21	Behavior Understanding for Arts and Entertainment. ACM Transactions on Interactive Intelligent Systems, 2015, 5, 1-10.	3.7	1
22	Tutorial on Emotional and Social Signals for Multimedia Research. , 2015, , .		0
23	Learning from human reward benefits from socio-competitive feedback. , 2014, , .		5
24	Detecting conversing groups with a single worn accelerometer. , 2014, , .		29
25	Classifying social actions with a single accelerometer. , 2013, , .		32
26	Estimating Dominance in Multi-Party Meetings Using Speaker Diarization. IEEE Transactions on Audio Speech and Language Processing, 2011, 19, 847-860.	3.2	55
27	Estimating Cohesion in Small Groups Using Audio-Visual Nonverbal Behavior. IEEE Transactions on Multimedia, 2010, 12, 563-575.	7.2	132
28	Computationally Efficient Clustering ofÂAudio-Visual Meeting Data. Advances in Computer Vision and Pattern Recognition, 2010, , 25-59.	1.3	0
29	Modeling Dominance in Group Conversations Using Nonverbal Activity Cues. IEEE Transactions on Audio Speech and Language Processing, 2009, 17, 501-513.	3.2	157
30	Estimating the dominant person in multi-party conversations using speaker diarization strategies. Proceedings of the IEEE International Conference on Acoustics, Speech, and Signal Processing, 2008, , .	1.8	18
31	Using audio and video features to classify the most dominant person in a group meeting. , 2007, , .		55