Alexandre Pauchet

List of Publications by Year
in descending order

19	60	3	6
papers	citations	h-index	g-index

19	19	19	67
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	A novel focus encoding scheme for addressee detection in multiparty interaction using machine learning algorithms. Journal on Multimodal User Interfaces, 2021, 15, 175-188.	2.9	2
2	A Generic Machine Learning Based Approach for Addressee Detection In Multiparty Interaction. , 2019, , .		4
3	Performance Comparison of Machine Learning Models Trained on Manual vs ASR Transcriptions for Dialogue Act Annotation. , 2018, , .		3
4	Extraction and Clustering of Two-Dimensional Dialogue Patterns. International Journal on Artificial Intelligence Tools, 2018, 27, 1850001.	1.0	2
5	Topological and topical characterisation of Twitter user communities. Data Technologies and Applications, 2018, 52, 482-501.	1.4	5
6	A Conventional Dialogue Model Based on Dialogue Patterns. International Journal on Artificial Intelligence Tools, 2017, 26, 1760009.	1.0	2
7	Topical cohesion of communities on Twitter. Procedia Computer Science, 2017, 112, 584-593.	2.0	10
8	Measures for topical cohesion of user communities on Twitter. , 2017, , .		1
9	Multiparty Interactions for Coordination in a Mixed Human-Agent Teamwork. Lecture Notes in Computer Science, 2017, , 29-42.	1.3	3
10	Interactive Narration with a Child: Avatar versus Human in Video-Conference. Lecture Notes in Computer Science, 2017, , 343-346.	1.3	2
11	Extracting Contextonyms from Twitter for Stance Detection. , 2017, , .		5
12	Polyhedral combinatorics of the K-partitioning problem with representative variables. Discrete Applied Mathematics, 2016, 211, 1-14.	0.9	13
13	A Conventional Dialogue Model Based on Empirically Specified Dialogue Games. , 2015, , .		1
14	A Bi-Dimensional User Profile to Discover Unpopular Web Sources. , 2015, , .		1
15	Relevant Sources of Information Are Not Necessarily Popular Ones. , 2014, , .		1
16	Modelling Context to Solve Conflicts in SentiWordNet. , 2013, , .		0
17	Empirical Specification of Dialogue Games for an Interactive Agent. Lecture Notes in Computer Science, 2013, , 49-60.	1.3	1
18	Fusion of Smile, Valence and NGram Features for Automatic Affect Detection. , 2013, , .		3

#	Article	IF	Citations
19	Simulating a Human Cooperative Problem Solving. Lecture Notes in Computer Science, 2007, , 225-235.	1.3	1