

Mitsuhiko Kimoto

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1649162/publications.pdf>

Version: 2024-02-01

25
papers

153
citations

1684188

5
h-index

1372567

10
g-index

25
all docs

25
docs citations

25
times ranked

68
citing authors

#	ARTICLE	IF	CITATIONS
1	How Do Communication Cues Change Impressions of Human-Robot Touch Interaction?. International Journal of Social Robotics, 2018, 10, 21-31.	4.6	36
2	Two is better than one: Social rewards from two agents enhance offline improvements in motor skills more than single agent. PLoS ONE, 2020, 15, e0240622.	2.5	25
3	Effects of a Listener Robot with Children in Storytelling. , 2017, , .		21
4	Communication Cues in a Human-Robot Touch Interaction. , 2016, , .		9
5	Robots as an interactive-social medium in storytelling to multiple children. Interaction Studies, 2021, 22, 110-140.	0.6	9
6	Two is better than one: verification of the effect of praise from two robots on pre-school children's learning time. Advanced Robotics, 2021, 35, 1132-1144.	1.8	8
7	Alignment Approach Comparison between Implicit and Explicit Suggestions in Object Reference Conversations. , 2016, , .		6
8	Do Social Rewards from Robots Enhance Offline Improvements in Motor Skills?. Lecture Notes in Computer Science, 2017, , 32-41.	1.3	6
9	Improvement of object reference recognition through human robot alignment. , 2015, , .		5
10	Gaze-Height and Speech-Timing Effects on Feeling Robot-Initiated Touches. Journal of Robotics and Mechatronics, 2020, 32, 68-75.	1.0	5
11	Kawaii emotions in presentations: Viewing a physical touch affects perception of affiliative feelings of others toward an object. PLoS ONE, 2022, 17, e0264736.	2.5	5
12	How Can Robot's Gaze Ratio and Body Direction Show an Awareness of Priority to the People With Whom it is Interacting?. IEEE Robotics and Automation Letters, 2019, 4, 3798-3805.	5.1	4
13	Tactile stimulus is essential to increase motivation for touch interaction in virtual environment. Advanced Robotics, 2021, 35, 1043-1053.	1.8	3
14	Modeling of Pre-Touch Reaction Distance for Faces in a Virtual Environment. Journal of Information Processing, 2021, 29, 657-666.	0.4	3
15	Coordinating Entrainment Phenomena: Robot Conversation Strategy for Object Recognition. Applied Sciences (Switzerland), 2021, 11, 2358.	2.5	2
16	Help-Estimator: Robot Requests for Help from Humans by Estimating a Person's Subjective Time. International Journal of Social Robotics, 2022, 14, 617-630.	4.6	2
17	Gender Effects on Lexical Alignment in Human-Robot Interaction. IEJ Transactions on Electronics, Information and Systems, 2017, 137, 1625-1632.	0.2	2
18	Effects of Social Touch from an Agent in Virtual Space: Comparing Visual Stimuli and Virtual-Tactile Stimuli. , 2020, , .		1

#	ARTICLE	IF	CITATIONS
19	Can Graphical Interaction Increase Feelings of Conveying and Understanding in On-Line Group Discussion?. SICE Journal of Control Measurement and System Integration, 2018, 11, 55-64.	0.7	1
20	Notice of Removal Self-organizing of information by Rhizomic-link which autonomously grows: Modeling and evaluation of Rhizomic-link mechanism. , 2015, , .		0
21	Investigation of the Impression of Storytelling with Robots to Multiple Children. , 2018, , .		0
22	System Supporting Self-Motivated Video-Viewing Stops for Children. SICE Journal of Control Measurement and System Integration, 2018, 11, 48-54.	0.7	0
23	Video Recommendation System that Arranges Video Clips Based on Pre-defined Viewing Times. Lecture Notes in Computer Science, 2016, , 478-486.	1.3	0
24	Lexical Entrainment in Multi-party Human-Robot Interaction. Lecture Notes in Computer Science, 2019, , 165-175.	1.3	0
25	From When to When: Evaluating Naturalness of Reaction Time via Viewing Turn around Behaviors. Applied Sciences (Switzerland), 2021, 11, 11424.	2.5	0