

# Rossana Damiano

## List of Publications by Year in descending order

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Version: 2024-02-01

60  
papers

558  
citations

840776

11  
h-index

752698

20  
g-index

63  
all docs

63  
docs citations

63  
times ranked

368  
citing authors

#	ARTICLE	IF	CITATIONS
1	Exploring Values in Museum Artifacts in the SPICE project: a Preliminary Study. , 2022, , .		1
2	A complementary account to emotion extraction and classification in cultural heritage based on the Plutchikâ€™s theory. , 2022, , .		6
3	Studying and designing emotions in live interactions with the audience. Multimedia Tools and Applications, 2021, 80, 6711-6736.	3.9	4
4	AI for interactive performance: Challenges and techniques. Intelligenza Artificiale, 2021, 14, 231-243.	1.6	1
5	A commonsense reasoning framework for explanatory emotion attribution, generation and re-classification. Knowledge-Based Systems, 2021, 227, 107166.	7.1	18
6	An Emotional Agent for Moral Impairment Rehabilitation in TBI Patients. Frontiers in Psychology, 2020, 11, 1102.	2.1	0
7	Linking Ontological Classes and Archaeological Forms. Lecture Notes in Computer Science, 2020, , 700-715.	1.3	7
8	The ontology of drama. Applied Ontology, 2019, 14, 79-118.	2.0	11
9	Testing web-based solutions for improving reading tasks in dyslexic and neuro-typical users. Multimedia Tools and Applications, 2019, 78, 13489-13515.	3.9	5
10	All about face. An experiment in face emotion recognition in interactive dramatic performance. , 2019, , .		3
11	Algorithms and Interoperability between Drama and Artificial Intelligence. TDR - the Drama Review - A Journal of Performance Studies, 2019, 63, 14-32.	0.1	10
12	Artificial Intelligence for Dramatic Performance. Lecture Notes in Computer Science, 2019, , 542-557.	1.3	2
13	DoppioGioco. Playing with the Audience in an Interactive Storytelling Platform. Advances in Intelligent Systems and Computing, 2018, , 287-298.	0.6	3
14	The 13th AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment. AI Magazine, 2018, 39, 75-78.	1.6	7
15	Thinning the Fourth Wall with Intelligent Prompt. Lecture Notes in Computer Science, 2017, , 206-218.	1.3	3
16	Labyrinth 3D. Cultural archetypes for exploring media archives. Digital Creativity, 2016, 27, 234-255.	1.6	3
17	Exploring cultural heritage repositories with creative intelligence. The Labyrinth 3D system. Entertainment Computing, 2016, 16, 41-52.	2.9	9
18	Emotion and sentiment in social and expressive media: Introduction to the special issue. Information Processing and Management, 2016, 52, 1-4.	8.6	12

#	ARTICLE	IF	CITATIONS
19	Safeguarding and Accessing Drama as Intangible Cultural Heritage. <i>Journal on Computing and Cultural Heritage</i> , 2016, 9, 1-26.	2.1	36
20	Coupling conceptual modeling and rules for the annotation of dramatic media. <i>Semantic Web</i> , 2015, 6, 503-534.	1.9	17
21	Leveraging social semantic components in executable environments for learning. <i>Expert Systems</i> , 2015, 32, 277-292.	4.5	3
22	Automatic Annotation of Characters' Emotions in Stories. <i>Lecture Notes in Computer Science</i> , 2015, , 117-129.	1.3	3
23	Ontology-Based Visualisation of Cultural Heritage. , 2014, , .		10
24	Moral Values in Narrative Characters: An Experiment in the Generation of Moral Emotions. <i>Lecture Notes in Computer Science</i> , 2014, , 212-215.	1.3	1
25	Narrative Scenarios as a Testbed for Moral Agents. <i>Lecture Notes in Computer Science</i> , 2014, , 36-39.	1.3	0
26	Virtual agents for the production of linear animations. <i>Entertainment Computing</i> , 2013, 4, 187-194.	2.9	2
27	Visualization of Character's Intentions in Dramatic Media. , 2013, , .		1
28	Lexical Mediation for Ontology-Based Annotation of Multimedia. <i>Theory and Applications of Natural Language Processing</i> , 2013, , 113-134.	0.3	9
29	Leveraging Web 3D guidance in cultural heritage fruition. , 2013, , .		0
30	Guidance for web 3D in cultural heritage dissemination. , 2012, , .		1
31	Commonsense Knowledge for the Collection of Ground Truth Data on Semantic Descriptors. , 2012, , .		8
32	Storytelling on mobile devices for cultural heritage. <i>New Review of Hypermedia and Multimedia</i> , 2012, 18, 11-35.	1.1	97
33	Semantic annotation of narrative media objects. <i>Multimedia Tools and Applications</i> , 2012, 59, 407-439.	3.9	17
34	Emotional Appraisal of Moral Dilemma in Characters. <i>Lecture Notes in Computer Science</i> , 2012, , 150-161.	1.3	4
35	The AnimaTricks System: Animating Intelligent Agents from High-Level Goal Declarations. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2012, , 203-208.	0.3	0
36	An Avatar-based Interface for the Italian Sign Language. , 2011, , .		16

#	ARTICLE	IF	CITATIONS
37	150 Digit. Integrating 3D Visit and Social Functions into a Web 3.0 Learning-Oriented Approach. , 2011, , .		4
38	An Architecture for Directing Value-Driven Artificial Characters. Lecture Notes in Computer Science, 2011, , 76-90.	1.3	4
39	Integrating Commonsense Knowledge into the Semantic Annotation of Narrative Media Objects. Lecture Notes in Computer Science, 2011, , 312-323.	1.3	6
40	Representing Dramatic Features of Stories through an Ontological Model. Lecture Notes in Computer Science, 2011, , 122-127.	1.3	3
41	An Intelligent Tool for Narrative-Based Video Annotation and Editing. , 2010, , .		3
42	A Virtual Interpreter for the Italian Sign Language. Lecture Notes in Computer Science, 2010, , 201-207.	1.3	17
43	Narrative Annotation and Editing of Video. Lecture Notes in Computer Science, 2010, , 62-73.	1.3	4
44	Dramasearch. Character-mediated search in cultural heritage. , 2009, , .		2
45	Value-Driven Characters for Storytelling and Drama. Lecture Notes in Computer Science, 2009, , 436-445.	1.3	4
46	A stroll with Carletto: adaptation in drama-based tours with virtual characters. User Modeling and User-Adapted Interaction, 2008, 18, 417-453.	3.8	31
47	The canonical processes of a dramatized approach to information presentation. Multimedia Systems, 2008, 14, 385-393.	4.7	4
48	A REPLANNING ALGORITHM FOR DECISION THEORETIC HIERARCHICAL PLANNING: PRINCIPLES AND EMPIRICAL EVALUATION. Applied Artificial Intelligence, 2008, 22, 937-963.	3.2	3
49	The Roles of Roles in Agent Communication Languages. , 2006, , .		1
50	Role-based semantics for agent communication. , 2006, , .		9
51	ACL Semantics Between Social Commitments and Mental Attitudes. Lecture Notes in Computer Science, 2006, , 30-44.	1.3	7
52	On the Ontological Status of Norms. Lecture Notes in Computer Science, 2005, , 125-141.	1.3	1
53	Formal Encoding of Drama Ontology. Lecture Notes in Computer Science, 2005, , 95-104.	1.3	7
54	On the Ontological Status of Plans and Norms. Artificial Intelligence and Law, 2004, 12, 317-357.	4.0	12

#	ARTICLE	IF	CITATIONS
55	An Architecture for Normative Reactive Agents. Lecture Notes in Computer Science, 2002, , 1-17.	1.3	6
56	A Replanning Algorithm for a Reactive Agent Architecture. Lecture Notes in Computer Science, 2002, , 183-192.	1.3	10
57	Cooperation and Group Utility. Lecture Notes in Computer Science, 2000, , 319-333.	1.3	11
58	The interactional handling of misunderstanding in everyday conversations. Journal of Pragmatics, 1999, 31, 817-836.	1.5	55
59	Coherence and Misunderstanding in Everyday Conversations. Pragmatics and Beyond New Series, 1999, , 175.	0.5	7
60	A plan-based model of misunderstandings in cooperative dialogue. International Journal of Human Computer Studies, 1998, 48, 649-679.	5.6	13