Stefan Scherer

List of Publications by Year
in descending order

42	2,628	516561	642610
papers	citations	16	23
		h-index	g-index

42	42	42	1810
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	A review of depression and suicide risk assessment using speech analysis. Speech Communication, 2015, 71, 10-49.	1.6	567
2	AVEC 2016. , 2016, , .		333
3	COVAREP &#x2014; A collaborative voice analysis repository for speech technologies. , 2014, , .		323
4	AVEC 2017. , 2017, , .		191
5	A Machine Learning Approach to Identifying the Thought Markers of Suicidal Subjects: A Prospective Multicenter Trial. Suicide and Life-Threatening Behavior, 2017, 47, 112-121.	0.9	108
6	Cicero - Towards a Multimodal Virtual Audience Platform for Public Speaking Training. Lecture Notes in Computer Science, 2013, , 116-128.	1.0	94
7	Automatic audiovisual behavior descriptors for psychological disorder analysis. Image and Vision Computing, 2014, 32, 648-658.	2.7	92
8	Exploring feedback strategies to improve public speaking. , 2015, , .		87
9	Automatic behavior descriptors for psychological disorder analysis. , 2013, , .		84
10	Self-Reported Symptoms of Depression and PTSD Are Associated with Reduced Vowel Space in Screening Interviews. IEEE Transactions on Affective Computing, 2016, 7, 59-73.	5.7	70
11	Multiple Classifier Systems for the Classification of Audio-Visual Emotional States. Lecture Notes in Computer Science, 2011, , 359-368.	1.0	65
12	Investigating fuzzy-input fuzzy-output support vector machines for robust voice quality classification. Computer Speech and Language, 2013, 27, 263-287.	2.9	60
13	Multimodal Public Speaking Performance Assessment. , 2015, , .		51
14	Adolescent Suicidal Risk Assessment in Clinician-Patient Interaction. IEEE Transactions on Affective Computing, 2017, 8, 204-215.	5.7	41
15	Spotting laughter in natural multiparty conversations. ACM Transactions on Interactive Intelligent Systems, 2012, 2, 1-31.	2.6	37
16	A generic framework for the inference of user states in human computer interaction. Journal on Multimodal User Interfaces, 2012, 6, 117-141.	2.0	36
17	Perception Markup Language: Towards a Standardized Representation of Perceived Nonverbal Behaviors. Lecture Notes in Computer Science, 2012, , 455-463.	1.0	36
18	Automatic nonverbal behavior indicators of depression and PTSD: the effect of gender. Journal on Multimodal User Interfaces, 2015, 9, 17-29.	2.0	34

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19	Dyadic Behavior Analysis in Depression Severity Assessment Interviews. , 2014, 2014, 112-119.		27
20	Autonomous Virtual Human Agents for Healthcare Information Support and Clinical Interviewing. , 2016, , 53-79.		25
21	Perception of Virtual Audiences. IEEE Computer Graphics and Applications, 2017, 37, 50-59.	1.0	24
22	Fuzzy-Input Fuzzy-Output One-Against-All Support Vector Machines. , 2007, , 156-165.		23
23	Assessing Public Speaking Ability from Thin Slices of Behavior. , 2017, , .		20
24	Mutual Behaviors during Dyadic Negotiation: Automatic Prediction of Respondent Reactions. , 2013, , .		19
25	Automatic assessment and analysis of public speaking anxiety: A virtual audience case study. , 2015, , .		19
26	Multiple Classifier Systems for the Recogonition of Human Emotions. Lecture Notes in Computer Science, 2010, , 315-324.	1.0	19
27	Multimodal Laughter Detection in Natural Discourses. Cognitive Systems Monographs, 2009, , 111-120.	0.1	18
28	The GMM-SVM Supervector Approach for the Recognition of the Emotional Status from Speech. Lecture Notes in Computer Science, 2009, , 894-903.	1.0	17
29	The Multimodal Assessment of Adult Attachment Security: Developing the Biometric Attachment Test. Journal of Medical Internet Research, 2017, 19, e100.	2.1	16
30	Towards an affective interface for assessment of psychological distress. , 2015, , .		15
31	Exploring Behavior Representation for Learning Analytics. , 2015, , .		14
32	A Novel Feature for Emotion Recognition in Voice Based Applications. Lecture Notes in Computer Science, 2007, , 710-711.	1.0	9
33	Training public speaking with virtual social interactions: effectiveness of real-time feedback and delayed feedback. Journal on Multimodal User Interfaces, 2022, 16, 17-29.	2.0	8
34	A Framework for Emotions and Dispositions in Man-Companion Interaction. , 2013, , 99-140.		8
35	Native vs. non-native language fluency implications on multimodal interaction for interpersonal skills training. , 2016, , .		7
36	Development and Cross-Cultural Evaluation of a Scoring Algorithm for the Biometric Attachment Test: Overcoming the Challenges of Multimodal Fusion with â€œSmall Dataâ€. IEEE Transactions on Affective Computing, 2022, 13, 211-225.	5.7	7

#	Article	IF	Citations
37	Manipulating the Perception of Virtual Audiences Using Crowdsourced Behaviors. Lecture Notes in Computer Science, 2016, , 164-174.	1.0	6
38	How Low Level Observations Can Help to Reveal the User's State in HCI. Lecture Notes in Computer Science, 2011, , 81-90.	1.0	5
39	Acoustic and para-verbal indicators of persuasiveness in social multimedia. , 2015, , .		4
40	Multimodal Behavior Analytics for Interactive Technologies. KI - Kunstliche Intelligenz, 2016, 30, 91-92.	2.2	4
41	Automatic emotion classification vs. human perception: Comparing machine performance to the human benchmark. , 2012, , .		3
42	Manual and automatic measures confirm â€" Intranasal oxytocin increases facial expressivity. , 2017, , .		2