Emilia Barakova

List of Publications by Year
in descending order

149	2,083	361045	329751
papers	citations	20 h-index	37 g-index

157	157	157	1502
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Adapting the Interplay Between Personalized and Generalized Affect Recognition Based on an Unsupervised Neural Framework. IEEE Transactions on Affective Computing, 2022, 13, 1349-1365.	5.7	7
2	ENGAGE-DEM: A Model of Engagement of People With Dementia. IEEE Transactions on Affective Computing, 2022, 13, 926-943.	5.7	24
3	Pivotal Response Treatment with and without robot-assistance for children with autism: a randomized controlled trial. European Child and Adolescent Psychiatry, 2022, 31, 1871-1883.	2.8	14
4	Assistant Robot Enhances the Perceived Communication Quality of People With Dementia: A Proof of Concept. IEEE Transactions on Human-Machine Systems, 2022, 52, 332-342.	2.5	9
5	Context-Enhanced Human-Robot Interaction: Exploring the Role of System Interactivity and Multimodal Stimuli on the Engagement of People with Dementia. International Journal of Social Robotics, 2022, 14, 807-826.	3.1	9
6	Negotiating Learning Goals with Your Future Learning-Self. Technologies, 2022, 10, 44.	3.0	0
7	ApEn: A Stress-Aware Pen forÂChildren withÂAutism Spectrum Disorder. Lecture Notes in Computer Science, 2022, , 281-290.	1.0	1
8	Robotâ€mediated therapy to reduce worrying in persons with visual and intellectual disabilities. Journal of Applied Research in Intellectual Disabilities, 2021, 34, 229-238.	1.3	9
9	It's Food Fight! Designing the Chef's Hat Card Game for Affective-Aware HRI. , 2021, , .		2
10	FutureMe: Negotiating Learning Goals with your Future Learning-Self Avatar. , 2021, , .		1
11	Identifying Interaction Patterns of Tangible Co-Adaptations in Human-Robot Team Behaviors. Frontiers in Psychology, 2021, 12, 645545.	1.1	5
12	You Were Always on My Mind: Introducing Chefâ€™s Hat and COPPER for Personalized Reinforcement Learning. Frontiers in Robotics and AI, 2021, 8, 669990.	2.0	2
13	Generation Differences in Perception of the Elderly Care Robot. , 2021, , .		7
14	The LEDs move pilot study: the Light Curtain and physical activity and wellâ€being among people with visual and intellectual disabilities. Journal of Intellectual Disability Research, 2021, 65, 971-988.	1.2	8
15	Personalizing HRI in Musical Instrument Practicing: The Influence of Robot Roles (Evaluative Versus) Tj ETQq1 1 0.784314 rgBT /Overl Robotics and AI, 2021, 8, 699524.	2.0	10
16	Pitch It Right: Using Prosodic Entrainment to Improve Robot-Assisted Foreign Language Learning in School-Aged Children. Multimodal Technologies and Interaction, 2021, 5, 76.	1.7	4
17	The Effects of Long-Term Childâ€“Robot Interaction on the Attention and the Engagement of Children with Autism. Robotics, 2020, 9, 79.	2.1	15
18	BrainHood: Designing a cognitive training system that supports self-regulated learning skills in children. Technology and Disability, 2020, 32, 219-228.	0.3	2

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19	Self-initiations in young children with autism during Pivotal Response Treatment with and without robot assistance. Autism, 2020, 24, 2117-2128.	2.4	17
20	Effects of the Level of Interactivity of a Social Robot and the Response of the Augmented Reality Display in Contextual Interactions of People with Dementia. Sensors, 2020, 20, 3771.	2.1	23
21	Adaptive Leader-Follower Behavior in Human-Robot Collaboration. , 2020, , .		4
22	Adherence and acceptability of a robot-assisted Pivotal Response Treatment protocol for children with autism spectrum disorder. Scientific Reports, 2020, 10, 8110.	1.6	33
23	Crowd of Oz: A Crowd-Powered Social Robotics System for Stress Management. Sensors, 2020, 20, 569.	2.1	15
24	Neural Computation links Neuroscience: a synergistic approach. Neural Computing and Applications, 2020, 32, 13173-13174.	3.2	0
25	Persuasive Robots Acceptance Model (PRAM): Roles of Social Responses Within the Acceptance Model of Persuasive Robots. International Journal of Social Robotics, 2020, 12, 1075-1092.	3.1	56
26	Expressivity Comes First, Movement Follows: Embodied Interaction as Intrinsically Expressive Driver of Robot Behaviour. , 2020, , 299-313.		2
27	Robot Role Design for Implementing Social Facilitation Theory in Musical Instruments Practicing. , 2020, , .		12
28	Improving Emotional Expression Recognition of Robots Using Regions of Interest from Human Data. , 2020, , .		1
29	BrainHood. , 2020, , .		9
30	Pain signaling with physiological data for persons with communication difficulties: A pilot study of the Pain App. , 2020, , .		0
31	Crowd of Oz. , 2020, , .		3
32	How do People Perceive Privacy and Interaction Quality while Chatting with a Crowd-operated Robot?. , 2020, , .		2
33	Investigating the Effect of Social Cues on Social Agency Judgement. , 2019, , .		4
34	LiveNature. , 2019, , .		21
35	Special issue on robot and human interactive communication. Advanced Robotics, 2019, 33, 307-308.	1.1	0
36	Special issue on robot and human interactive communication. Advanced Robotics, 2019, 33, 699-699.	1.1	0

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37	The effects of a bioresponse system on the joint attention behaviour of adults with visual and severe or profound intellectual disabilities and their affective mutuality with their caregivers. Journal of Applied Research in Intellectual Disabilities, 2019, 32, 890-900.	1.3	17
38	Assessing the effect of persuasive robots interactive social cues on usersâ€™ psychological reactance, liking, trusting beliefs and compliance. Advanced Robotics, 2019, 33, 325-337.	1.1	44
39	Natural language interface for programming sensory-enabled scenarios for human-robot interaction. , 2019, , .		2
40	A cognitive model of social preferences in group interactions. Integrated Computer-Aided Engineering, 2019, 26, 185-196.	2.5	5
41	Game-Based Human-Robot Interaction Promotes Self-disclosure in People with Visual Impairments and Intellectual Disabilities. Lecture Notes in Computer Science, 2019, , 262-272.	1.0	3
42	Socially grounded game strategy enhances bonding and perceived smartness of a humanoid robot. Connection Science, 2018, 30, 81-98.	1.8	25
43	Quantity of Movement as a Measure of Engagement for Dementia: The Influence of Motivational Disorders. American Journal of Alzheimer's Disease and Other Dementias, 2018, 33, 112-121.	0.9	27
44	Effects of robotsâ€™ intonation and bodily appearance on robot-mediated communicative treatment outcomes for children with autism spectrum disorder. Personal and Ubiquitous Computing, 2018, 22, 379-390.	1.9	40
45	Closer to Nature. , 2018, , .		8
46	Emotion Estimation in Crowds: The Interplay of Motivations and Expectations in Individual Emotions. , 2018, , .		0
47	Poker Face Influence: Persuasive Robot with Minimal Social Cues Triggers Less Psychological Reactance. , 2018, , .		5
48	Dyadic Gaze Patterns During Child-Robot Collaborative Gameplay in a Tutoring Interaction. , 2018, , .		15
49	The influence of social cues in persuasive social robots on psychological reactance and compliance. Computers in Human Behavior, 2018, 87, 58-65.	5.1	54
50	Understanding Engagement in Dementia Through Behavior. The Ethographic and Laban-Inspired Coding System of Engagement (ELICSE) and the Evidence-Based Model of Engagement-Related Behavior (EMODEB). Frontiers in Psychology, 2018, 9, 690.	1.1	29
51	Effects of Robot Facial Characteristics and Gender in Persuasive Human-Robot Interaction. Frontiers in Robotics and AI, 2018, 5, 73.	2.0	67
52	Directing Attention Through Gaze Hints Improves Task Solving in Humanâ€“Humanoid Interaction. International Journal of Social Robotics, 2018, 10, 343-355.	3.1	16
53	Dynamorph: Montessori Inspired Design for Seniors with Dementia Living in Long-Term Care Facilities. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 49-58.	0.2	2
54	Comparing Robots with Different Levels of Autonomy in Educational Setting. Studies in Systems, Decision and Control, 2018, , 293-311.	0.8	1

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55	Re-framing the characteristics of concepts and their relation to learning and cognition in artificial agents. Cognitive Systems Research, 2017, 44, 50-68.	1.9	19
56	Who is a Better Tutor?. , 2017, , .		7
57	Social HRI for People with Dementia. , 2017, , .		6
58	Modelling engagement in dementia through behaviour. Contribution for socially interactive robotics. , 2017, 2017, 1112-1117.		15
59	Unsupervised understanding of location and illumination changes in egocentric videos. Pervasive and Mobile Computing, 2017, 40, 414-429.	2.1	4
60	Dynamic representations for autonomous driving. , 2017, , .		4
61	The Influence of Social Cues and Controlling Language on Agent's Expertise, Sociability, and Trustworthiness. , 2017, , .		4
62	Left/right hand segmentation in egocentric videos. Computer Vision and Image Understanding, 2017, 154, 73-81.	3.0	14
63	Active estimation of motivational spots for modeling dynamic interactions. , 2017, , .		3
64	Pardon the rude robot: Social cues diminish reactance to high controlling language. , 2017, , .		12
65	Electrodermal activity: Explorations in the psychophysiology of engagement with social robots in dementia. , 2017, , .		16
66	Grounded representations through deep variational inference and dynamic programming. , 2017, , .		3
67	Can Children Take Advantage of Nao Gaze-Based Hints During GamePlay?. , 2017, , .		3
68	My Drama: Story-Based Game for Understanding Emotions in Context. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 220-230.	0.2	2
69	Gaze-Based Hints During Child-Robot Gameplay. Lecture Notes in Computer Science, 2017, , 413-422.	1.0	1
70	Using Observational Engagement Assessment Method VC-IOE for Evaluating an Interactive Table Designed for Seniors with Dementia. Lecture Notes in Computer Science, 2017, , 26-37.	1.0	5
71	Memory Effect in Expressed Emotions During Long Term Group Interactions. Lecture Notes in Computer Science, 2017, , 254-264.	1.0	1
72	See Where I am Looking at. , 2016, , .		7

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73	A Hierarchical Bayesian Model for Crowd Emotions. Frontiers in Computational Neuroscience, 2016, 10, 63.	1.2	11
74	Design and evaluation of an end-user friendly tool for robot programming. , 2016, , .		17
75	GPU Accelerated Left/Right Hand-Segmentation in First Person Vision. Lecture Notes in Computer Science, 2016, , 504-517.	1.0	3
76	Boxing against drones. , 2016, , .		7
77	The effect of a semi-autonomous robot on children. , 2016, , .		10
78	Modeling crowds as single-minded entities. , 2016, , .		0
79	Grounding emotions in robots â€“ An introduction to the special issue. Adaptive Behavior, 2016, 24, 263-266.	1.1	8
80	Observation scheme for interaction with embodied intelligent agents based on Laban notation. , 2015, , .		2
81	Towards a unified framework for hand-based methods in First Person Vision. , 2015, , .		14
82	Automatic Interpretation of Affective Facial Expressions in the Context of Interpersonal Interaction. IEEE Transactions on Human-Machine Systems, 2015, 45, 409-418.	2.5	27
83	Perception of emotions from crowd dynamics. , 2015, , .		8
84	Improving Collaborative Play Between Children with Autism Spectrum Disorders and Their Siblings: The Effectiveness of a Robot-Mediated Intervention Based on LegoÂ® Therapy. Journal of Autism and Developmental Disorders, 2015, 45, 3746-3755.	1.7	85
85	Longâ€term LEGO therapy with humanoid robot for children with ASD. Expert Systems, 2015, 32, 698-709.	2.9	76
86	Creating Robots with Personality: The Effect of Personality on Social Intelligence. Lecture Notes in Computer Science, 2015, , 119-132.	1.0	26
87	A Dynamic Approach and a New Dataset for Hand-detection in First Person Vision. Lecture Notes in Computer Science, 2015, , 274-287.	1.0	15
88	Rapid prototyping framework for robot-assisted training of autistic children. , 2014, , .		2
89	Bio-inspired probabilistic model for crowd emotion detection. , 2014, , .		7
90	Crowd Emotion Detection Using Dynamic Probabilistic Models. Lecture Notes in Computer Science, 2014, , 328-337.	1.0	14

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91	Designing robot-assisted Pivotal Response Training in game activity for children with autism. , 2014, , .		17
92	Realistic Modeling of Agents in Crowd Simulations. , 2014, , .		4
93	End-user programming architecture facilitates the uptake of robots in social therapies. Robotics and Autonomous Systems, 2013, 61, 704-713.	3.0	71
94	Design of social agents. Neurocomputing, 2013, 114, 92-97.	3.5	10
95	Abstract robots with an attitude: Applying interpersonal relation models to human-robot interaction. , 2013, , .		5
96	Trends in measuring human behavior and interaction. Personal and Ubiquitous Computing, 2013, 17, 1-2.	1.9	13
97	Promoting question-asking in school-aged children with autism spectrum disorders: Effectiveness of a robot intervention compared to a human-trainer intervention. Developmental Neurorehabilitation, 2013, 16, 345-356.	0.5	116
98	Teleoperation and Beyond for Assistive Humanoid Robots. Reviews of Human Factors and Ergonomics, 2013, 9, 175-226.	0.5	58
99	Interplay between Natural and Artificial Intelligence in Training Autistic Children with Robots. Lecture Notes in Computer Science, 2013, , 161-170.	1.0	9
100	StepByStep: Design of an Interactive Pictorial Activity Game for Teaching Generalization Skills to Children with Autism. Lecture Notes in Computer Science, 2013, , 87-92.	1.0	5
101	Sample selection bias in acquisition credit scoring models: an evaluation of the supplemental-data approach. Journal of Credit Risk, 2013, 9, 77-117.	0.2	2
102	Designing a system of interactive robots for training collaborative skills to autistic children. , 2012, , .		14
103	Mimicking Expressiveness of Movements by Autistic Children in Game Play. , 2012, , .		4
104	From neuron to behavior: Evidence from behavioral measurements. Neurocomputing, 2012, 84, 1-2.	3.5	1
105	From training to robot behavior: Towards custom scenarios for robotics in training programs for ASD. , 2011, 2011, 5975381.		35
106	Robots for social training of autistic children. , 2011, , .		7
107	From spreading of behavior to dyadic interaction-A robot learns what to imitate. International Journal of Intelligent Systems, 2011, 26, 228-245.	3.3	12
108	The application of learning algorithms in the development of natural interaction. , 2011, , .		0

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109	Sharing meaning and physical activity through a tangible interactive lighting object. , 2011, , .		5
110	User-Friendly Robot Environment for Creation of Social Scenarios. Lecture Notes in Computer Science, 2011, , 212-221.	1.0	23
111	Communicating emotions and mental states to robots in a real time parallel framework using Laban movement analysis. Robotics and Autonomous Systems, 2010, 58, 1256-1265.	3.0	137
112	Expressing and interpreting emotional movements in social games with robots. Personal and Ubiquitous Computing, 2010, 14, 457-467.	1.9	96
113	Design for social interaction through physical play in diverse contexts of use. Personal and Ubiquitous Computing, 2010, 14, 381-383.	1.9	14
114	Automatic mental heath assistant. , 2010, , .		1
115	WikiTherapist. , 2010, , .		9
116	Nonverbal Behavior Observation: Collaborative Gaming Method for Prediction of Conflicts during Long-Term Missions. Lecture Notes in Computer Science, 2010, , 103-114.	1.0	6
117	Engaging Autistic Children in Imitation and Turn-Taking Games with Multiagent System of Interactive Lighting Blocks. Lecture Notes in Computer Science, 2010, , 115-126.	1.0	17
118	SOCIAL TRAINING OF AUTISTIC CHILDREN WITH INTERACTIVE INTELLIGENT AGENTS. Journal of Integrative Neuroscience, 2009, 08, 23-34.	0.8	43
119	Mirror neuron framework yields representations for robot interaction. Neurocomputing, 2009, 72, 895-900.	3.5	19
120	Simulated Trust: A cheap social learning strategy. Theoretical Population Biology, 2009, 76, 189-196.	0.5	14
121	Timing sensory integration. IEEE Robotics and Automation Magazine, 2009, 16, 51-58.	2.2	17
122	Multi-agent platform for development of educational games for children with autism. , 2009, , .		11
123	My Sparring Partner Is a Humanoid Robot. Lecture Notes in Computer Science, 2009, , 344-352.	1.0	9
124	2nd Workshop on Design for Social Interaction through Physical Play. Lecture Notes in Computer Science, 2009, , 952-953.	1.0	4
125	Retrieving Emotion from Motion Analysis: In a Real Time Parallel Framework for Robots. Lecture Notes in Computer Science, 2009, , 430-438.	1.0	5
126	Teaching Machine Learning to Design Students. Lecture Notes in Computer Science, 2008, , 206-217.	1.0	17

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127	Autonomous parsing of behavior in a multi-agent setting. , 2008, , .		2
128	Use of goals and dramatic elements in behavioral training of children with ASD. , 2008, , .		1
129	Robot Simulation of Sensory Integration Dysfunction in Autism with Dynamic Neural Fields Model. Lecture Notes in Computer Science, 2008, , 741-751.	1.0	0
130	Using an emergent system concept in designing interactive games for autistic children. , 2007, , .		22
131	Orientation contrast sensitive cells in primate V1 a computational model. Natural Computing, 2007, 6, 241-252.	1.8	8
132	Social Interaction in Robotic Agents Emulating the Mirror Neuron Function. Lecture Notes in Computer Science, 2007, , 389-398.	1.0	3
133	EVENT BASED SELF-SUPERVISED TEMPORAL INTEGRATION FOR MULTIMODAL SENSOR DATA. Journal of Integrative Neuroscience, 2005, 04, 265-282.	0.8	10
134	A computational model of monkey cortical grating cells. Biological Cybernetics, 2005, 92, 61-70.	0.6	12
135	TiViPE Simulation of a Cortical Crossing Cell Model. Lecture Notes in Computer Science, 2005, , 122-129.	1.0	2
136	Spatial Navigation Based on Novelty Mediated Autobiographical Memory. Lecture Notes in Computer Science, 2005, , 356-365.	1.0	1
137	Efficient episode encoding for spatial navigation. International Journal of Systems Science, 2005, 36, 887-895.	3.7	7
138	Simulation of Orientation Contrast Sensitive Cell Behavior in TiViPE. Lecture Notes in Computer Science, 2005, , 58-67.	1.0	0
139	Emergent behaviours based on episodic encoding and familiarity driven retrieval. Lecture Notes in Computer Science, 2004, , 188-197.	1.0	2
140	The Web as an Autobiographical Agent. Lecture Notes in Computer Science, 2004, , 510-519.	1.0	0
141	Interacting Modalities through Functional Brain Modeling. Lecture Notes in Computer Science, 2003, , 102-109.	1.0	4
142	Life-long learning: consolidation of novel events into dynamic memory representations. Lecture Notes in Computer Science, 2003, , 110-117.	1.0	0
143	An Integration Principle for Multimodal Sensor Data Based on Temporal Coherence of Self-Organized Patterns. Lecture Notes in Computer Science, 2001, , 55-63.	1.0	0
144	Windowed active sampling for reliable neural learning. Journal of Systems Architecture, 1998, 44, 635-650.	2.5	2

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145	On the optimal mapping of fuzzy rules on standard micro-controllers. Microprocessing and Microprogramming, 1994, 40, 697-700.	0.3	1
146	Selective sampling for reliable neural signal approximation. , 0, , .		1
147	Global spatial modeling based on dynamics identification according to discriminated static sensations. , 0, , .		0
148	Novelty gated episodic memory formation for robot exploration. , 0, , .		1
149	Brain-inspired robots for autistic training and care. , 0, , 178-214.		2