# Noriko Nagata

List of Publications by Year
in descending order

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|---|---|---|---|
| 118 papers | 499 citations | 1163117<br>8 h-index | 839539<br>18 g-index |
| 127 all docs | 127 docs citations | 127 times ranked | 307 citing authors |

| # | Article | IF | Citations |
|---|---------|----|-----------|
| 1 | EEG Correlates of the Flow State: A Combination of Increased Frontal Theta and Moderate Frontocentral Alpha Rhythm in the Mental Arithmetic Task. Frontiers in Psychology, 2018, 9, 300. | 2.1 | 106 |
| 2 | Distinct inter-joint coordination during fast alternate keystrokes in pianists with superior skill. Frontiers in Human Neuroscience, 2011, 5, 50. | 2.0 | 50 |
| 3 | Modeling and visualization for a pearl-quality evaluation simulator. IEEE Transactions on Visualization and Computer Graphics, 1997, 3, 307-315. | 4.4 | 39 |
| 4 | The mental workload of a ship's navigator using heart rate variability. Interactive Technology and Smart Education, 2004, 1, 127-133. | 5.6 | 37 |
| 5 | Acquisition of individuated finger movements through musical practice. Neuroscience, 2014, 275, 444-454. | 2.3 | 31 |
| 6 | Enhanced convolutional LSTM with spatial and temporal skip connections and temporal gates for facial expression recognition from video. Neural Computing and Applications, 2021, 33, 7381-7392. | 5.6 | 14 |
| 7 | Transfer of piano practice in fast performance of skilled finger movements. BMC Neuroscience, 2013, 14, 133. | 1.9 | 13 |
| 8 | Online mobile map effect: how smartphone map use impairs spatial memory. Spatial Cognition and Computation, 2022, 22, 161-183. | 1.2 | 10 |
| 9 | Implementation of a pearl visual simulator based on blurring and interference. IEEE/ASME Transactions on Mechatronics, 1998, 3, 106-112. | 5.8 | 8 |
| 10 | A Text Mining Approach for Automatic Modeling of Kansei Evaluation from Review Texts. Advances in Intelligent Systems and Computing, 2018, , 319-328. | 0.6 | 8 |
| 11 | Lace curtain. , 2008, , . | | 7 |
| 12 | Lace curtain: measurement of BTDF and rendering of woven cloth. , 2008, , . | | 7 |
| 13 | A Quantification Method of Composite Impression of Products by Externalized Evaluation Words of the Appraisal Dictionary with Review Text Data. International Journal of Affective Engineering, 2019, 18, 59-65. | 0.5 | 6 |
| 14 | Facial-Expression Recognition from Video using Enhanced Convolutional LSTM. , 2019, , . | | 6 |
| 15 | Factors of choking under pressure in musicians. PLoS ONE, 2021, 16, e0244082. | 2.5 | 6 |
| 16 | The Hierarchical Approach to the Semantic Differential Method. Transactions of Japan Society of Kansei Engineering, 2018, 17, 453-463. | 0.1 | 6 |
| 17 | Non-verbal Mapping Between Sound and Color-Mapping Derived from Colored Hearing Synesthetes and Its Applications. Lecture Notes in Computer Science, 2005, , 401-412. | 1.3 | 6 |
| 18 | Modeling of the Relation between Impression and Physical Characteristics on Representation of Skin Surface Quality. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2017, 71, J259-J268. | 0.1 | 6 |

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| 19 | jPop-E. , 2007, , . | | 5 |
| 20 | Subjective age estimation using speech sounds: Comparison with facial images. Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics, 2008, , . | 0.0 | 5 |
| 21 | Extraction of practice-dependent and practice-independent finger movement patterns. Neuroscience Letters, 2014, 577, 38-44. | 2.1 | 5 |
| 22 | Modeling the Relation between Skin Attractiveness and Physical Characteristics. , 2018, , . | | 5 |
| 23 | Texture Synthesis with Desired Visual Impressions Using Deep Correlation Feature. , 2019, , . | | 5 |
| 24 | Dance Motion Control of a Humanoid Robot Based on Real-Time Tempo Tracking from Musical Audio Signals. Lecture Notes in Computer Science, 2009, , 36-47. | 1.3 | 5 |
| 25 | A comparative assessment of one's own age from facial images of others: Two case studies for the Americans and the Japanese. , 2009, , . | | 4 |
| 26 | Lace curtain: modeling and rendering of woven cloth using microfacet BSDF. , 2011, , . | | 4 |
| 27 | Lace curtain: rendering animation of woven cloth using BRDF/BTDF. , 2012, , . | | 4 |
| 28 | Hierarchical Structuring of the Impressions of 3D Shapes Targeting for Art and Non-art University Students. Communications in Computer and Information Science, 2019, , 385-393. | 0.5 | 4 |
| 29 | Differences in &lsquo;<I>Kansei</I>&rsquo; Space between Age Groups. Transactions of Japan Society of Kansei Engineering, 2016, 15, 677-685. | 0.1 | 4 |
| 30 | Components of Comfort in the Office and its Individual Differences. , 2020, , . | | 3 |
| 31 | An Affect Extraction Method in Personal Fabrication Based on Laban Movement Analysis. Communications in Computer and Information Science, 2016, , 188-193. | 0.5 | 3 |
| 32 | Automatic Impression Indexing based on Evaluative Expression Dictionary from Review Data. Transactions of Japan Society of Kansei Engineering, 2018, 17, 567-576. | 0.1 | 3 |
| 33 | Subjective Age Estimation System Using Facial Images. Lecture Notes in Computer Science, 2005, , 223-229. | 1.3 | 3 |
| 34 | Factors Identification Using Sensitivity of Layered Neural Networks and Its Application to Pearl Color Evaluation. IEEJ Transactions on Electronics, Information and Systems, 1996, 116, 556-562. | 0.2 | 3 |
| 35 | An Automatic Modeling Method of Kansei Evaluation from Product Data Using a CNN Model Expressing the Relationship Between Impressions and Physical Features. Communications in Computer and Information Science, 2019, , 86-94. | 0.5 | 3 |
| 36 | New Kansei machine vision application. A prospect for human sensory factors in machine vision. , 0, , . | | 2 |

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| 37 | Detection of Partial Discharge Using First Peak Height and Cumulative Wave Parameter of Internal Electromagnetic Wave in GIS. IEEJ Transactions on Power and Energy, 2000, 120, 333-339. | 0.2 | 2 |
| 38 | Creation of a sound-image scale - Quantification of the images of chord progressions with impression evaluation used -. Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics, 2008, , . | 0.0 | 2 |
| 39 | Estimation of Emotional State in Personal Fabrication: Analysis of Emotional Motion Based on Laban Movement Analysis. , 2017, , . | | 2 |
| 40 | Tactile Presentation Scheme Based on Physiological Characteristics of the Fingertip. Communications in Computer and Information Science, 2019, , 172-179. | 0.5 | 2 |
| 41 | Modeling Kansei Index of Product by Machine Learning Using Review Text and Image. Journal of the Japan Society for Precision Engineering, 2019, 85, 1143-1150. | 0.1 | 2 |
| 42 | Modeling of â€œHigh-Class Feelingâ€•on a Cosmetic Package Design. Journal of the Japan Society for Precision Engineering, 2021, 87, 134-139. | 0.1 | 2 |
| 43 | A 3D-printed Haptic Material Library for Quantifying the Force-Displacement Relationship. , 2021, , . | | 2 |
| 44 | Feature Quantification of Material Softness Perception Using the Force-Displacement Relationship. , 2021, , . | | 2 |
| 45 | Spectral Image Measurement and Its Application. IEEJ Transactions on Electronics, Information and Systems, 2004, 124, 1325-1331. | 0.2 | 2 |
| 46 | Toward Web Information Integration on 3D Virtual Space. Lecture Notes in Computer Science, 2005, , 445-455. | 1.3 | 2 |
| 47 | Lace curtain: modeling and rendering of woven structures using BRDF/BTDF. , 2009, , . | | 2 |
| 48 | Investigation of Effects of Micro-Bubble Bathing using Psychological Scale. Ningen Kogaku = the Japanese Journal of Ergonomics, 2014, 50, 29-34. | 0.1 | 2 |
| 49 | Major Factors in Kansei Evaluation of 3D Objects. Transactions of Japan Society of Kansei Engineering, 2016, 15, 563-570. | 0.1 | 2 |
| 50 | Back to feedback: aberrant sensorimotor control in music performance under pressure. Communications Biology, 2021, 4, 1367. | 4.4 | 2 |
| 51 | Synesthetic color scheme in Fantasia. , 2010, , . | | 1 |
| 52 | Chord character evaluation model based on harmoniousness: Application to music mood visualization interface. , 2012, , . | | 1 |
| 53 | Estimation of subjective age based on the facial images of others: experimental verification of a younger identity caused by the effect of delusions of the accumulated memory of a known face. , 2013, , . | | 1 |
| 54 | Reorganization of the Finger Posture and Muscular Activity through Daily Piano Practice. Transactions of the Society of Instrument and Control Engineers, 2014, 50, 162-169. | 0.2 | 1 |

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| 55 | Taking Advantage of Three-Dimensional Computer Graphic Technologies for Development of Base Makeup Products &mdash;Associating the Optical Properties of Pearls with User Evaluation&mdash;. Journal of Society of Cosmetic Chemists of Japan, 2015, 49, 22-31. | 0.1 | 1 |
| 56 | Impression estimation model and pattern search system based on style features and Kansei metric. , 2018, , . | | 1 |
| 57 | Emotion Estimation Using Body Expression Types Based on LMA and Sensitivity Analysis. , 2019, , . | | 1 |
| 58 | A visibility assessment of the design pattern of car tail lamps in terms of perceptual sensitivity on face recognition abilities. Cogent Engineering, 2020, 7, 1834934. | 2.2 | 1 |
| 59 | Volitional Control of Piloerection: Objective Evidence and Its Potential Utility in Neuroscience Research. Frontiers in Neuroscience, 2020, 14, 590. | 2.8 | 1 |
| 60 | Construction of customersâ€™ emotion model in the bespoke tailoring using evaluation grid method. , 2020, , . | | 1 |
| 61 | Feature Quantification of Material Texture Perception Using a Force-Displacement Relationship. , 2021, , . | | 1 |
| 62 | Digital Contents: Identification of Motion Features Affecting Perceived Rhythmic Sense of Virtual Characters through Comparison of Latin American and Japanese Dances. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2011, 65, 203-210. | 0.1 | 1 |
| 63 | Accuracy of Synchrony Judgment and its Relation to the Auditory Brainstem Response: the Difference Between Pianists and Non-Pianists. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2011, 15, 962-971. | 0.9 | 1 |
| 64 | Modeling and Rendering of Woven Cloth Using Microfacet BSDF. Journal of the Japan Society for Precision Engineering, 2013, 79, 1165-1170. | 0.1 | 1 |
| 65 | An Optimal Text/Background Color Combination of LED Information Boards for Visibility Improvement Based on Psychological Measurements. Lecture Notes in Computer Science, 2013, , 119-132. | 1.3 | 1 |
| 66 | Expression of Woven Cloth using Computer Graphics via Multi-band BTDF Model Considering Fluorescence Characteristics. Journal of the Japan Society for Precision Engineering, 2014, 80, 1213-1218. | 0.1 | 1 |
| 67 | Image analysis and synthesis using physics-based-modeling for pearl quality evaluation system. Lecture Notes in Computer Science, 1997, , 697-704. | 1.3 | 1 |
| 68 | Age-Related Bias in Age Estimation Based on Facial Images of Others. Psychology, 2016, 07, 459-468. | 0.5 | 1 |
| 69 | Person Invariant Classification of Subtle Facial Expressions Using Coded Movement Direction of Keypoints. Lecture Notes in Computer Science, 2017, , 61-72. | 1.3 | 1 |
| 70 | An Estimation Method of Human Impression Factors for Objects from their 3D Shapes Using a Deep Neural Network. IS&T International Symposium on Electronic Imaging, 2018, 2018, 194-1-194-6. | 0.4 | 1 |
| 71 | Development of Measurement and Simulation Scheme for Digitalization of Tactile Perception. Lecture Notes in Electrical Engineering, 2020, , 981-986. | 0.4 | 1 |
| 72 | Individual Differences in Office Comfort: What Affects Comfort Varies by Person. Lecture Notes in Computer Science, 2020, , 264-275. | 1.3 | 1 |

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| 73 | Structure of psychological stress during the COVID-19 pandemic and effects of essential oil odor exposure. , 2020, , . | | 1 |
| 74 | Development Of A Model-Based Bin Picking System For Cylindrical Parts Stacked Randomly. , 1987, , . | | 0 |
| 75 | Modeling and visualization of a pearl: towards representation of essential quality. , 0, , . | | 0 |
| 76 | The Loss of Concentration by the Effects of the Timing of Commercial Breaks. , 2005, , 199-206. | | 0 |
| 77 | XML-Based Markup Language for Web Information Integration in 3D Virtual Space. , 2007, , . | | 0 |
| 78 | Brain imaging under group pressure using the Asch experiment: An fNIRS study. Japanese Journal of Research on Emotions, 2010, 18, 73-82. | 0.0 | 0 |
| 79 | Estimation of subjective age based on facial images of others: Comparative studies of the Americans and the Japanese. , 2011, , . | | 0 |
| 80 | Identification of factors related to the enhancement of image-quality for subjective image-quality assessment model based on psychological measurement. , 2011, , . | | 0 |
| 81 | Mapping model from chord to color. , 2012, , . | | 0 |
| 82 | A simulation of multilayer thin-film interference for pearl material preproduction. , 2013, , . | | 0 |
| 83 | A simulation of pearl optical phenomena for cosmetic preproduction. , 2013, , . | | 0 |
| 84 | Lace curtain. , 2013, , . | | 0 |
| 85 | Emotion of colors. , 2014, , . | | 0 |
| 86 | Analysis of BRDF/BTDF for the texture representation of woven fabrics based on the impression-evaluation model. , 2015, , . | | 0 |
| 87 | Lace curtain. , 2015, , . | | 0 |
| 88 | An evaluation of the relationship between impression and the physical properties of human skin. , 2016, , . | | 0 |
| 89 | Interaction of Visual and Haptic Impressions in Visuo-haptic Texture Cognition. , 2019, , . | | 0 |
| 90 | Sensibility Evaluation of an Exfoliating Lotion with Supreme Tactile Impression during Wiping Motions. Journal of Society of Cosmetic Chemists of Japan, 2021, 55, 36-44. | 0.1 | 0 |

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| 91 | Prospect on Current Topics of Machine Vision Technologies. IEEJ Transactions on Electronics, Information and Systems, 2004, 124, 586-597. | 0.2 | 0 |
| 92 | Different Make-up Styles for CG Characters Using Texture Synthesis:-Applying the Positioning Analysis Method for the Impression Evaluation-. IEEJ Transactions on Electronics, Information and Systems, 2007, 127, 667-673. | 0.2 | 0 |
| 93 | Virtual Noctiluca: Interaction between Light and Water Using Real-Time Fluid Simulation and 3D Motion Measurement. Lecture Notes in Computer Science, 2009, , 157-166. | 1.3 | 0 |
| 94 | Current Issues and Trends in Multidimensional Sensing Technologies for Digital Media. IEEJ Transactions on Industry Applications, 2011, 131, 433-440. | 0.2 | 0 |
| 95 | Effect of Short-term Piano Practice on Fine Control of Finger Movements by the Beginner Pianists. Transactions of the Society of Instrument and Control Engineers, 2013, 49, 840-845. | 0.2 | 0 |
| 96 | An Analysis of the Flickering Patterns of LED Warning Lights for Visibility Improvement Based on Psychophysical Measurements. Journal of the Japan Society for Precision Engineering, 2013, 79, 1159-1164. | 0.1 | 0 |
| 97 | Estimates of Subjective Age Based on the Facial Images of Others: Comparative Studies of Koreans and the Japanese. IEEJ Transactions on Electronics, Information and Systems, 2013, 133, 61-66. | 0.2 | 0 |
| 98 | An Evaluation Method of the Flickering Patterns of LED Warning Lights for Visibility Improvement Based on Mental Measurements. IEEJ Transactions on Industry Applications, 2013, 133, 240-245. | 0.2 | 0 |
| 99 | Subjective image quality evaluation method for digital images which reflects users'characteristics. The Proceedings of the Annual Convention of the Japanese Psychological Association, 2013, 77, 3EV-089-3EV-089. | 0.0 | 0 |
| 100 | Effect of Delusions of the Accumulated Memory in Subjective Age Estimation. The Proceedings of the Annual Convention of the Japanese Psychological Association, 2013, 77, 3EV-095-3EV-095. | 0.0 | 0 |
| 101 | The effect of flow on piano learning. The Proceedings of the Annual Convention of the Japanese Psychological Association, 2013, 77, 3PM-127-3PM-127. | 0.0 | 0 |
| 102 | Development of an Evaluation Method for Degrees of Synesthetic Perception. The Proceedings of the Annual Convention of the Japanese Psychological Association, 2013, 77, 1PM-021-1PM-021. | 0.0 | 0 |
| 103 | A Development of the Flickering Pattern of LED Warning Lights for Detection Improvement. The Proceedings of the Annual Convention of the Japanese Psychological Association, 2013, 77, 2PM-048-2PM-048. | 0.0 | 0 |
| 104 | Virtual Noctiluca: Media art of light and music through stream. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2014, 68, J276-J284. | 0.1 | 0 |
| 105 | Relationships between attention to utilitarian and symbolic meanings of products and personality. The Proceedings of the Annual Convention of the Japanese Psychological Association, 2017, 81, 2A-004-2A-004. | 0.0 | 0 |
| 106 | A New Three-mode Principal Component Analysis to Estimate Tendencies of Individual Which Exist Independently on Stimuli. Kodo Keiryogaku (the Japanese Journal of Behaviormetrics), 2018, 45, 27-38. | 0.0 | 0 |
| 107 | Person-invariant Facial Expression Recognition based on Coded Movement Direction of Keypoints of Facial Parts. IEEJ Transactions on Electronics, Information and Systems, 2018, 138, 611-618. | 0.2 | 0 |
| 108 | Using Deep Learning to Estimate User Impressions of Designs for 3D Fabrication. Springer Proceedings in Physics, 2019, , 65-71. | 0.2 | 0 |

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| 109 | Constructing a User Type Estimation Model. Transactions of Japan Society of Kansei Engineering, 2020, 19, 275-279. | 0.1 | 0 |
| 110 | Extracting Kansei Evaluation Index Using Time Series Text Data: Examining Universality and Temporality. Communications in Computer and Information Science, 2020, , 722-729. | 0.5 | 0 |
| 111 | Normal Distribution Model of Microfacets Based on Color Image Analysis for Titanium Surface with Thin Film Interference Color. Journal of the Japan Society for Precision Engineering, 2020, 86, 1051-1056. | 0.1 | 0 |
| 112 | Modeling Salesclerksâ€™ Utterances in Bespoke Scenes and Evaluating Them Using a Communication Robot. Communications in Computer and Information Science, 2021, , 271-278. | 0.5 | 0 |
| 113 | Classification of Individuals based on Relationship between their Impression and Preference for Exterior Design of Vehicles. Transactions of Japan Society of Kansei Engineering, 2020, 19, 223-233. | 0.1 | 0 |
| 114 | Modeling the Relationship between Impressions and Image Features of Crinkle Finish of DSLR Camera. Journal of Perceptual Imaging, 2020, 3, 020503-1-020503-10. | 0.5 | 0 |
| 115 | AVSML: An XML-Based Markup Language for Web Information Integration in 3D Virtual Space. Lecture Notes in Computer Science, 2007, , 385-386. | 1.3 | 0 |
| 116 | Proposal of Recurrent Attention Module for Capturing Subtle Facial Expression Changes. Journal of the Japan Society for Precision Engineering, 2022, 88, 168-173. | 0.1 | 0 |
| 117 | XML-Based Markup Language for Web Information Integration in 3D Virtual Space. , 2007, , . | | 0 |
| 118 | Development and Evaluation of a Prediction Model for Tactile Perception based on Kansei Engineering. IEEJ Transactions on Electronics, Information and Systems, 2022, 142, 616-624. | 0.2 | 0 |