

Michael A Goodrich

List of Publications by Year in descending order

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89
papers

3,929
citations

471061

17
h-index

500791

28
g-index

93
all docs

93
docs citations

93
times ranked

3347
citing authors

#	ARTICLE	IF	CITATIONS
1	Processes for Colony Solving the Best-of-N Problem Using a Bipartite Graph Representation. Springer Proceedings in Advanced Robotics, 2022, , 376-388.	0.9	2
2	Metrics for Robot Proficiency Self-assessment and Communication of Proficiency in Human-robot Teams. ACM Transactions on Human-Robot Interaction, 2022, 11, 1-38.	3.2	7
3	A Method for Designing Autonomous Robots that Know Their Limits. , 2022, , .		5
4	A Measure to Match Robot Plans to Human Intent: A Case Study in Multi-Objective Human-Robot Path-Planning. , 2020, , .		1
5	Multi-human Management of Robotic Swarms. Lecture Notes in Computer Science, 2020, , 603-619.	1.0	4
6	Transparency: Transitioning From Human-Machine Systems to Human-Swarm Systems. Journal of Cognitive Engineering and Decision Making, 2019, 13, 171-195.	0.9	31
7	Moderating Operator Influence in Human-Swarm Systems. , 2019, , .		5
8	Cooperating with machines. Nature Communications, 2018, 9, 233.	5.8	124
9	Understanding Particle Swarm Optimization: A Component-Decomposition Perspective. , 2018, , .		1
10	Haptic Shape-Based Management of Robot Teams in Cordon and Patrol. , 2017, , .		4
11	Design and Evaluation of Adverb Palette. , 2017, , .		6
12	Topology-aware RRT* for parallel optimal sampling in topologies. , 2017, , .		0
13	Expressing homotopic requirements for mobile robot navigation through natural language instructions. , 2016, , .		3
14	Adverb Palette: GUI-based support for human interaction in multi-objective path-planning. , 2016, , .		1
15	Interactive multi-objective path planning through a palette-based user interface. Proceedings of SPIE, 2016, , .	0.8	1
16	Graphical narrative interfaces: Representing spatiotemporal information for a highly autonomous human-robot team. , 2015, , .		1
17	Toward haptic-based management of small swarms in cordon and patrol. , 2015, , .		2
18	Hierarchical Heuristic Search Using a Gaussian Mixture Model for UAV Coverage Planning. IEEE Transactions on Cybernetics, 2014, 44, 2532-2544.	6.2	99

#	ARTICLE	IF	CITATIONS
19	Supporting task-oriented collaboration in human-robot teams using semantic-based path planning. , 2014, , .		4
20	Balancing human and inter-agent influences for shared control of bio-inspired collectives. , 2014, , .		7
21	Informative path planning with a human path constraint. , 2014, , .		5
22	Human-swarm interactions based on managing attractors. , 2014, , .		25
23	Multi-robot perimeter-shaping through mediator-based swarm control. , 2013, , .		8
24	Enabling clinicians to rapidly animate robots. , 2013, , .		1
25	Teleoperation and Beyond for Assistive Humanoid Robots. Reviews of Human Factors and Ergonomics, 2013, 9, 175-226.	0.5	58
26	Shaping Cousin-Like Torus Swarms through Coordinated Mediation. , 2013, , .		11
27	A hierarchical flight planner for sensor-driven UAV missions. , 2013, , .		4
28	Modeling UASs for Role Fusion and Human Machine Interface Optimization. , 2013, , .		1
29	Scalable Human Interaction with Robotic Swarms. , 2013, , .		20
30	Multitasking and Multi-Robot Management. , 2013, , .		3
31	Introduction to the Special Issue on HRI Perspectives and Projects from around the Globe. Journal of Human-robot Interaction, 2013, 1, .	2.0	0
32	Introduction to the Special Issue on Technical and Social Advances in HRI: An Invitational Issue of JHRI. Journal of Human-robot Interaction, 2013, 2, .	2.0	0
33	Color anomaly detection and suggestion for wilderness search and rescue. , 2012, , .		11
34	Detection likelihood maps for wilderness search and rescue. , 2012, , .		1
35	Human Factors issues for Interaction with Bio-Inspired Swarms. Proceedings of the Human Factors and Ergonomics Society, 2012, 56, 61-64.	0.2	2
36	Using camera-equipped mini-UAVS to support collaborative wilderness search and rescue teams. , 2012, , .		10

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37	Incorporating a robot into an autism therapy team. IEEE Intelligent Systems, 2012, 27, 52-59.	4.0	48
38	Supporting human interaction with robust robot swarms. , 2012, , .		16
39	Abstraction and Persistence: Macro-Level Guarantees of Collective Bio-Inspired Teams under Human Supervision. , 2012, , .		2
40	Human-Robot Teams Collaborating Socially, Organizationally, and Culturally. Proceedings of the Human Factors and Ergonomics Society, 2011, 55, 465-469.	0.2	12
41	Learning to compete, coordinate, and cooperate in repeated games using reinforcement learning. Machine Learning, 2011, 82, 281-314.	3.4	32
42	A case for low-dose robotics in autism therapy. , 2011, , .		16
43	Perception by proxy. , 2011, , .		6
44	Visual robot choreography for clinicians. , 2011, , .		2
45	Toward human interaction with bio-inspired robot teams. , 2011, , .		35
46	A Bayesian approach to modeling lost person behaviors based on terrain features in Wilderness Search and Rescue. Computational and Mathematical Organization Theory, 2010, 16, 300-323.	1.5	53
47	Beyond robot fan-out: Towards multi-operator supervisory control. , 2010, , .		12
48	Detailed requirements for robots in autism therapy. , 2010, , .		73
49	UAV video coverage quality maps and prioritized indexing for wilderness search and rescue. , 2010, , .		21
50	Specialization, fan-out, and multi-human/multi-robot supervisory control. , 2010, , .		1
51	MMM-PHC: A Particle-Based Multi-Agent Learning Algorithm. , 2010, , .		0
52	UAV video coverage quality maps and prioritized indexing for wilderness search and rescue. , 2010, , .		15
53	Specialization, fan-out, and multi-human/multi-robot supervisory control. , 2010, , .		0
54	Cognitive Task Analysis for Developing Unmanned Aerial Vehicle Wilderness Search Support. Journal of Cognitive Engineering and Decision Making, 2009, 3, 1-26.	0.9	42

#	ARTICLE	IF	CITATIONS
55	On using mixed-initiative control. , 2009, , .		50
56	Towards using Unmanned Aerial Vehicles (UAVs) in Wilderness Search and Rescue. Interaction Studies, 2009, 10, 453-478.	0.4	49
57	UAV intelligent path planning for Wilderness Search and Rescue. , 2009, , .		82
58	Design and Implementation of a Panoramic Video System from Multiple Cameras Aboard a Small UAV. , 2009, , .		0
59	Image Resolution-Based Path Planning and Metrics for Exhaustive Area Search from Small UAVs. , 2009, , .		3
60	Fused visible and infrared video for use in Wilderness Search and Rescue. , 2009, , .		9
61	Supporting wilderness search and rescue using a camera-equipped mini UAV. Journal of Field Robotics, 2008, 25, 89-110.	3.2	294
62	DEMONSTRATION-BASED BEHAVIOR PROGRAMMING FOR EMBODIED VIRTUAL AGENTS. Computational Intelligence, 2008, 24, 235-256.	2.1	10
63	Application and evaluation of spatiotemporal enhancement of live aerial video using temporally local mosaics. , 2008, , .		11
64	Towards combining UAV and sensor operator roles in UAV-enabled visual search. , 2008, , .		53
65	Managing autonomy in robot teams. , 2007, , .		46
66	Ecological Interfaces for Improving Mobile Robot Teleoperation. , 2007, 23, 927-941.		208
67	Probabilistic Searching Using a Small Unmanned Aerial Vehicle. , 2007, , .		13
68	Using a Mini-UAV to Support Wilderness Search and Rescue: Practices for Human-Robot Teaming. , 2007, , .		44
69	Human-Robot Interaction: A Survey. Foundations and Trends in Human-Computer Interaction, 2007, 1, 203-275.	1.8	1,056
70	Common metrics for human-robot interaction. , 2006, , .		473
71	Toward Human-Robot Interface Standards II: An Examination of Common Elements in Human-Robot Interactions Across the Space Enterprise. , 2006, , .		7
72	Comparing the usefulness of video and map information in navigation tasks. , 2006, , .		63

#	ARTICLE	IF	CITATIONS
73	Integrating critical interface elements for intuitive single-display aviation control of UAVs. , 2006, 6226, 100.		3
74	Learning Real-Time A* Path Planner for Unmanned Air Vehicle Target Sensing. Journal of Aerospace Computing, Information, and Communication, 2006, 3, 108-122.	0.8	19
75	Testing the Usefulness of a Pan-Tilt-Zoom (PTZ) Camera in Human-Robot Interactions. Proceedings of the Human Factors and Ergonomics Society, 2006, 50, 757-761.	0.2	2
76	Autonomous Vehicle Technologies for Small Fixed-Wing UAVs. Journal of Aerospace Computing, Information, and Communication, 2005, 2, 92-108.	0.8	273
77	Task Switching and Multi-Robot Teams. , 2005, , 185-195.		29
78	Learning to compete, compromise, and cooperate in repeated general-sum games. , 2005, , .		19
79	How to trust robots further than we can throw them. , 2004, , .		10
80	Interfaces, autonomy, & interactions in automobile driving. , 2004, , .		0
81	Learning Real-Time A* Path Planner for Sensing Closely-Spaced Targets from an Aircraft. , 2003, , .		18
82	Satisficing Equilibria: A Non-Classical Theory of Games and Decisions. Autonomous Agents and Multi-Agent Systems, 2002, 5, 305-328.	1.3	41
83	Satisficing Equilibria. Multiagent Systems, Artificial Societies, and Simulated Organizations, 2002, , 235-265.	2.5	1
84	Satisficing Revisited. Minds and Machines, 2000, 10, 79-109.	2.7	41
85	Designing human-centered automation: trade-offs in collision avoidance system design. IEEE Transactions on Intelligent Transportation Systems, 2000, 1, 40-54.	4.7	72
86	Satisficing games. Information Sciences, 1999, 114, 255-280.	4.0	19
87	Model predictive satisficing fuzzy logic control. IEEE Transactions on Fuzzy Systems, 1999, 7, 319-332.	6.5	16
88	Toward Human-Robot Interface Standards: Use of Standardization and Intelligent Subsystems for Advancing Human-Robotic Competency in Space Exploration. , 0, , .		9
89	What Types of Interactions do Bio-Inspired Robot Swarms and Flocks Afford a Human?. , 0, , .		13