

Mohamed Chetouani

List of Publications by Year in descending order

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Version: 2024-02-01

169
papers

4,627
citations

147566

31
h-index

143772

57
g-index

177
all docs

177
docs citations

177
times ranked

3804
citing authors

#	ARTICLE	IF	CITATIONS
1	Interpersonal Synchrony: A Survey of Evaluation Methods across Disciplines. IEEE Transactions on Affective Computing, 2012, 3, 349-365.	5.7	345
2	The INTERSPEECH 2013 computational paralinguistics challenge: social signals, conflict, emotion, autism. , 0, , .		341
3	Why Synchrony Matters during Mother-Child Interactions: A Systematic Review. PLoS ONE, 2014, 9, e113571.	1.1	283
4	Interactive Technologies for Autistic Children: A Review. Cognitive Computation, 2014, 6, 722-740.	3.6	222
5	Motherese in Interaction: At the Cross-Road of Emotion and Cognition? (A Systematic Review). PLoS ONE, 2013, 8, e78103.	1.1	205
6	SPENCER: A Socially Aware Service Robot for Passenger Guidance and Help in Busy Airports. Springer Tracts in Advanced Robotics, 2016, , 607-622.	0.3	157
7	Evaluating the Engagement with Social Robots. International Journal of Social Robotics, 2015, 7, 465-478.	3.1	154
8	Trust as indicator of robot functional and social acceptance. An experimental study on user conformation to iCub answers. Computers in Human Behavior, 2016, 61, 633-655.	5.1	137
9	How children with autism spectrum disorder behave and explore the 4-dimensional (spatial 3D+time) environment during a joint attention induction task with a robot. Research in Autism Spectrum Disorders, 2014, 8, 814-826.	0.8	120
10	Do Parents Recognize Autistic Deviant Behavior Long before Diagnosis? Taking into Account Interaction Using Computational Methods. PLoS ONE, 2011, 6, e22393.	1.1	101
11	What studies of family home movies can teach us about autistic infants: A literature review. Research in Autism Spectrum Disorders, 2010, 4, 355-366.	0.8	100
12	Robust continuous prediction of human emotions using multiscale dynamic cues. , 2012, , .		80
13	Fully Automatic Analysis of Engagement and Its Relationship to Personality in Human-Robot Interactions. IEEE Access, 2017, 5, 705-721.	2.6	74
14	Open Challenges in Modelling, Analysis and Synthesis of Human Behaviour in Humanâ€“Human and Humanâ€“Machine Interactions. Cognitive Computation, 2015, 7, 397-413.	3.6	72
15	Towards Engagement Models that Consider Individual Factors in HRI: On the Relation of Extroversion and Negative Attitude Towards Robots to Gaze and Speech During a Humanâ€“Robot Assembly Task. International Journal of Social Robotics, 2017, 9, 63-86.	3.1	69
16	Do Parentese Prosody and Fathers' Involvement in Interacting Facilitate Social Interaction in Infants Who Later Develop Autism?. PLoS ONE, 2013, 8, e61402.	1.1	68
17	Learning of Social Signatures Through Imitation Game Between a Robot and a Human Partner. IEEE Transactions on Autonomous Mental Development, 2014, 6, 213-225.	2.3	66
18	Hilbert-Huang transform based physiological signals analysis for emotion recognition. , 2009, , .		65

#	ARTICLE	IF	CITATIONS
19	Differential language markers of pathology in Autism, Pervasive Developmental Disorder Not Otherwise Specified and Specific Language Impairment. <i>Research in Autism Spectrum Disorders</i> , 2011, 5, 1402-1412.	0.8	52
20	Biometric Applications Related to Human Beings: There Is Life beyond Security. <i>Cognitive Computation</i> , 2013, 5, 136-151.	3.6	52
21	Quantifying patterns of joint attention during human-robot interactions: An application for autism spectrum disorder assessment. <i>Pattern Recognition Letters</i> , 2019, 118, 42-50.	2.6	51
22	Engagement in Human-Agent Interaction: An Overview. <i>Frontiers in Robotics and AI</i> , 2020, 7, 92.	2.0	51
23	Oxytocin shapes parental motion during fatherâ€™s infant interaction. <i>Biology Letters</i> , 2013, 9, 20130828.	1.0	50
24	Multimodal Stress Detection from Multiple Assessments. <i>IEEE Transactions on Affective Computing</i> , 2018, 9, 491-506.	5.7	50
25	Robots Learn to Recognize Individuals from Imitative Encounters with People and Avatars. <i>Scientific Reports</i> , 2016, 6, 19908.	1.6	44
26	Computerized home video detection for motherese may help to study impaired interaction between infants who become autistic and their parents. <i>International Journal of Methods in Psychiatric Research</i> , 2011, 20, e6-18.	1.1	43
27	Automatic Intonation Recognition for the Prosodic Assessment of Language-Impaired Children. <i>IEEE Transactions on Audio Speech and Language Processing</i> , 2011, 19, 1328-1342.	3.8	40
28	Designing an assistive robot for older adults: The ROBADOM project. <i>Irbm</i> , 2013, 34, 119-123.	3.7	37
29	Interaction and behaviour imaging: a novel method to measure motherâ€™s infant interaction using video 3D reconstruction. <i>Translational Psychiatry</i> , 2016, 6, e816-e816.	2.4	35
30	Interpersonal Synchronization, Motor Coordination, and Control Are Impaired During a Dynamic Imitation Task in Children With Autism Spectrum Disorder. <i>Frontiers in Psychology</i> , 2018, 9, 1467.	1.1	35
31	Investigation on LP-residual representations for speaker identification. <i>Pattern Recognition</i> , 2009, 42, 487-494.	5.1	34
32	Infantâ€™s engagement and emotion as predictors of autism or intellectual disability in West syndrome. <i>European Child and Adolescent Psychiatry</i> , 2014, 23, 143-149.	2.8	34
33	Robots learning how and where to approach people. , 2016, , .		34
34	Automatic measure of imitation during social interaction: A behavioral and hyperscanning-EEG benchmark. <i>Pattern Recognition Letters</i> , 2015, 66, 118-126.	2.6	33
35	AudVowelConsNet: A phoneme-level based deep CNN architecture for clinical depression diagnosis. <i>Machine Learning With Applications</i> , 2020, 2, 100005.	3.0	33
36	GOLIAH: A Gaming Platform for Home-Based Intervention in Autism â€™ Principles and Design. <i>Frontiers in Psychiatry</i> , 2016, 7, 70.	1.3	32

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37	Facial Action Unit intensity prediction via Hard Multi-Task Metric Learning for Kernel Regression. , 2015, , .		30
38	Affective and behavioural computing: Lessons learnt from the First Computational Paralinguistics Challenge. Computer Speech and Language, 2019, 53, 156-180.	2.9	29
39	ICT and autism care. Current Opinion in Psychiatry, 2018, 31, 474-483.	3.1	28
40	Explainable Embodied Agents Through Social Cues. ACM Transactions on Human-Robot Interaction, 2021, 10, 1-24.	3.2	28
41	Robot initiative in a team learning task increases the rhythm of interaction but not the perceived engagement. Frontiers in Neurorobotics, 2014, 8, 5.	1.6	27
42	Multimodal coordination. , 2010, , .		26
43	Voice and graphical -based interfaces for interaction with a robot dedicated to elderly and people with cognitive disorders. , 2010, , .		25
44	GAME-ON: A Multimodal Dataset for Cohesion and Group Analysis. IEEE Access, 2020, 8, 124185-124203.	2.6	25
45	Time-Scale Feature Extractions for Emotional Speech Characterization. Cognitive Computation, 2009, 1, 194-201.	3.6	24
46	Gaze Behavior Consistency among Older and Younger Adults When Looking at Emotional Faces. Frontiers in Psychology, 2017, 8, 548.	1.1	24
47	Children Facial Expression Production: Influence of Age, Gender, Emotion Subtype, Elicitation Condition and Culture. Frontiers in Psychology, 2018, 9, 446.	1.1	23
48	Assessment of the communicative and coordination skills of children with Autism Spectrum Disorders and typically developing children using social signal processing. Research in Autism Spectrum Disorders, 2013, 7, 741-756.	0.8	22
49	Compensating for age limits through emotional crossmodal integration. Frontiers in Psychology, 2015, 6, 691.	1.1	22
50	A multi-level context-based modeling of engagement in Human-Robot Interaction. , 2015, , .		22
51	“It Is Not the Robot Who Learns, It Is Me.” Treating Severe Dysgraphia Using Child-Robot Interaction. Frontiers in Psychiatry, 2021, 12, 596055.	1.3	22
52	Automatic Analysis of Typical and Atypical Encoding of Spontaneous Emotion in the Voice of Children. , 0, , .		22
53	Towards Transparent Robot Learning Through TDRL-Based Emotional Expressions. IEEE Transactions on Affective Computing, 2021, 12, 352-362.	5.7	21
54	Reinforcement Learning With Human Advice: A Survey. Frontiers in Robotics and AI, 2021, 8, 584075.	2.0	21

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55	Person-specific behavioural features for automatic stress detection. , 2015, , .		20
56	Exploiting a Vowel Based Approach for Acted Emotion Recognition. Lecture Notes in Computer Science, 2008, , 243-254.	1.0	20
57	Discriminant neural predictive coding applied to phoneme recognition. Neurocomputing, 2004, 56, 141-166.	3.5	19
58	Optimizing feature complementarity by evolution strategy: Application to automatic speaker verification. Speech Communication, 2009, 51, 724-731.	1.6	18
59	Social signal processing for studying parent-â€œinfant interaction. Frontiers in Psychology, 2014, 5, 1437.	1.1	18
60	A multimodal and multilevel system for robotics treatment of autism in children. , 2016, , .		18
61	Training a robot with evaluative feedback and unlabeled guidance signals. , 2016, , .		18
62	Dynamics of Non-Verbal Vocalizations and Hormones during Father-Infant Interaction. IEEE Transactions on Affective Computing, 2016, 7, 337-345.	5.7	18
63	GOLIAH (Gaming Open Library for Intervention in Autism at Home): a 6-month single blind matched controlled exploratory study. Child and Adolescent Psychiatry and Mental Health, 2017, 11, 17.	1.2	18
64	Generating Robot/Agent backchannels during a storytelling experiment. , 2009, , .		17
65	Pre-linguistic infants employ complex communicative loops to engage mothers in social exchanges and repair interaction ruptures. Royal Society Open Science, 2018, 5, 170274.	1.1	16
66	Behavioral Own-Body-Transformations in Children and Adolescents With Typical Development, Autism Spectrum Disorder, and Developmental Coordination Disorder. Frontiers in Psychology, 2018, 9, 676.	1.1	16
67	Exploring Multimodal Social-Emotional Behaviors in Autism Spectrum Disorders: An Interface between Social Signal Processing and Psychopathology. , 2012, , .		15
68	Maximum likelihood linear programming data fusion for speaker recognition. Speech Communication, 2009, 51, 820-830.	1.6	14
69	Computational Study of Primitive Emotional Contagion in Dyadic Interactions. IEEE Transactions on Affective Computing, 2020, 11, 258-271.	5.7	14
70	Predicting Extraversion from Non-verbal Features During a Face-to-Face Human-Robot Interaction. Lecture Notes in Computer Science, 2015, , 543-553.	1.0	14
71	Automatic Imitation Assessment in Interaction. Lecture Notes in Computer Science, 2012, , 161-173.	1.0	14
72	Automated Prediction of Extraversion During Human-â€œHumanoid Interaction. International Journal of Social Robotics, 2017, 9, 385-399.	3.1	13

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73	Region-based facial representation for real-time Action Units intensity detection across datasets. <i>Pattern Analysis and Applications</i> , 2019, 22, 477-489.	3.1	13
74	What if Social Robots Look for Productive Engagement?. <i>International Journal of Social Robotics</i> , 2022, 14, 55-71.	3.1	13
75	Perception and human interaction for developmental learning of objects and affordances. , 2012, , .		12
76	Real-time facial action unit intensity prediction with regularized metric learning. <i>Image and Vision Computing</i> , 2016, 52, 1-14.	2.7	12
77	Engagement detection based on mutli-party cues for human robot interaction. , 2015, , .		11
78	Comparing Social Science and Computer Science Workflow Processes for Studying Group Interactions. <i>Small Group Research</i> , 2017, 48, 568-590.	1.8	11
79	Maximising Audiovisual Correlation with Automatic Lip Tracking and Vowel Based Segmentation. <i>Lecture Notes in Computer Science</i> , 2009, , 65-72.	1.0	11
80	Motherese detection based on segmental and supra-segmental features. , 2008, , .		10
81	Supervised and semi-supervised infant-directed speech classification for parent-infant interaction analysis. <i>Speech Communication</i> , 2011, 53, 1149-1161.	1.6	10
82	Self-talk Discrimination in Human-Robot Interaction Situations for Supporting Social Awareness. <i>International Journal of Social Robotics</i> , 2013, 5, 277-289.	3.1	10
83	Course of maternal prosodic incitation (motherese) during early development in autism. <i>Interaction Studies</i> , 2013, 14, 480-496.	0.4	10
84	Behavior and interaction imaging at 9 months of age predict autism/intellectual disability in high-risk infants with West syndrome. <i>Translational Psychiatry</i> , 2020, 10, 54.	2.4	10
85	Emotional Speech Classification Based on Multi View Characterization. , 2010, , .		9
86	Relations between Automatically Extracted Motion Features and the Quality of Mother-Infant Interactions at 4 and 13 Months. <i>Frontiers in Psychology</i> , 2017, 8, 2178.	1.1	9
87	The Attribution of Emotional State - How Embodiment Features and Social Traits Affect the Perception of an Artificial Agent. , 2018, , .		9
88	Toward a motor signature in autism: Studies from human-machine interaction. <i>L'Encephale</i> , 2019, 45, 182-187.	0.3	9
89	Adolescents with borderline personality disorder show a higher response to stress but a lack of self-perception: Evidence through affective computing. <i>Progress in Neuro-Psychopharmacology and Biological Psychiatry</i> , 2020, 111, 110095.	2.5	9
90	CLIC: Curriculum Learning and Imitation for Object Control in Nonrewarding Environments. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , 2021, 13, 239-248.	2.6	9

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91	Age-related changes in gaze behaviour during social interaction: An eye-tracking study with an embodied conversational agent. Quarterly Journal of Experimental Psychology, 2021, 74, 1128-1139.	0.6	9
92	Modeling Dynamics of Task and Social Cohesion from the Group Perspective Using Nonverbal Motion Capture-based Features. , 2020, , .		9
93	How does Modality Matter? Investigating the Synthesis and Effects of Multi-modal Robot Behavior on Social Intelligence. International Journal of Social Robotics, 2022, 14, 893-911.	3.1	9
94	Automatic gait characterization for a mobility assistance system. , 2010, , .		8
95	SyncPy. , 2015, , .		8
96	Modeling the dynamics of individual behaviors for group detection in crowds using low-level features. , 2016, , .		8
97	Interpersonal Synchrony: From Social Perception to Social Interaction. , 2017, , 202-212.		8
98	Semantic-based interaction for teaching robot behavior compositions. , 2017, , .		8
99	Interactively shaping robot behaviour with unlabeled human instructions. Autonomous Agents and Multi-Agent Systems, 2020, 34, 1.	1.3	8
100	Automatic Motherese Detection for Face-to-Face Interaction Analysis. Lecture Notes in Computer Science, 2009, , 248-255.	1.0	8
101	Distinguish self- and hetero-perceived stress through behavioral imaging and physiological features. Progress in Neuro-Psychopharmacology and Biological Psychiatry, 2018, 82, 107-114.	2.5	7
102	Complementary Features for Speaker Verification Based on Genetic Algorithms. , 2007, , .		6
103	Intention prediction approach to interact naturally with the microworld. , 2014, , .		6
104	On leveraging crowdsourced data for automatic perceived stress detection. , 2016, , .		6
105	How unitizing affects annotation of cohesion. , 2019, , .		6
106	IMI2S: A Lightweight Framework for Distributed Computing. Lecture Notes in Computer Science, 2014, , 267-278.	1.0	6
107	Multimodal People Engagement with iCub. Advances in Intelligent Systems and Computing, 2013, , 59-64.	0.5	6
108	A new nonlinear feature extraction algorithm for speaker verification. , 0, , .		6

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109	A vowel based approach for acted emotion recognition. , 0, , .		6
110	A new approach for motherese detection using a semi-supervised algorithm. , 2009, , .		5
111	Exploring the Link between Self-assessed Mimicry and Embodiment in HRI. , 2017, , .		5
112	â€œMothereseâ€•Prosody in Fetal-Directed Speech: An Exploratory Study Using Automatic Social Signal Processing. Frontiers in Psychology, 2021, 12, 646170.	1.1	5
113	Multi Filter Bank Approach for Speaker Verification Based on Genetic Algorithm. Lecture Notes in Computer Science, 2007, , 105-113.	1.0	5
114	Novel metrics of speech rhythm for the assessment of emotion. , 0, , .		5
115	Automatic Assessment of Motor Impairments in Autism Spectrum Disorders: A Systematic Review. Cognitive Computation, 2022, 14, 624-659.	3.6	5
116	Emotional speech characterization based on multi-features fusion for face-to-face interaction. , 2009, , .		4
117	An embedded human motion capture system for an assistive walking robot. , 2011, 2011, 5975439.		4
118	Characterization of coordination in an imitation task. , 2011, , .		4
119	Multimodal Detection of Engagement in Groups of Children Using Rank Learning. Lecture Notes in Computer Science, 2016, , 35-48.	1.0	4
120	EMOEEG: A new multimodal dataset for dynamic EEG-based emotion recognition with audiovisual elicitation. , 2017, , .		4
121	The influence of individual social traits on robot learning in a human-robot interaction. , 2017, , .		4
122	Social Signal Processing and Socially Assistive Robotics in Developmental Disorders. , 2017, , 389-403.		4
123	Exploiting the Interplay between Social and Task Dimensions of Cohesion to Predict its Dynamics Leveraging Social Sciences. , 2021, , .		4
124	On the Perception of Emotional â€œVoicesâ€•: A Cross-Cultural Comparison among American, French and Italian Subjects. Lecture Notes in Computer Science, 2011, , 368-377.	1.0	4
125	Embodied Virtual Patients as a Simulation-Based Framework for Training Clinician-Patient Communication Skills: An Overview of Their Use in Psychiatric and Geriatric Care. Frontiers in Virtual Reality, 0, 3, .	2.5	4
126	Locating facial landmarks with binary map cross-correlations. , 2013, , .		3

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127	Role of Inter-Personal Synchrony in Extracting Social Signatures. , 2014, , .		3
128	Potential human reaction aware mobile robot motion planner: Potential cost minimization framework. , 2014, , .		3
129	Socially Guided XCS. , 2015, , .		3
130	Investigating the influence of embodiment on facial mimicry in HRI using computer vision-based measures. , 2017, , .		3
131	A natural interface based on intention prediction for semi-autonomous micromanipulation. Journal on Multimodal User Interfaces, 2018, 12, 17-30.	2.0	3
132	The emotional component of Infant Directed-Speech: A cross-cultural study using machine learning. Neuropsychiatrie De L'Enfance Et De L'Adolescence, 2020, 68, 106-113.	0.1	3
133	Interfaces haptiques et tactiles pour lâ€™autismeÂ: une revue systÃ©matique. Enfance, 2018, NÂ° 1, 65-90.	0.1	3
134	Time-Frequency Features Extraction for Infant Directed Speech Discrimination. Lecture Notes in Computer Science, 2010, , 120-127.	1.0	3
135	Understanding Parent-Infant Behaviors Using Non-negative Matrix Factorization. Lecture Notes in Computer Science, 2011, , 436-447.	1.0	3
136	Semantic-Based Interaction for Teaching Robot Behavior Compositions Using Spoken Language. Lecture Notes in Computer Science, 2018, , 421-430.	1.0	3
137	Learning postures through an imitation game between a human and a robot. , 2012, , .		2
138	TIRL: Enriching Actor-Critic RL with non-expert human teachers and a Trust Model. , 2020, , .		2
139	Robot Gaze Behavior and Proxemics to Coordinate Conversational Roles in Group Interactions. , 2021, , .		2
140	How Social Signal Processing (SSP) Can Help Assessment of Bonding Phenomena in Developmental Psychology?. Smart Innovation, Systems and Technologies, 2013, , 345-356.	0.5	2
141	Nonlinear Predictive Models: Overview and Possibilities in Speaker Recognition. Lecture Notes in Computer Science, 2007, , 170-189.	1.0	2
142	Social Coordination Assessment: Distinguishing between Shape and Timing. Lecture Notes in Computer Science, 2013, , 9-18.	1.0	2
143	Exploring the Difference between Solving and Teaching in Sensorimotor Tasks. , 2020, , .		2
144	The Modular Neural Predictive Coding architecture. , 0, , .		1

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145	Automatic recognition of coordination level in an imitation task. , 2011, , .		1
146	Multimodal human detection and fuzzy decisional engine for interactive behaviors of a mobile robot. , 2012, , .		1
147	On the relevance of using rhythmic metrics and SVM to assess dysarthric severity. International Journal of Biometrics, 2014, 6, 248.	0.3	1
148	Posture recognition analysis during human-robot imitation learning. , 2016, , .		1
149	Semiautomatic Behavioral Change-Point Detection: A Case Study Analyzing Children Interactions With a Social Agent. IEEE Transactions on Cognitive and Developmental Systems, 2021, 13, 779-790.	2.6	1
150	Integrating an Observer in Interactive Reinforcement Learning to Learn Legible Trajectories. , 2020, , .		1
151	Robots for Learning - Learner-Centred Design. , 2021, , .		1
152	Tracking Posture and Head Movements of Impaired People During Interactions with Robots. Lecture Notes in Computer Science, 2013, , 41-49.	1.0	1
153	Exploring Behavioral Creativity of a Proactive Robot. Frontiers in Robotics and AI, 2021, 8, 694177.	2.0	1
154	Conception des Interactions avec un Patient Virtuel Alzheimer pour la Formation du Personnel Soignant. , 2021, , .		1
155	Non-Verbal behaviors analysis of healthcare professionals engaged with a Virtual-Patient. , 2021, , .		1
156	Does the Goal Matter? Emotion Recognition Tasks Can Change the Social Value of Facial Mimicry Towards Artificial Agents. Frontiers in Robotics and AI, 2021, 8, 699090.	2.0	1
157	Prosody Modelling of Speech Aphasia: Case Study of Algerian Patients. , 2008, , .		0
158	Special issue on non-linear and non-conventional speech processing. Speech Communication, 2009, 51, 713.	1.6	0
159	An embedded 3D human motion capture using the prediction provided from a walking model. , 2012, , .		0
160	Intention inference learning through the interaction with a caregiver. , 2014, , .		0
161	The First International Workshop on Modeling INTERPersonal SynchrONy (INTERPERSONAL 2015). , 2015, , .		0
162	ASSP4MI2016: 2nd international workshop on advancements in social signal processing for multimodal interaction (workshop summary). , 2016, , .		0

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163	Seventh International Workshop on Human Behavior Understanding (HBU 2016). , 2016, , .		0
164	International workshop on social learning and multimodal interaction for designing artificial agents (workshop summary). , 2016, , .		0
165	Multi-task Feature Learning for EEG-based Emotion Recognition Using Group Nonnegative Matrix Factorization. , 2018, , .		0
166	The social Simon effect in the tactile sensory modality: a negative finding. Cognitive Processing, 2019, 20, 299-307.	0.7	0
167	2nd Edition of Solutions for Socially Intelligent HRI in Real-World Scenarios (SSIR-HRI). , 2021, , .		0
168	Simon Effect for the Design of Tactile Stimulation. Lecture Notes in Computer Science, 2018, , 69-79.	1.0	0
169	Technology for Assisting During the Comprehensive Geriatric Assessment Process: The ASSESSTRONIC Project. Springer Tracts in Advanced Robotics, 2020, , 229-247.	0.3	0