Randy Gomez

List of Publications by Year in descending order

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Version: 2024-02-01

1307594 1058476 22 331 7 14 citations g-index h-index papers 22 22 22 205 all docs docs citations times ranked citing authors

#	Article	IF	CITATIONS
1	Iterative Boundaries Implicit Identification for Superpixels Segmentation: A Real-Time Approach. IEEE Access, 2021, 9, 77250-77263.	4.2	6
2	Art, Design and Communication Theory in Creating the Communicative Social Robot †Haruâ€. Frontiers in Robotics and Al, 2021, 8, 577107.	3.2	7
3	Remote You, Haru and Me: Exploring Social Interaction in Telepresence Gaming With a Robotic Agent. , 2021, , .		8
4	Automating Behavior Selection for Affective Telepresence Robot. , 2021, , .		4
5	Iterative Design of an Emotive Voice for the Tabletop Robot Haru. Lecture Notes in Computer Science, 2021, , 362-374.	1.3	6
6	Design and Development of a Teleoperation System for Affective Tabletop Robot Haru. Lecture Notes in Computer Science, 2021, , 564-573.	1.3	0
7	Developing a Robot's Empathetic Reactive Response Inspired by a Bottom-Up Attention Model. Lecture Notes in Computer Science, 2021, , 85-95.	1.3	O
8	Personalization of Human-Robot Gestural Communication through Voice Interaction Grounding. , 2021, , .		2
9	A Review on Interactive Reinforcement Learning From Human Social Feedback. IEEE Access, 2020, 8, 120757-120765.	4.2	40
10	A Holistic Approach in Designing Tabletop Robot's Expressivity. , 2020, , .		25
10	A Holistic Approach in Designing Tabletop Robot's Expressivity. , 2020, , . Developing a Lightweight Rock-Paper-Scissors Framework for Human-Robot Collaborative Gaming. IEEE Access, 2020, 8, 202958-202968.	4.2	25
	Developing a Lightweight Rock-Paper-Scissors Framework for Human-Robot Collaborative Gaming, IEEE	4.2	
11	Developing a Lightweight Rock-Paper-Scissors Framework for Human-Robot Collaborative Gaming. IEEE Access, 2020, 8, 202958-202968. Child-Robot Collaborative Problem-Solving and the Importance of Child's Voluntary Interaction: A		11
11 12	Developing a Lightweight Rock-Paper-Scissors Framework for Human-Robot Collaborative Gaming. IEEE Access, 2020, 8, 202958-202968. Child-Robot Collaborative Problem-Solving and the Importance of Child's Voluntary Interaction: A Developmental Perspective. Frontiers in Robotics and Al, 2020, 7, 15. Emoji to Robomoji: Exploring Affective Telepresence Through Haru. Lecture Notes in Computer	3.2	11 18
11 12 13	Developing a Lightweight Rock-Paper-Scissors Framework for Human-Robot Collaborative Gaming. IEEE Access, 2020, 8, 202958-202968. Child-Robot Collaborative Problem-Solving and the Importance of Child's Voluntary Interaction: A Developmental Perspective. Frontiers in Robotics and Al, 2020, 7, 15. Emoji to Robomoji: Exploring Affective Telepresence Through Haru. Lecture Notes in Computer Science, 2020, , 652-663.	3.2	11 18 5
11 12 13	Developing a Lightweight Rock-Paper-Scissors Framework for Human-Robot Collaborative Gaming. IEEE Access, 2020, 8, 202958-202968. Child-Robot Collaborative Problem-Solving and the Importance of Child's Voluntary Interaction: A Developmental Perspective. Frontiers in Robotics and Al, 2020, 7, 15. Emoji to Robomoji: Exploring Affective Telepresence Through Haru. Lecture Notes in Computer Science, 2020, , 652-663. Social Robots for Socio-Physical Distancing. Lecture Notes in Computer Science, 2020, , 440-452. An Exploration of Simple Reactive Responses for Conveying Aliveness Using the Haru Robot. Lecture	3.2 1.3 1.3	11 18 5 5
11 12 13 14	Developing a Lightweight Rock-Paper-Scissors Framework for Human-Robot Collaborative Gaming. IEEE Access, 2020, 8, 202958-202968. Child-Robot Collaborative Problem-Solving and the Importance of Child's Voluntary Interaction: A Developmental Perspective. Frontiers in Robotics and Al, 2020, 7, 15. Emoji to Robomoji: Exploring Affective Telepresence Through Haru. Lecture Notes in Computer Science, 2020, , 652-663. Social Robots for Socio-Physical Distancing. Lecture Notes in Computer Science, 2020, , 440-452. An Exploration of Simple Reactive Responses for Conveying Aliveness Using the Haru Robot. Lecture Notes in Computer Science, 2020, , 108-119. Human-Centered Reinforcement Learning: A Survey. IEEE Transactions on Human-Machine Systems, 2019,	3.2 1.3 1.3	11 18 5 5

#	Article	IF	CITATION
19	Improving separation of overlapped speech for meeting conversations using uncalibrated microphone array. , 2017, , .		5
20	Multiparty Interaction Understanding Using Smart Multimodal Digital Signage. IEEE Transactions on Human-Machine Systems, 2014, 44, 625-637.	3.5	26
21	Robust Speech Recognition Based on Dereverberation Parameter Optimization Using Acoustic Model Likelihood. IEEE Transactions on Audio Speech and Language Processing, 2010, 18, 1708-1716.	3.2	24
22	Techniques in rapid unsupervised speaker adaptation based on HMM-Sufficient Statistics. Speech Communication, 2009, 51, 42-57.	2.8	4