

Silvia Rossi

List of Publications by Year in descending order

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Version: 2024-02-01

117
papers

1,702
citations

471061

17
h-index

395343

33
g-index

121
all docs

121
docs citations

121
times ranked

1554
citing authors

#	ARTICLE	IF	CITATIONS
1	A Critical Interaction between Dopamine D2 Receptors and Endocannabinoids Mediates the Effects of Cocaine on Striatal GABAergic Transmission. <i>Neuropsychopharmacology</i> , 2004, 29, 1488-1497.	2.8	139
2	User profiling and behavioral adaptation for HRI: A survey. <i>Pattern Recognition Letters</i> , 2017, 99, 3-12.	2.6	129
3	Emotion Recognition for Human-Robot Interaction: Recent Advances and Future Perspectives. <i>Frontiers in Robotics and AI</i> , 2020, 7, 532279.	2.0	88
4	Voluntary Exercise and Sucrose Consumption Enhance Cannabinoid CB1 Receptor Sensitivity in the Striatum. <i>Neuropsychopharmacology</i> , 2010, 35, 374-387.	2.8	74
5	Preservation of Striatal Cannabinoid CB1 Receptor Function Correlates with the Antianxiety Effects of Fatty Acid Amide Hydrolase Inhibition. <i>Molecular Pharmacology</i> , 2010, 78, 260-268.	1.0	73
6	Brain-Derived Neurotrophic Factor Controls Cannabinoid CB1 Receptor Function in the Striatum. <i>Journal of Neuroscience</i> , 2010, 30, 8127-8137.	1.7	59
7	Wearable Brain-Computer Interface Instrumentation for Robot-Based Rehabilitation by Augmented Reality. <i>IEEE Transactions on Instrumentation and Measurement</i> , 2020, 69, 6362-6371.	2.4	58
8	Emotional and Behavioural Distraction by a Social Robot for Children Anxiety Reduction During Vaccination. <i>International Journal of Social Robotics</i> , 2020, 12, 765-777.	3.1	41
9	Socially Assistive Robot for Providing Recommendations: Comparing a Humanoid Robot with a Mobile Application. <i>International Journal of Social Robotics</i> , 2018, 10, 265-278.	3.1	39
10	User's Personality and Activity Influence on HRI Comfortable Distances. <i>Lecture Notes in Computer Science</i> , 2017, , 167-177.	1.0	38
11	Chronic cocaine sensitizes striatal GABAergic synapses to the stimulation of cannabinoid CB1 receptors. <i>European Journal of Neuroscience</i> , 2007, 25, 1631-1640.	1.2	37
12	An Architecture for a Mobility Recommender System in Smart Cities. <i>Procedia Computer Science</i> , 2016, 98, 425-430.	1.2	37
13	Endocannabinoids limit metabotropic glutamate 5 receptor-mediated synaptic inhibition of striatal principal neurons. <i>Molecular and Cellular Neurosciences</i> , 2007, 35, 302-310.	1.0	34
14	The Role of Personality Factors and Empathy in the Acceptance and Performance of a Social Robot for Psychometric Evaluations. <i>Robotics</i> , 2020, 9, 39.	2.1	31
15	An extensible architecture for robust multimodal human-robot communication. , 2013, , .		29
16	A dialogue system for multimodal human-robot interaction. , 2013, , .		28
17	Navigation-aware adaptive streaming strategies for omnidirectional video. , 2017, , .		28
18	Psychometric Evaluation Supported by a Social Robot: Personality Factors and Technology Acceptance. , 2018, , .		26

#	ARTICLE	IF	CITATIONS
19	The Secret Life of Robots: Perspectives and Challenges for Robot™s Behaviours During Non-interactive Tasks. International Journal of Social Robotics, 2020, 12, 1265-1278.	3.1	25
20	A Bayesian approach for task recognition and future human activity prediction. , 2014, , .		24
21	Recommender Interfaces: The More Human-Like, the More Humans Like. Lecture Notes in Computer Science, 2016, , 200-210.	1.0	24
22	Two deep approaches for ADL recognition: A multi-scale LSTM and a CNN-LSTM with a 3D matrix skeleton representation. , 2017, , .		17
23	Personalized models for facial emotion recognition through transfer learning. Multimedia Tools and Applications, 2020, 79, 35811-35828.	2.6	17
24	Do Users Behave Similarly in VR? Investigation of the User Influence on the System Design. ACM Transactions on Multimedia Computing, Communications and Applications, 2020, 16, 1-26.	3.0	17
25	Social Utilities and Personality Traits for Group Recommendation: A Pilot User Study. , 2016, , .		17
26	The role of intrinsic motivations in attention allocation and shifting. Frontiers in Psychology, 2014, 5, 273.	1.1	16
27	Continuous gesture recognition for flexible human-robot interaction. , 2014, , .		16
28	â€œDonâ€™t Get Distracted!â€ The Role of Social Robotsâ€™ Interaction Style on Usersâ€™ Cognitive Performance, Acceptance, and Non-Compliant Behavior. International Journal of Social Robotics, 2021, 13, 2057-2069.	3.1	15
29	Humanâ€“Robot Interaction. Springer Tracts in Advanced Robotics, 2012, , 123-172.	0.3	15
30	PERIODIC ADAPTIVE ACTIVATION OF BEHAVIORS IN ROBOTIC SYSTEMS. International Journal of Pattern Recognition and Artificial Intelligence, 2008, 22, 987-999.	0.7	14
31	An Attentional Approach to Humanâ€“Robot Interactive Manipulation. International Journal of Social Robotics, 2014, 6, 533-553.	3.1	14
32	Recommendation in museums: paths, sequences, and group satisfaction maximization. Multimedia Tools and Applications, 2017, 76, 26031-26055.	2.6	14
33	The Disappearing Robot: An Analysis of Disengagement and Distraction During Non-Interactive Tasks. , 2018, , .		14
34	A Layered Architecture for Socially Assistive Robotics as a Service. , 2019, , .		14
35	Better alone than in bad company. Interaction Studies, 2019, 20, 487-508.	0.4	14
36	Combining CNN and LSTM for activity of daily living recognition with a 3D matrix skeleton representation. Intelligent Service Robotics, 2021, 14, 175-185.	1.6	13

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37	Robotic Autism Rehabilitation by Wearable Brain-Computer Interface and Augmented Reality. , 2020, , .		12
38	Combining Users and Items Rankings for Group Decision Support. Advances in Intelligent Systems and Computing, 2015, , 151-158.	0.5	12
39	Toward Robotsâ€™ Behavioral Transparency of Temporal Difference Reinforcement Learning With a Human Teacher. IEEE Transactions on Human-Machine Systems, 2021, 51, 578-589.	2.5	12
40	Personalized home-care support for the elderly: a field experience with a social robot at home. User Modeling and User-Adapted Interaction, 2023, 33, 405-440.	2.9	12
41	Attentional human-robot interaction in simple manipulation tasks. , 2012, , .		11
42	Differences in Spontaneously Avoiding or Approaching Mice Reflect Differences in CB1-Mediated Signaling of Dorsal Striatal Transmission. PLoS ONE, 2012, 7, e33260.	1.1	11
43	Agent Negotiation for Different Needs in Smart Parking Allocation. Lecture Notes in Computer Science, 2014, , 98-109.	1.0	11
44	Periodic activations of behaviours and emotional adaptation in behaviour-based robotics. Connection Science, 2010, 22, 197-213.	1.8	10
45	Segmentation performance in tracking deformable objects via WNNs. , 2015, , .		10
46	Engaged by a Bartender Robot: Recommendation and Personalisation in Human-Robot Interaction. , 2021, , .		10
47	Towards a Dynamic Negotiation Mechanism for QoS-Aware Service Markets. Advances in Intelligent Systems and Computing, 2013, , 9-16.	0.5	10
48	Attentional Modulation of Mutually Dependent Behaviors. Lecture Notes in Computer Science, 2010, , 283-292.	1.0	10
49	Using the Social Robot NAO for Emotional Support to Children at a Pediatric Emergency Department: Randomized Clinical Trial. Journal of Medical Internet Research, 2022, 24, e29656.	2.1	10
50	Monitoring Strategies for Adaptive Periodic Control in Behavior-Based Robotic Systems. , 2009, , .		9
51	Behavioral and electrophysiological effects of endocannabinoid and dopaminergic systems on salient stimuli. Frontiers in Behavioral Neuroscience, 2014, 8, 183.	1.0	9
52	A webâ€based multiâ€agent decision support system for a cityâ€oriented management of cruise arrivals. Intelligent Systems in Accounting, Finance and Management, 2017, 24, 62-72.	2.8	9
53	Evaluating the Emotional Valence of Affective Sounds for Child-Robot Interaction. Lecture Notes in Computer Science, 2019, , 505-514.	1.0	9
54	Towards a Collaborative Filtering Framework for Recommendation in Museums: From Preference Elicitation to Group's Visits. Procedia Computer Science, 2016, 98, 431-436.	1.2	8

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55	Coherent and Incoherent Robot Emotional Behavior for Humorous and Engaging Recommendations. , 2019, , .		8
56	A Deep Learning Approach for Mood Recognition from Wearable Data. , 2020, , .		8
57	Experimenting WNN support in object tracking systems. Neurocomputing, 2016, 183, 79-89.	3.5	7
58	A neuro-fuzzy-Bayesian approach for the adaptive control of robot proxemics behavior. , 2017, , .		7
59	A Multimodal Deep Learning Network for Group Activity Recognition. , 2018, , .		7
60	A Reinforcement-Learning Approach for Adaptive and Comfortable Assistive Robot Monitoring Behavior. , 2019, , .		7
61	BRILLO: A Robotic Architecture for Personalised Long-lasting Interactions in a Bartending Domain. , 2021, , .		7
62	Multiple-source Data Collection and Processing into a Graph Database Supporting Cultural Heritage Applications. Journal on Computing and Cultural Heritage, 2021, 14, 1-27.	1.2	7
63	Investigating Customersâ€™ Perceived Sensitivity of Information Shared with a Robot Bartender. Lecture Notes in Computer Science, 2021, , 119-129.	1.0	7
64	Artworks Sequences Recommendations for Groups in Museums. , 2016, , .		6
65	Pre-trip Ratings and Social Networks User Behaviors for Recommendations in Touristic Web Portals. Lecture Notes in Business Information Processing, 2016, , 297-317.	0.8	6
66	Supervisory Control of Multiple Robots Through Group Communication. IEEE Transactions on Cognitive and Developmental Systems, 2017, 9, 56-67.	2.6	6
67	Working together: a DBN approach for individual and group activity recognition. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 6007-6019.	3.3	6
68	What Would You Like to Drink?. , 2020, , .		6
69	An adaptive oscillatory neural architecture for controlling behavior based robotic systems. Neurocomputing, 2010, 73, 2829-2836.	3.5	5
70	Robot head movements and human effort in the evaluation of tracking performance. , 2015, , .		5
71	A Multi-agent System for Group Decision Support Based on Conflict Resolution Styles. Lecture Notes in Computer Science, 2017, , 134-148.	1.0	5
72	Seeking and Approaching Users in Domestic Environments: Testing a Reactive Approach on Two Commercial Robots. , 2018, , .		5

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73	A Two-Step Framework for Novelty Detection in Activities of Daily Living. Lecture Notes in Computer Science, 2018, , 329-339.	1.0	5
74	Evaluation of a Humanoid Robot's Emotional Gestures for Transparent Interaction. Lecture Notes in Computer Science, 2021, , 397-407.	1.0	5
75	Personalized Human-Robot Interaction with a Robot Bartender. , 2022, , .		5
76	Engineering central pattern generated behaviors for the deployment of robotic systems. Neurocomputing, 2015, 170, 98-112.	3.5	4
77	A comparison of two preference elicitation approaches for museum recommendations. Concurrency Computation Practice and Experience, 2017, 29, e4100.	1.4	4
78	Towards an Adaptive User Monitoring Based on Personality and Activity Recognition. , 2017, , .		4
79	The Adaptation of an Individual's Satisfaction to Group Context. , 2017, , .		4
80	Generating and Instantiating Abstract Workflows with QoS User Requirements. , 2017, , .		4
81	Using Random Forests for the Estimation of Multiple Users' Visual Focus of Attention from Head Pose. Lecture Notes in Computer Science, 2016, , 89-102.	1.0	4
82	Adaptive behavior-based control for robot navigation: A multi-robot case study. , 2013, , .		3
83	QoS-aware task distribution to a team of robots: an healthcare case study. Intelligenza Artificiale, 2015, 9, 179-192.	1.0	3
84	A Detailed Analysis of the Impact of Tie Strength and Conflicts on Social Influence. , 2017, , .		3
85	Special issue on user profiling and behavior adaptation for human-robot interaction. Pattern Recognition Letters, 2017, 99, 1-2.	2.6	3
86	Administrating Cognitive Tests Through HRI: An Application of an Automatic Scoring System Through Visual Analysis. Lecture Notes in Computer Science, 2020, , 369-380.	1.0	3
87	Evaluating the Social Benefit of a Negotiation-Based Parking Allocation. Lecture Notes in Computer Science, 2015, , 15-26.	1.0	3
88	A Robotic Architecture with Innate Releasing Mechanism. , 2007, , 576-585.		3
89	Workshop on Adapted intEraction with SociAl Robots (cAESAR). , 2020, , .		3
90	Shall I Be Like You? Investigating Robot's Personalities and Occupational Roles for Personalised HRI. Lecture Notes in Computer Science, 2021, , 718-728.	1.0	3

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91	Cheating with a Socially Assistive Robot?. , 2020, , .		3
92	A Preparatory Study for Measuring Engagement in Pediatric Virtual and Robotics Rehabilitation Settings. , 2020, , .		3
93	Attentive Monitoring Strategies in a Behavior-Based Robotic System: An Evolutionary Approach. , 2010, , .		2
94	User Tracking in HRI Applications with the Human-in-the-loop. , 2015, , .		2
95	Robotic Entertainments as Personalizable Workflow of Services: a Home-Care Case Study. , 2019, , .		2
96	A Trade-Off Negotiation Strategy for Pareto-Optimal Service Composition with Additive QoS-constraints. Group Decision and Negotiation, 2021, 30, 119-141.	2.0	2
97	The Road to a Successful HRI. , 2021, , .		2
98	Affective, Cognitive and Behavioural Engagement Detection for Human-robot Interaction in a Bartending Scenario. , 2021, , .		2
99	Validation of Robot Interactive Behaviors Through Users Emotional Perception and Their Effects on Trust. , 2021, , .		2
100	A Market-Based Coordinated Negotiation for QoS-Aware Service Selection. Lecture Notes in Business Information Processing, 2014, , 26-40.	0.8	2
101	An Agent-Based DSS Supporting the Logistics of Cruise Passengers Arrivals. Lecture Notes in Computer Science, 2016, , 60-71.	1.0	2
102	Gaze Behavioral Adaptation Towards Group Members for Providing Effective Recommendations. Lecture Notes in Computer Science, 2017, , 231-241.	1.0	2
103	A Neural Network Generating Adaptive Rhythms for Controlling Behavior Based Robotic Systems. , 2008, , .		1
104	An analysis of perceptual cues in robot group selection tasks. , 2015, , .		1
105	Analyzing social networks activities to deploy entertainment services in HRI-based smart environments. , 2017, , .		1
106	Evaluating Distraction and Disengagement for Non-interactive Robot Tasks. , 2018, , .		1
107	An Altruistic-Based Utility Function for Group Recommendation. Lecture Notes in Computer Science, 2018, , 25-47.	1.0	1
108	A City-aware Car Parks Marketplace for Smart Parking. , 2021, , .		1

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109	Normal Distributions and Multi-issue Negotiation for Service Composition. <i>Advances in Intelligent Systems and Computing</i> , 2014, , 1-8.	0.5	1
110	Human Inspiration and Comparison for Monitoring Strategies in a Robotic Convoy Task. <i>Lecture Notes in Computer Science</i> , 2014, , 310-319.	1.0	1
111	Negotiating and Executing Composite Tasks for QoS-Aware Teams of Robots. <i>Advances in Intelligent Systems and Computing</i> , 2016, , 201-210.	0.5	1
112	City Parking Allocations as a Bundle of Society-Aware Deals. <i>Understanding Complex Systems</i> , 2017, , 167-186.	0.3	1
113	Attentional top-down regulation and dialogue management in human-robot interaction. , 2014, , .		0
114	Gaussian-Based Bidding Strategies for Service Composition Simulations. <i>Studies in Computational Intelligence</i> , 2016, , 193-208.	0.7	0
115	Increasing Engagement with Chameleon Robots in Bartending Services. , 2020, , .		0
116	Using Reference Points for Competitive Negotiations in Service Composition. <i>Studies in Computational Intelligence</i> , 2017, , 17-33.	0.7	0
117	Modeling the Changing of the Individual Satisfaction in a Group Context: A Study on Two Sized Groups. <i>Lecture Notes in Computer Science</i> , 2018, , 489-501.	1.0	0