Silvia Rossi

List of Publications by Year
in descending order

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	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
2	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
3	Personalized Human-Robot Interaction with a Robot Bartender. , 2022, , .		5
4	"Don't Get Distracted!" The Role of Social Robots' Interaction Style on Users' Cognitive Performance, Acceptance, and Non-Compliant Behavior. International Journal of Social Robotics, 2021, 13, 2057-2069.	3.1	15
5	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
6	A City-aware Car Parks Marketplace for Smart Parking. , 2021, , .		1
7	BRILLO: A Robotic Architecture for Personalised Long-lasting Interactions in a Bartending Domain. , 2021, , .		7
8	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
9	The Road to a Successful HRI. , 2021, , .		2
10	Engaged by a Bartender Robot: Recommendation and Personalisation in Human-Robot Interaction. , 2021, , .		10
11	Affective, Cognitive and Behavioural Engagement Detection for Human-robot Interaction in a Bartending Scenario. , 2021, , .		2
12	Validation of Robot Interactive Behaviors Through Users Emotional Perception and Their Effects on Trust. , 2021, , .		2
13	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
14	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
15	Evaluation of a Humanoid Robot's Emotional Gestures for Transparent Interaction. Lecture Notes in Computer Science, 2021, , 397-407.	1.0	5
16	Toward Robots' Behavioral Transparency of Temporal Difference Reinforcement Learning With a Human Teacher. IEEE Transactions on Human-Machine Systems, 2021, 51, 578-589.	2.5	12
17	Investigating Customers' Perceived Sensitivity of Information Shared with a Robot Bartender. Lecture Notes in Computer Science, 2021, , 119-129.	1.0	7
18	Emotional and Behavioural Distraction by a Social Robot for Children Anxiety Reduction During Vaccination. International Journal of Social Robotics, 2020, 12, 765-777.	3.1	41

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19	A Deep Learning Approach for Mood Recognition from Wearable Data. , 2020, , .		8
20	Robotic Autism Rehabilitation by Wearable Brain-Computer Interface and Augmented Reality. , 2020, , .		12
21	Increasing Engagement with Chameleon Robots in Bartending Services. , 2020, , .		0
22	Personalized models for facial emotion recognition through transfer learning. Multimedia Tools and Applications, 2020, 79, 35811-35828.	2.6	17
23	Wearable Brain–Computer Interface Instrumentation for Robot-Based Rehabilitation by Augmented Reality. IEEE Transactions on Instrumentation and Measurement, 2020, 69, 6362-6371.	2.4	58
24	The Role of Personality Factors and Empathy in the Acceptance and Performance of a Social Robot for Psychometric Evaluations. Robotics, 2020, 9, 39.	2.1	31
25	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
26	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
27	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
28	Workshop on Adapted intEraction with SociAl Robots (cAESAR). , 2020, , .		3
29	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
30	Emotion Recognition for Human-Robot Interaction: Recent Advances and Future Perspectives. Frontiers in Robotics and AI, 2020, 7, 532279.	2.0	88
31	Cheating with a Socially Assistive Robot?. , 2020, , .		3
32	What Would You Like to Drink?. , 2020, , .		6
33	A Preparatory Study for Measuring Engagement in Pediatric Virtual and Robotics Rehabilitation Settings. , 2020, , .		3
34	Robotic Entertainments as Personalizable Workflow of Services: a Home-Care Case Study. , 2019, , .		2
35	Coherent and Incoherent Robot Emotional Behavior for Humorous and Engaging Recommendations. , 2019, , .		8
36	A Reinforcement-Learning Approach for Adaptive and Comfortable Assistive Robot Monitoring Behavior. , 2019, , .		7

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37	A Layered Architecture for Socially Assistive Robotics as a Service. , 2019, , .		14
38	Evaluating the Emotional Valence of Affective Sounds for Child-Robot Interaction. Lecture Notes in Computer Science, 2019, , 505-514.	1.0	9
39	Better alone than in bad company. Interaction Studies, 2019, 20, 487-508.	0.4	14
40	Socially Assistive Robot for Providing Recommendations: Comparing a Humanoid Robot with a Mobile Application. International Journal of Social Robotics, 2018, 10, 265-278.	3.1	39
41	Seeking and Approaching Users in Domestic Environments: Testing a Reactive Approach on Two Commercial Robots. , 2018, , .		5
42	The Disappearing Robot: An Analysis of Disengagement and Distraction During Non-Interactive Tasks. , 2018, , .		14
43	Psychometric Evaluation Supported by a Social Robot: Personality Factors and Technology Acceptance. , 2018, , .		26
44	A Two-Step Framework for Novelty Detection in Activities of Daily Living. Lecture Notes in Computer Science, 2018, , 329-339.	1.0	5
45	A Multimodal Deep Learning Network for Group Activity Recognition. , 2018, , .		7
46	Evaluating Distraction and Disengagement for Non-interactive Robot Tasks. , 2018, , .		1
47	An Altruistic-Based Utility Function for Group Recommendation. Lecture Notes in Computer Science, 2018, , 25-47.	1.0	1
48	Modeling the Changing of the Individual Satisfaction in a Group Context: A Study on Two Sized Groups. Lecture Notes in Computer Science, 2018, , 489-501.	1.0	0
49	A comparison of two preference elicitation approaches for museum recommendations. Concurrency Computation Practice and Experience, 2017, 29, e4100.	1.4	4
50	A Multi-agent System for Group Decision Support Based on Conflict Resolution Styles. Lecture Notes in Computer Science, 2017, , 134-148.	1.0	5
51	User profiling and behavioral adaptation for HRI: A survey. Pattern Recognition Letters, 2017, 99, 3-12.	2.6	129
52	Towards an Adaptive User Monitoring Based on Personality and Activity Recognition. , 2017, , .		4
53	The Adaptation of an Individual's Satisfaction to Group Context. , 2017, , .		4
54	A Detailed Analysis of the Impact of Tie Strength and Conflicts on Social Influence. , 2017, , .		3

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55	Special issue on user profiling and behavior adaptation for human-robot interaction. Pattern Recognition Letters, 2017, 99, 1-2.	2.6	3
56	A web‐based multi‐agent decision support system for a city‐oriented management of cruise arrivals. Intelligent Systems in Accounting, Finance and Management, 2017, 24, 62-72.	2.8	9
57	Recommendation in museums: paths, sequences, and group satisfaction maximization. Multimedia Tools and Applications, 2017, 76, 26031-26055.	2.6	14
58	Supervisory Control of Multiple Robots Through Group Communication. IEEE Transactions on Cognitive and Developmental Systems, 2017, 9, 56-67.	2.6	6
59	A neuro-fuzzy-Bayesian approach for the adaptive control of robot proxemics behavior. , 2017, , .		7
60	Analyzing social networks activities to deploy entertainment services in HRI-based smart environments. , 2017, , .		1
61	Navigation-aware adaptive streaming strategies for omnidirectional video. , 2017, , .		28
62	Two deep approaches for ADL recognition: A multi-scale LSTM and a CNN-LSTM with a 3D matrix skeleton representation. , 2017, , .		17
63	User's Personality and Activity Influence on HRI Comfortable Distances. Lecture Notes in Computer Science, 2017, , 167-177.	1.0	38
64	Generating and Instantiating Abstract Workflows with QoS User Requirements. , 2017, , .		4
65	Using Reference Points for Competitive Negotiations in Service Composition. Studies in Computational Intelligence, 2017, , 17-33.	0.7	0
66	City Parking Allocations as a Bundle of Society-Aware Deals. Understanding Complex Systems, 2017, , 167-186.	0.3	1
67	Gaze Behavioral Adaptation Towards Group Members for Providing Effective Recommendations. Lecture Notes in Computer Science, 2017, , 231-241.	1.0	2
68	Artworks Sequences Recommendations for Groups in Museums. , 2016, , .		6
69	Gaussian-Based Bidding Strategies for Service Composition Simulations. Studies in Computational Intelligence, 2016, , 193-208.	0.7	0
70	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
71	An Architecture for a Mobility Recommender System in Smart Cities. Procedia Computer Science, 2016, 98, 425-430.	1.2	37
72	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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73	Recommender Interfaces: The More Human-Like, the More Humans Like. Lecture Notes in Computer Science, 2016, , 200-210.	1.0	24
74	Experimenting WNN support in object tracking systems. Neurocomputing, 2016, 183, 79-89.	3.5	7
75	An Agent-Based DSS Supporting the Logistics of Cruise Passengers Arrivals. Lecture Notes in Computer Science, 2016, , 60-71.	1.0	2
76	Social Utilities and Personality Traits for Group Recommendation: A Pilot User Study. , 2016, , .		17
77	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
78	Negotiating and Executing Composite Tasks for QoS-Aware Teams of Robots. Advances in Intelligent Systems and Computing, 2016, , 201-210.	0.5	1
79	An analysis of perceptual cues in robot group selection tasks. , 2015, , .		1
80	QoS-aware task distribution to a team ofârobots: an healthcare case study. Intelligenza Artificiale, 2015, 9, 179-192.	1.0	3
81	Robot head movements and human effort in the evaluation of tracking performance. , 2015, , .		5
82	Engineering central pattern generated behaviors for the deployment of robotic systems. Neurocomputing, 2015, 170, 98-112.	3.5	4
83	Segmentation performance in tracking deformable objects via WNNs. , 2015, , .		10
84	User Tracking in HRI Applications with the Human-in-the-loop. , 2015, , .		2
85	Evaluating the Social Benefit of a Negotiation–Based Parking Allocation. Lecture Notes in Computer Science, 2015, , 15-26.	1.0	3
86	Combining Users and Items Rankings for Group Decision Support. Advances in Intelligent Systems and Computing, 2015, , 151-158.	0.5	12
87	The role of intrinsic motivations in attention allocation and shifting. Frontiers in Psychology, 2014, 5, 273.	1.1	16
88	Behavioral and electrophysiological effects of endocannabinoid and dopaminergic systems on salient stimuli. Frontiers in Behavioral Neuroscience, 2014, 8, 183.	1.0	9
89	Attentional top-down regulation and dialogue management in human-robot interaction. , 2014, , .		0
90	A Bayesian approach for task recognition and future human activity prediction. , 2014, , .		24

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91	Continuous gesture recognition for flexible human-robot interaction. , 2014, , .		16
92	An Attentional Approach to Human–Robot Interactive Manipulation. International Journal of Social Robotics, 2014, 6, 533-553.	3.1	14
93	Normal Distributions and Multi-issue Negotiation for Service Composition. Advances in Intelligent Systems and Computing, 2014, , 1-8.	0.5	1
94	Agent Negotiation for Different Needs in Smart Parking Allocation. Lecture Notes in Computer Science, 2014, , 98-109.	1.0	11
95	A Market-Based Coordinated Negotiation for QoS-Aware Service Selection. Lecture Notes in Business Information Processing, 2014, , 26-40.	0.8	2
96	Human Inspiration and Comparison for Monitoring Strategies in a Robotic Convoy Task. Lecture Notes in Computer Science, 2014, , 310-319.	1.0	1
97	Adaptive behavior-based control for robot navigation: A multi-robot case study. , 2013, , .		3
98	A dialogue system for multimodal human-robot interaction. , 2013, , .		28
99	An extensible architecture for robust multimodal human-robot communication. , 2013, , .		29
100	Towards a Dynamic Negotiation Mechanism for QoS-Aware Service Markets. Advances in Intelligent Systems and Computing, 2013, , 9-16.	0.5	10
101	Attentional human-robot interaction in simple manipulation tasks. , 2012, , .		11
102	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
103	Human–Robot Interaction. Springer Tracts in Advanced Robotics, 2012, , 123-172.	0.3	15
104	An adaptive oscillatory neural architecture for controlling behavior based robotic systems. Neurocomputing, 2010, 73, 2829-2836.	3.5	5
105	Preservation of Striatal Cannabinoid CB1 Receptor Function Correlates with the Antianxiety Effects of Fatty Acid Amide Hydrolase Inhibition. Molecular Pharmacology, 2010, 78, 260-268.	1.0	73
106	Brain-Derived Neurotrophic Factor Controls Cannabinoid CB1 Receptor Function in the Striatum. Journal of Neuroscience, 2010, 30, 8127-8137.	1.7	59
107	Periodic activations of behaviours and emotional adaptation in behaviour-based robotics. Connection Science, 2010, 22, 197-213.	1.8	10
108	Voluntary Exercise and Sucrose Consumption Enhance Cannabinoid CB1 Receptor Sensitivity in the Striatum. Neuropsychopharmacology, 2010, 35, 374-387.	2.8	74

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109	Attentive Monitoring Strategies in a Behavior-Based Robotic System: An Evolutionary Approach. , 2010, , .		2
110	Attentional Modulation of Mutually Dependent Behaviors. Lecture Notes in Computer Science, 2010, , 283-292.	1.0	10
111	Monitoring Strategies for Adaptive Periodic Control in Behavior-Based Robotic Systems. , 2009, , .		9
112	A Neural Network Generating Adaptive Rhythms for Controlling Behavior Based Robotic Systems. , 2008, , .		1
113	PERIODIC ADAPTIVE ACTIVATION OF BEHAVIORS IN ROBOTIC SYSTEMS. International Journal of Pattern Recognition and Artificial Intelligence, 2008, 22, 987-999.	0.7	14
114	Endocannabinoids limit metabotropic glutamate 5 receptor-mediated synaptic inhibition of striatal principal neurons. Molecular and Cellular Neurosciences, 2007, 35, 302-310.	1.0	34
115	Chronic cocaine sensitizes striatal GABAergic synapses to the stimulation of cannabinoid CB1 receptors. European Journal of Neuroscience, 2007, 25, 1631-1640.	1.2	37
116	A Robotic Architecture with Innate Releasing Mechanism. , 2007, , 576-585.		3
117	A Critical Interaction between Dopamine D2 Receptors and Endocannabinoids Mediates the Effects of Cocaine on Striatal GABAergic Transmission. Neuropsychopharmacology, 2004, 29, 1488-1497.	2.8	139