Ipke Wachsmuth

List of Publications by Year
in descending order

61 papers	1,734 citations	535685 17 h-index	355658 38 g-index
66 all docs	66 docs citations	66 times ranked	1311 citing authors

#	Article	IF	Citations
1	Robots Like Me: Challenges and Ethical Issues in Aged Care. Frontiers in Psychology, 2018, 9, 432.	1.1	25
2	Empathy in Virtual Agents and Robots. ACM Transactions on Interactive Intelligent Systems, 2017, 7, 1-40.	2.6	169
3	Embodied Cooperative Systems: From Tool to Partnership. , 2015, , 63-79.		2
4	Wind and warmth in virtual reality. , 2014, , .		43
5	Letâ€™s Get Personal. Lecture Notes in Computer Science, 2014, , 450-461.	1.0	6
6	Combining Multi-Sensory Stimuli in Virtual Worlds â€" A Progress Report. Lecture Notes in Computer Science, 2014, , 44-54.	1.0	3
7	Spatial References with Gaze and Pointing in Shared Space of Humans and Robots. Lecture Notes in Computer Science, 2014, , 121-136.	1.0	4
8	Timing and entrainment of multimodal backchanneling behavior for an embodied conversational agent. , 2013, , .		15
9	A Computational Model of Empathy: Empirical Evaluation. , 2013, , .		21
10	Kognitive Leistungen. , 2013, , 221-500.		1
11	Talking Topically to Artificial Dialog Partners: Emulating Humanlike Topic Awareness in a Virtual Agent. Communications in Computer and Information Science, 2013, , 392-406.	0.4	1
12	The Visual, the Auditory and the Haptic â€" A User Study on Combining Modalities in Virtual Worlds. Lecture Notes in Computer Science, 2013, , 159-168.	1.0	26
13	Empathy and Its Modulation in a Virtual Human. Lecture Notes in Computer Science, 2013, , 25-36.	1.0	1
14	Strangers and Friends. Lecture Notes in Computer Science, 2013, , 102-111.	1.0	3
15	Enhancing Human Computer Interaction with Episodic Memory in a Virtual Guide. Lecture Notes in Computer Science, 2013, , 117-125.	1.0	2
16	A computational model of cooperative spatial behaviour for virtual humans*. , 2013, , 147-168.		1
17	Acoustically enriched virtual worlds with minimum effort. , 2012, , .		1
18	Connecting Question Answering and Conversational Agents. KI - Kunstliche Intelligenz, 2012, 26, 381-390.	2.2	5

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19	Generation and Evaluation of Communicative Robot Gesture. International Journal of Social Robotics, 2012, 4, 201-217.	3.1	130
20	Small Talk Is More than Chit-Chat. Lecture Notes in Computer Science, 2012, , 119-130.	1.0	8
21	20. Artificial Interactivity. , 2012, , 707-734.		0
22	Empathy-Based Emotional Alignment for a Virtual Human: A Three-Step Approach. KI - Kunstliche Intelligenz, 2011, 25, 195.	2.2	24
23	Dynamic perception-production oscillation model in human-machine communication. , 2011, , .		2
24	Harvesting Wikipedia Knowledge to Identify Topics in Ongoing Natural Language Dialogs. , 2011, , .		4
25	A Phong-Based Concept for 3D-Audio Generation. Lecture Notes in Computer Science, 2011, , 184-187.	1.0	2
26	Affective computing with primary and secondary emotions in a virtual human. Autonomous Agents and Multi-Agent Systems, 2010, 20, 32-49.	1.3	142
27	Generating robot gesture using a virtual agent framework. , 2010, , .		6
28	Towards an integrated model of speech and gesture production for multi-modal robot behavior. , 2010, , .		18
29	â€žIch, Maxâ€œ â€“ Kommunikation mit KÃ¼nstlicher Intelligenz. , 2010, , 135-157.		2
30	Pleasure-arousal-dominance driven facial expression simulation. , 2009, , .		20
31	Processing Iconic Gestures in a Multimodal Virtual Construction Environment. Lecture Notes in Computer Science, 2009, , 187-192.	1.0	4
32	Towards Meaningful Robot Gesture. Cognitive Systems Monographs, 2009, , 173-182.	0.1	13
33	Modeling Peripersonal Action Space for Virtual Humans by Learning a Tactile Body Schema. Lecture Notes in Computer Science, 2009, , 516-523.	1.0	0
34	Modeling Peripersonal Action Space for Virtual Humans Using Touch and Proprioception. Lecture Notes in Computer Science, 2009, , 63-75.	1.0	2
35	Conversational Pointing Gestures for Virtual Reality Interaction: Implications from an Empirical Study. , 2008, , .		9
36	MULTIMODAL COMMUNICATION FROM MULTIMODAL THINKING â€” TOWARDS AN INTEGRATED MODEL OF SPEECH AND GESTURE PRODUCTION. International Journal of Semantic Computing, 2008, 02, 115-136.	0.4	34

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37	â€™I, Maxâ€™ - Communicating with an Artificial Agent. , 2008, , 279-295.		7
38	Affect Simulation with Primary and Secondary Emotions. Lecture Notes in Computer Science, 2008, , 15-28.	1.0	32
39	Semantic Information and Local Constraints for Parametric Parts in Interactive Virtual Construction. Lecture Notes in Computer Science, 2007, , 124-134.	1.0	3
40	Gestures Offer Insight. Scientific American Mind, 2006, 17, 20-25.	0.0	3
41	Deixis: How to Determine Demonstrated Objects Using a Pointing Cone. Lecture Notes in Computer Science, 2006, , 300-311.	1.0	14
42	Embodied Communication in Humans and Machines â€" A Research Agenda. Artificial Intelligence Review, 2005, 24, 517-522.	9.7	5
43	Knowledge in the Loop: Semantics Representation for Multimodal Simulative Environments. Lecture Notes in Computer Science, 2005, , 25-39.	1.0	23
44	Evaluating Affective Feedback of the 3D Agent Max in a Competitive Cards Game. Lecture Notes in Computer Science, 2005, , 466-473.	1.0	32
45	Synthesizing multimodal utterances for conversational agents. Computer Animation and Virtual Worlds, 2004, 15, 39-52.	0.7	183
46	Simulating the Emotion Dynamics of a Multimodal Conversational Agent. Lecture Notes in Computer Science, 2004, , 154-165.	1.0	78
47	Deixis in Multimodal Human Computer Interaction: An Interdisciplinary Approach. Lecture Notes in Computer Science, 2004, , 112-123.	1.0	9
48	Lifelike Gesture Synthesis and Timing for Conversational Agents. Lecture Notes in Computer Science, 2002, , 120-133.	1.0	17
49	Dynamische Konzeptverarbeitung mit imaginalen und assoziativen Strukturen. Kognitionswissenschaft, 1999, 8, 115-122.	0.4	2
50	Kommunikative Rhythmen in Gestik und Sprache. Kognitionswissenschaft, 1999, 8, 151-159.	0.4	1
51	Object Recognition with Shape Prototypes in a 3D Construction Scenario. Lecture Notes in Computer Science, 1999, , 231-242.	1.0	0
52	A virtual interface agent and its agency. , 1997, , .		9
53	A user-adaptive interface agency for interaction with a virtual environment. Lecture Notes in Computer Science, 1996, , 140-151.	1.0	6
54	Structuring and modules for knowledge bases: motivation for a new model. Knowledge-Based Systems, 1994, 7, 49-51.	4.0	5

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55	Knowledge-level modularization of a complex knowledge base. Lecture Notes in Computer Science, 1994, , 214-225.	1.0	0
56	Identifying Fractions on Number Lines. Journal for Research in Mathematics Education, 1988, 19, 215.	1.0	52
57	Order and Equivalence of Rational Numbers: A Cognitive Analysis. Journal for Research in Mathematics Education, 1985, 16, 18.	1.0	30
58	Construct a Sum: A Measure of Children's Understanding of Fraction Size. Journal for Research in Mathematics Education, 1985, 16, 120.	1.0	33
59	Order and Equivalence of Rational Numbers: A Clinical Teaching Experiment. Journal for Research in Mathematics Education, 1984, 15, 323.	1.0	155
60	Situated interaction with a virtual human - perception, action, and cognition. Trends in Linguistics Studies and Monographs, 0, , .	0.1	19
61	Why Emotions should be Integrated into Conversational Agents. , 0, , 49-67.		36