Paulo Menezes

List of Publications by Year
in descending order

76 papers	579 citations	840776 11 h-index	888059 17 g-index
78 all docs	78 docs citations	78 times ranked	522 citing authors

#	Article	IF	Citations
1	A VR Application for the Analysis of Human Responses to Collaborative Robots. , 2022, , .		1
2	An Overview of Emotion in Artificial Intelligence. IEEE Transactions on Artificial Intelligence, 2022, 3, 867-886.	4.7	6
3	A Controlled Virtual Reality Exposure Therapy Application for Smartphones. , 2022, , .		0
4	Crowd Interest Mapping to Assess Engagement. International Journal of Online and Biomedical Engineering, 2022, 18, 167-180.	1.4	0
5	ANNs Dream of Augmented Sheep: An Artificial Dreaming Algorithm. , 2022, , .		0
6	Virtual Reality for Safe Testing and Development in Collaborative Robotics: Challenges and Perspectives. Electronics (Switzerland), 2022, 11, 1726.	3.1	10
7	Telepresence Social Robotics towards Co-Presence: A Review. Applied Sciences (Switzerland), 2022, 12, 5557.	2.5	12
8	Understanding Art through Augmented Reality: Exploring Mobile Tools for Everyone's Use. , 2021, , .		2
9	Efficacy of an ACT and Compassion-Based eHealth Program for Self-Management of Chronic Pain (iACTwithPain): Study Protocol for a Randomized Controlled Trial. Frontiers in Psychology, 2021, 12, 630766.	2.1	6
10	Bio-Inspired Modality Fusion for Active Speaker Detection. Applied Sciences (Switzerland), 2021, 11, 3397.	2.5	0
11	Efficacy of Online-Based Acceptance and Commitment Therapy for Chronic Pain: A Systematic Review and Meta-Analysis. Journal of Pain, 2021, 22, 1328-1342.	1.4	49
12	Promotion of active ageing through interactive artificial agents in a smart environment. SN Applied Sciences, 2021, 3, 1.	2.9	2
13	A Case Study of AR Technology and Engineering Students: Is There a Gender Gap?. Advances in Intelligent Systems and Computing, 2021, , 330-337.	0.6	0
14	A VR-Based Vestibular Rehabilitation Therapeutic Game. , 2021, , .		1
15	Interface Transparency Issues in Teleoperation. Applied Sciences (Switzerland), 2020, 10, 6232.	2.5	20
16	Automatic Identification of Wireless Sensor Network Topology in a IoT Domestic Setup and Discovery of User Routines. , 2020, , .		0
17	Intermediary Fuzzification in Speech Emotion Recognition. , 2020, , .		6
18	Immersive Environment for Occupational Therapy: Pilot Study. Information (Switzerland), 2020, 11, 405.	2.9	2

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19	Speaker Awareness for Speech Emotion Recognition. International Journal of Online and Biomedical Engineering, 2020, 16, 15.	1.4	13
20	Gamifying Motor Rehabilitation Therapies: Challenges and Opportunities of Immersive Technologies. Information (Switzerland), 2020, 11, 88.	2.9	20
21	Augmented Shared Spaces: An Application for Exposure Psychotherapy. International Journal of Online and Biomedical Engineering, 2020, 16, 43.	1.4	3
22	An Adaptive Virtual Reality-Based Serious Game for Therapeutic Rehabilitation. International Journal of Online and Biomedical Engineering, 2020, 16, 63.	1.4	15
23	Multi-agent approach to foster regular physical activity in elderly users. , 2020, , .		1
24	Design and Usability of an E-Health Mobile Application. Lecture Notes in Computer Science, 2020, , 314-328.	1.3	0
25	Toward a Context-Aware Human–Robot Interaction Framework Based on Cognitive Development. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2019, 49, 227-237.	9.3	25
26	ClusterNav: Learning-Based Robust Navigation Operating in Cluttered Environments. , 2019, , .		8
27	Importance of speaker specific speech features for emotion recognition. , 2019, , .		1
28	Edge Computing: A Neural Network Implementation on an IoT Device. , 2019, , .		5
29	ACTwithpain - Building an online platform for helping Chronic Pain Patients. , 2019, , .		1
30	A Serious Game for Post-Stroke Motor Rehabilitation. , 2019, , .		10
31	Augmenting Shared Spaces in Psychotherapy Contexts. , 2019, , .		0
32	Classification of FACS-Action Units with CNN Trained from Emotion Labelled Data Sets. , 2019, , .		0
33	Immersive Serious Games for Post-Stroke Motor Rehabilitation. , 2019, , .		1
34	Touching Is Believing - Adding Real Objects to Virtual Reality. Lecture Notes in Networks and Systems, 2018, , 681-688.	0.7	5
35	A Natural Interface for Remote Operation of Underwater Robots. IEEE Computer Graphics and Applications, 2017, 37, 34-43.	1.2	34
36	Information Model and Architecture Specification for Context Awareness Interaction Decision Support in Cyber-Physical Human–Machine Systems. IEEE Transactions on Human-Machine Systems, 2017, 47, 323-331.	3.5	26

#	Article	IF	Citations
37	Virtual reality as a training tool for human interactions. , 2017, , .		1
38	Virtual transportation for immersive systems. , 2017, , .		0
39	Improving robot teleoperation experience via immersive interfaces. , 2017, , .		19
40	Puzzle time â€" VR runner. , 2017, , .		0
41	Exploring avatar interactions to trigger social identity-related responses. , 2017, , .		0
42	Interoperability in cloud robotics â€" Developing and matching knowledge information models for heterogenous multi-robot systems. , 2017, , .		3
43	An Augmented Reality U-Academy Module: From Basic Principles to Connected Subjects. International Journal of Interactive Mobile Technologies, 2017, 11, 105.	1.2	5
44	Augmented Reality in Engineering. Advances in Intelligent Systems and Computing, 2017, , 221-228.	0.6	10
45	Context-based decision system for human-machine interaction applications. , 2016, , .		3
46	A control architecture for Hybrid underwater intervention systems. , 2016, , .		3
47	Exploiting the importance of vowelized sounds in speech comprehension: An application for assisting speechless people. , 2016, , .		0
48	Development of Mixed Reality Systems to Support Therapies. IFIP Advances in Information and Communication Technology, 2016, , 127-134.	0.7	1
49	Auto-Adaptive Interactive Systems for Active and Assisted Living Applications. IFIP Advances in Information and Communication Technology, 2016, , 161-168.	0.7	4
50	Demonstration of the influence of human emotions in physiological signals. , 2015, , .		1
51	An affective interaction system to learn about physiological signals. , 2015, , .		1
52	Towards an immersive and natural gesture controlled interface for intervention underwater robots. , 2015, , .		7
53	Be the robot: Human embodiment in tele-operation driving tasks. , 2014, , .		16
54	Monte Carlo simulation of diabetic macular edema changes on optical coherence tomography data. , 2014, , .		6

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55	Augmented Reality in Electrical Fundamentals. International Journal of Online and Biomedical Engineering, 2014, 10, 68.	1.4	25
56	Context-based perception and understanding of human intentions. , 2013, , .		3
57	Online virtual system for straightness evaluation. , 2013, , .		3
58	An immersive system for the training of tower crane operators. , 2013, , .		7
59	Context-aware cooperation between human and robotic teams in catastrophic incidents. , 2013, , .		0
60	A Virtual Reality System for Training Operators. International Journal of Online and Biomedical Engineering, 2013, 9, 53.	1.4	4
61	Augmented Reality Framework for the Socialization between Elderly People. , 2013, , 430-448.		3
62	An Interactive System for People Suffering from Cerebral Palsy. International Journal of Reliable and Quality E-Healthcare, 2013, 2, 30-43.	1.1	2
63	Context-based understanding of interaction intentions. , 2012, , .		6
64	A Gaze-Based Interaction System for People with Cerebral Palsy. Procedia Technology, 2012, 5, 895-902.	1.1	14
65	Online Topological Mapping of a Sparse Camera Network. International Federation for Information Processing, 2012, , 229-240.	0.4	1
66	Vergence Using GPU Cepstral Filtering. International Federation for Information Processing, 2011, , 325-332.	0.4	0
67	Multi-sensor 3D volumetric reconstruction using CUDA. 3D Research, 2011, 2, 1.	1.8	9
68	Towards human motion capture from a camera mounted on a mobile robot. Image and Vision Computing, 2011, 29, 382-393.	4.5	9
69	Incremental 3D Body Reconstruction Framework for Robotic Telepresence Applications. , 2011, , .		3
70	PERSON FOLLOWING WITH A MOBILE ROBOT USING A MODIFIED OPTICAL FLOW. , 2008, , .		6
71	Multi-target Detection by Multi-sensor Systems: A Comparison of Systems. , 2006, , .		0
72	Data Fusion for 3D Gestures Tracking using a Camera mounted on a Robot. , 2006, , .		1

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73	Visual Tracking Modalities for a Companion Robot. , 2006, , .		2
74	Human-robot interaction based on Haar-like features and eigenfaces. , 2004, , .		47
75	Face tracking and hand gesture recognition for human-robot interaction. , 2004, , .		52
76	A single camera motion capture system dedicated to gestures imitation. , 0, , .		7