

# Guillaume Chanel

## List of Publications by Year in descending order

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Version: 2024-02-01

47  
papers

2,453  
citations

394390

19  
h-index

477281

29  
g-index

50  
all docs

50  
docs citations

50  
times ranked

2241  
citing authors

#	ARTICLE	IF	CITATIONS
1	Impact of Visual and Sound Orchestration on Physiological Arousal and Tension in a Horror Game. IEEE Transactions on Games, 2021, 13, 287-299.	1.4	13
2	Recognizing Induced Emotions of Movie Audiences from Multimodal Information. IEEE Transactions on Affective Computing, 2021, 12, 36-52.	8.3	50
3	Towards Recognizing Emotion in the Latent Space. , 2021, , .		0
4	An Open Dataset for Impression Recognition from Multimodal Bodily Responses. , 2021, , .		4
5	Modeling Emotions as Latent Representations of Appraisals. , 2021, , .		0
6	Sharing Emotions Contributes to Regulating Collaborative Intentions in Group Problem-Solving. Frontiers in Psychology, 2020, 11, 1160.	2.1	10
7	Achievement appraisals, emotions and socio-cognitive processes: How they interplay in collaborative problem-solving?. Computers in Human Behavior, 2020, 107, 106267.	8.5	24
8	User Evaluation of Affective Dynamic Difficulty Adjustment Based on Physiological Deep Learning. Lecture Notes in Computer Science, 2020, , 3-23.	1.3	14
9	A Computational Model for Managing Impressions of an Embodied Conversational Agent in Real-Time. , 2019, , .		11
10	Your Body Reveals Your Impressions about Others: A Study on Multimodal Impression Detection. , 2019, , .		1
11	Towards a Better Gold Standard. , 2018, , .		8
12	Aesthetic Highlight Detection in Movies Based on Synchronization of Spectators's™ Reactions. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-23.	4.3	33
13	A Comparative Survey of Methods for Remote Heart Rate Detection From Frontal Face Videos. Frontiers in Bioengineering and Biotechnology, 2018, 6, 33.	4.1	64
14	Recognizing induced emotions of movie audiences: Are induced and perceived emotions the same?. , 2017, , .		32
15	Multiple users' emotion recognition: Improving performance by joint modeling of affective reactions. , 2017, , .		7
16	Toolbox for Emotional feAture extraction from Physiological signals (TEAP). Frontiers in ICT, 2017, 4, .	3.6	54
17	Films, Affective Computing and Aesthetic Experience: Identifying Emotional and Aesthetic Highlights from Multimodal Signals in a Social Setting. Frontiers in ICT, 2017, 4, .	3.6	11
18	Les Å©motions dans les situations de collaboration et d'Å©apprentissage collaboratif m'Å©diatis'Å©es par ordinateur. Raisons Å©ducatives, 2017, NÅ° 21, 175-190.	0.2	2

#	ARTICLE	IF	CITATIONS
19	Guest Editorial: Toward Commercial Applications of Affective Computing. IEEE Transactions on Affective Computing, 2017, 8, 145-147.	8.3	2
20	Intragroup Emotions: Physiological Linkage and Social Presence. Frontiers in Psychology, 2016, 7, 105.	2.1	15
21	Classification of autistic individuals and controls using cross-task characterization of fMRI activity. NeuroImage: Clinical, 2016, 10, 78-88.	2.7	53
22	Grand Challenge Problem 2: Adaptive Awareness for Social Regulation of Emotions in Online Collaborative Learning Environments. Springer Briefs in Education, 2016, , 13-16.	0.2	4
23	Synchronization among Groups of Spectators for Highlight Detection in Movies. , 2016, , .		9
24	Dynamic Time Warping of Multimodal Signals for Detecting Highlights in Movies. , 2015, , .		10
25	Spectators' Synchronization Detection based on Manifold Representation of Physiological Signals. , 2015, , .		7
26	Identifying aesthetic highlights in movies from clustering of physiological and behavioral signals. , 2015, , .		14
27	Connecting Brains and Bodies: Applying Physiological Computing to Support Social Interaction. Interacting With Computers, 2015, 27, 534-550.	1.5	48
28	A survey of affective brain computer interfaces: principles, state-of-the-art, and challenges. Brain-Computer Interfaces, 2014, 1, 66-84.	1.8	210
29	Affective brain-computer interfaces: Special Issue editorial. Brain-Computer Interfaces, 2014, 1, 63-65.	1.8	1
30	Assessment of Computer-Supported Collaborative Processes Using Interpersonal Physiological and Eye-Movement Coupling. , 2013, , .		29
31	Third Workshop on Affective Brain-Computer Interfaces (ABCI 2013): Introduction. , 2013, , .		1
32	Highlight Detection in Movie Scenes Through Inter-users, Physiological Linkage. Computer Communications and Networks, 2013, , 217-237.	0.8	20
33	Social Interaction in Games. Simulation and Gaming, 2012, 43, 321-338.	1.9	60
34	Physiological compliance for social gaming analysis: Cooperative versus competitive play. Interacting With Computers, 2012, 24, 306-316.	1.5	69
35	Emotion Assessment From Physiological Signals for Adaptation of Game Difficulty. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2011, 41, 1052-1063.	2.9	307
36	A review of the use of psychophysiological methods in game research. Journal of Gaming and Virtual Worlds, 2011, 3, 181-199.	0.4	178

#	ARTICLE	IF	CITATIONS
37	AFFECTIVE CHARACTERIZATION OF MOVIE SCENES BASED ON CONTENT ANALYSIS AND PHYSIOLOGICAL CHANGES. International Journal of Semantic Computing, 2009, 03, 235-254.	0.5	49
38	Multimodal focus attention and stress detection and feedback in an augmented driver simulator. Personal and Ubiquitous Computing, 2009, 13, 33-41.	2.8	24
39	Short-term emotion assessment in a recall paradigm. International Journal of Human Computer Studies, 2009, 67, 607-627.	5.6	297
40	A Bayesian framework for video affective representation. , 2009, , .		51
41	Boredom, engagement and anxiety as indicators for adaptation to difficulty in games. , 2008, , .		127
42	Affective ranking of movie scenes using physiological signals and content analysis. , 2008, , .		64
43	Affective Characterization of Movie Scenes Based on Multimedia Content Analysis and User's Physiological Emotional Responses. , 2008, , .		69
44	Valence-arousal evaluation using physiological signals in an emotion recall paradigm. , 2007, , .		76
45	EEG-Based Synchronized Brain-Computer Interfaces: A Model for Optimizing the Number of Mental Tasks. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2007, 15, 50-58.	4.9	59
46	Brain-computer interaction research at the computer vision and multimedia laboratory, University of Geneva. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2006, 14, 210-213.	4.9	44
47	Multimodal Focus Attention and Stress Detection and feedback in an Augmented Driver Simulator. , 2006, , 337-344.		4