Frederic Kaplan

List of Publications by Year
in descending order

53	2,690	331538	360920
papers	citations	21 h-index	35 g-index

57	57	57	1986
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	The Advent of the 4D Mirror World. Urban Planning, 2020, 5, 307-310.	0.7	4
2	The references of references: a method to enrich humanities library catalogs with citation data. International Journal on Digital Libraries, 2018, 19, 151-161.	1.1	7
3	Big Data of the Past. Frontiers in Digital Humanities, 2017, 4, .	1.2	25
4	Virtual reading of a large ancient handwritten science book. Microchemical Journal, 2016, 125, 185-189.	2.3	18
5	Ancient administrative handwritten documents: X-ray analysis and imaging. Journal of Synchrotron Radiation, 2015, 22, 446-451.	1.0	22
6	Mapping the Early Modern News Flow: An Enquiry by Robust Text Reuse Detection. Lecture Notes in Computer Science, 2015, , 244-253.	1.0	2
7	The Venice Time Machine. , 2015, , .		6
8	Linguistic Capitalism and Algorithmic Mediation. Representations, 2014, 127, 57-63.	0.1	28
9	3D model-based gaze estimation in natural reading. , 2014, , .		7
10	Attentional processes in natural reading. , 2014, , .		2
11	Analyse des rÃ©seaux de personnages dans les confessions de Jean-Jacques Rousseau. Climate Policy, 2014, 10, 109-133.	2.6	0
12	Living with a Vacuum Cleaning Robot. International Journal of Social Robotics, 2013, 5, 389-408.	3.1	119
13	Intrinsically Motivated Learning of Real-World Sensorimotor Skills with Developmental Constraints. , 2013, , 303-365.		30
14	Supporting opportunistic search in meetings with tangible tabletop. , 2012, , .		0
15	Can a table regulate participation in top level managers' meetings?. , 2012, , .		5
16	Tangible paper interfaces. , 2012, , .		16
17	Paper Interfaces for Learning Geometry. Lecture Notes in Computer Science, 2012, , 37-50.	1.0	13
18	MÃ©thodes, techniques et outils. Documentaliste - Sciences De L'Information, 2012, Vol. 49, 10-15.	0.0	0

#	Article	IF	Citations
19	Paper interface design for classroom orchestration. , 2011, , .		6
20	An Interactive Table for Supporting Participation Balance in Face-to-Face Collaborative Learning. IEEE Transactions on Learning Technologies, 2010, 3, 203-213.	2.2	92
21	PaperComp 2010. , 2010, , .		11
22	Intrinsically Motivated Exploration for Developmental and Active Sensorimotor Learning. Studies in Computational Intelligence, 2010, , 107-146.	0.7	8
23	Multi-finger interactions with papers on augmented tabletops. , 2009, , .		21
24	Interpersonal Computers for Higher Education. , 2009, , 1-17.		13
25	Classification of dog barks: a machine learning approach. Animal Cognition, 2008, 11, 389-400.	0.9	63
26	Computational models in the debate over language learnability. Infant and Child Development, 2008, 17, 55-80.	0.9	26
27	Neurorobotics: an experimental science of embodiment. Frontiers in Neuroscience, 2008, 2, 22-23.	1.4	12
28	Cars, compositionality, and consciousness. Frontiers in Neuroscience, 2008, 2, 137-137.	1.4	0
29	Interpersonal Maps: How to Map Affordances for Interaction Behaviour. , 2008, , 1-15.		6
30	Reflect: An Interactive Table for Regulating Face-to-Face Collaborative Learning. Lecture Notes in Computer Science, 2008, , 39-48.	1.0	23
31	Le corps comme variable expÃ©rimentale. Revue Philosophique De La France Et De La Etranger, 2008, Tome 133, 287-298.	0.2	7
32	Intrinsic Motivation Systems for Autonomous Mental Development. IEEE Transactions on Evolutionary Computation, 2007, 11, 265-286.	7.5	687
33	The progress drive hypothesis: an interpretation of early imitation. , 2007, , 361-378.		18
34	In search of the neural circuits of intrinsic motivation. Frontiers in Neuroscience, 2007, 1, 225-236.	1.4	90
35	What is intrinsic motivation? A typology of computational approaches. Frontiers in Neurorobotics, 2007, 1, 6.	1.6	287
36	Language evolution as a Darwinian process: computational studies. Cognitive Processing, 2007, 8, 21-35.	0.7	26

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37	Intrinsically Motivated Machines. Lecture Notes in Computer Science, 2007, , 303-314.	1.0	14
38	The challenges of joint attention. Interaction Studies, 2006, 7, 135-169.	0.4	113
39	Discovering communication. Connection Science, 2006, 18, 189-206.	1.8	68
40	Information-theoretic framework for unsupervised activity classification. Advanced Robotics, 2006, 20, 1087-1103.	1.1	17
41	Learning to Interpret Pointing Gestures: Experiments with Four-Legged Autonomous Robots. Lecture Notes in Computer Science, 2005, , 225-234.	1.0	14
42	Everyday robotics. , 2005, , .		0
43	Everyday robotics. , 2005, , .		24
44	Simple models of distributed co-ordination. Connection Science, 2005, 17, 249-270.	1.8	14
45	WHO IS AFRAID OF THE HUMANOID? INVESTIGATING CULTURAL DIFFERENCES IN THE ACCEPTANCE OF ROBOTS. International Journal of Humanoid Robotics, 2004, 01, 465-480.	0.6	220
46	Social behaviour of dogs encountering AIBO, an animal-like robot in a neutral and in a feeding situation. Behavioural Processes, 2004, 65, 231-239.	0.5	68
47	Maximizing Learning Progress: An Internal Reward System for Development. Lecture Notes in Computer Science, 2004, , 259-270.	1.0	35
48	Bootstrapping grounded word semantics. , 2002, , 53-74.		49
49	Robotic clicker training. Robotics and Autonomous Systems, 2002, 38, 197-206.	3.0	99
50	AIBOâ€™s first words. Interaction Studies, 2001, 4, 3-32.	1.0	174
51	Collective Learning and Semiotic Dynamics. Lecture Notes in Computer Science, 1999, , 679-688.	1.0	22
52	Spontaneous lexicon change. , 1998, , .		3
53	From hardware and software to kernels and envelopes: a concept shift for robotics, developmental psychology, and brain sciences. , 0, , 217-250.		4