Hiroyuki Umemuro

List of Publications by Year
in descending order

		1307594	1281871
31 papers	**172** citations	**7** h-index	**11** g-index
34 all docs	**34** docs citations	**34** times ranked	**154** citing authors

#	ARTICLE	IF	CITATIONS
1	Lowering elderly Japanese users? resistance towards computers by using touchscreen technology. Universal Access in the Information Society, 2004, 3, 276-288.	3.0	40
2	Development of the Multi-dimensional Robot Attitude Scale: Constructs of People's Attitudes Towards Domestic Robots. Lecture Notes in Computer Science, 2015, , 482-491.	1.3	29
3	Factors and Development of Cognitive and Affective Trust on Social Robots. Lecture Notes in Computer Science, 2018, , 45-54.	1.3	20
4	Influence of affective states on comprehension and hazard perception of warning pictorials. Applied Ergonomics, 2014, 45, 1362-1366.	3.1	14
5	Elderly Japanese computer users: assessing changes in usage, attitude, and skill transfer over a one-year period. Universal Access in the Information Society, 2003, 2, 305-314.	3.0	12
6	A robot's slip of the tongue: Effect of speech error on the familiarity of a humanoid robot. , 2015, , .		8
7	Emotion Evoked by Texture and Application to Emotional Communication. , 2015, , .		8
8	Affective Technology, Affective Management, towards Affective Society. Lecture Notes in Computer Science, 2009, , 683-692.	1.3	8
9	Detection of user's confusion and surprise based on pupil dilation.. Ningen Kogaku = the Japanese Journal of Ergonomics, 2003, 39, 153-161.	0.1	7
10	Productive love. , 2009, , .		3
11	Dimensions of people's attitudes toward robots. , 2012, , .		3
12	Personal Space Violation by a Robot: An Application of Expectation Violation Theory in Human-Robot Interaction. , 2021, , .		3
13	Mental health assessment based on personality of individual and associated workers in workplace. , 2011, , .		2
14	Cross-regional comparative study of dimensions of people's attitudes toward robots. , 2013, , .		2
15	How Humans Develop Trust in Communication Robots: A Phased Model Based on Interpersonal Trust. , 2019, , .		2
16	The Effect of Robot Gaze Direction While Idle on User Comfort and Subjective Impressions. , 2020, , .		2
17	Development of affective management concept and scorecard. , 2011, , .		1
18	Beyond the Constraints of QWERTY Keyboard: Challenges to Provide Alternative Input Methods for Japanese Older Adults. Lecture Notes in Computer Science, 2007, , 812-817.	1.3	1

#	Article	IF	Citations
19	Affective Climate of Workplace and Its Contributing Factors. Lecture Notes in Computer Science, 2011, , 432-439.	1.3	1
20	Affective Technology through Affective Management. Lecture Notes in Computer Science, 2011, , 513-518.	1.3	1
21	Social Sharing of Emotions with Robots and the Influence of a Robot's Nonverbal Behavior on Human Emotions. Lecture Notes in Computer Science, 2020, , 308-319.	1.3	1
22	Difference of Exploratory Behavior in Computer Skill Training According to the Occupational Status of Trainees. Proceedings of the Human Factors and Ergonomics Society, 2000, 44, 439-439.	0.3	0
23	Affective technology: Beyond usability. , 2009, , .		0
24	Amae and agency appraisal as japanese emotional behavior. , 2014, , .		0
25	How can a personalized product make users believe that it "wishes for their good feelings"and enhance users' emotional experiences?. , 2018, , .		0
26	Development of E-learning Environment Inducing Flow. Ningen Kogaku = the Japanese Journal of Ergonomics, 2005, 41, 302-303.	0.1	0
27	Package Design Elements Generating User Experiences. Ningen Kogaku = the Japanese Journal of Ergonomics, 2006, 42, 246-247.	0.1	0
28	The Impact of Eye Cosmetics Use on Impression Formation Based on No Make-up Facial Impression. Ningen Kogaku = the Japanese Journal of Ergonomics, 2006, 42, 116-117.	0.1	0
29	Productive Love: A New Proposal for Designing Affective Technology. Lecture Notes in Computer Science, 2009, , 725-734.	1.3	0
30	Age-Related Differences in Factors Contributing to Affective Experiences among Japanese Adults. Lecture Notes in Computer Science, 2013, , 424-433.	1.3	0
31	The Effect of Creative Tasks on Affective Experience in Group Work. Ningen Kogaku = the Japanese Journal of Ergonomics, 2020, 56, 231-244.	0.1	0