

# Hiroyuki Umemuro

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6023352/publications.pdf>

Version: 2024-02-01

31  
papers

172  
citations

1307594

7  
h-index

1281871

11  
g-index

34  
all docs

34  
docs citations

34  
times ranked

154  
citing authors

#	ARTICLE	IF	CITATIONS
1	Personal Space Violation by a Robot: An Application of Expectation Violation Theory in Human-Robot Interaction. , 2021, , .		3
2	The Effect of Robot Gaze Direction While Idle on User Comfort and Subjective Impressions. , 2020, , .		2
3	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
4	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
5	How Humans Develop Trust in Communication Robots: A Phased Model Based on Interpersonal Trust. , 2019, , .		2
6	How can a personalized product make users believe that it "wishes for their good feelings" and enhance users' emotional experiences?. , 2018, , .		0
7	Factors and Development of Cognitive and Affective Trust on Social Robots. Lecture Notes in Computer Science, 2018, , 45-54.	1.3	20
8	A robot's slip of the tongue: Effect of speech error on the familiarity of a humanoid robot. , 2015, , .		8
9	Emotion Evoked by Texture and Application to Emotional Communication. , 2015, , .		8
10	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
11	Influence of affective states on comprehension and hazard perception of warning pictorials. Applied Ergonomics, 2014, 45, 1362-1366.	3.1	14
12	Amae and agency appraisal as Japanese emotional behavior. , 2014, , .		0
13	Cross-regional comparative study of dimensions of people's attitudes toward robots. , 2013, , .		2
14	Age-Related Differences in Factors Contributing to Affective Experiences among Japanese Adults. Lecture Notes in Computer Science, 2013, , 424-433.	1.3	0
15	Dimensions of people's attitudes toward robots. , 2012, , .		3
16	Mental health assessment based on personality of individual and associated workers in workplace. , 2011, , .		2
17	Development of affective management concept and scorecard. , 2011, , .		1
18	Affective Climate of Workplace and Its Contributing Factors. Lecture Notes in Computer Science, 2011, , 432-439.	1.3	1

#	ARTICLE	IF	CITATIONS
19	Affective Technology through Affective Management. Lecture Notes in Computer Science, 2011, , 513-518.	1.3	1
20	Affective technology: Beyond usability. , 2009, , .		0
21	Productive love. , 2009, , .		3
22	Affective Technology, Affective Management, towards Affective Society. Lecture Notes in Computer Science, 2009, , 683-692.	1.3	8
23	Productive Love: A New Proposal for Designing Affective Technology. Lecture Notes in Computer Science, 2009, , 725-734.	1.3	0
24	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
25	Package Design Elements Generating User Experiences. Ningen Kogaku = the Japanese Journal of Ergonomics, 2006, 42, 246-247.	0.1	0
26	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
27	Development of E-learning Environment Inducing Flow. Ningen Kogaku = the Japanese Journal of Ergonomics, 2005, 41, 302-303.	0.1	0
28	Lowering elderly Japanese users? resistance towards computers by using touchscreen technology. Universal Access in the Information Society, 2004, 3, 276-288.	3.0	40
29	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
30	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
31	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