

# Yutaka Takase

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6241000/publications.pdf>

Version: 2024-02-01

20  
papers

127  
citations

2492102

3  
h-index

2501632

4  
g-index

20  
all docs

20  
docs citations

20  
times ranked

82  
citing authors

#	ARTICLE	IF	CITATIONS
1	Fusing Verbal and Nonverbal Information for Extractive Meeting Summarization. , 2018, , .		7
2	Effects of face and voice deformation on participant emotion in video-mediated communication. , 2018, , .		2
3	Predicting meeting extracts in group discussions using multimodal convolutional neural networks. , 2017, , .		5
4	Audio based group conversation support system. , 2017, , .		1
5	Toward a Supporting System of Communication Skill: The Influence of Functional Roles of Participants in Group Discussion. Lecture Notes in Computer Science, 2017, , 178-188.	1.0	1
6	Meeting extracts for discussion summarization based on multimodal nonverbal information. , 2016, , .		5
7	Development environment of a spoken dialogue system based on PRINTEPS. , 2016, , .		0
8	Assessing the communication attitude of the elderly using prosodic information and head motions. , 2016, , .		3
9	Estimating communication skills using dialogue acts and nonverbal features in multiple discussion datasets. , 2016, , .		45
10	Generating iconic gestures based on graphic data analysis and clustering. , 2016, , .		6
11	Generating Robot Gaze on the Basis of Participation Roles and Dominance Estimation in Multiparty Interaction. ACM Transactions on Interactive Intelligent Systems, 2016, 5, 1-23.	2.6	12
12	Estimating Communication Skills based on Multimodal Information in Group Discussions. Transactions of the Japanese Society for Artificial Intelligence, 2016, 31, AI30-E_1-12.	0.1	8
13	Predicting Participation Styles using Co-occurrence Patterns of Nonverbal Behaviors in Collaborative Learning. , 2015, , .		11
14	Controlling Robot's Gaze according to Participation Roles and Dominance in Multiparty Conversations. , 2015, , .		1
15	Selecting Popular Topics for Elderly People in Conversation-based Companion Agents. , 2015, , .		1
16	Generating Quizzes for History Learning Based on Wikipedia Articles. Lecture Notes in Computer Science, 2015, , 337-346.	1.0	4
17	Intention expression in stuffed-toy robots based on force control. , 2014, , .		5
18	Stuffed toys alive!. , 2012, , .		2

#	ARTICLE	IF	CITATIONS
19	Presentation of directional information by sound field control. , 2012, , .		4
20	Stuffed toys alive!. , 2012, , .		4