Antonio Chella

List of Publications by Year
in descending order

134 papers	1,235 citations	430442 18 h-index	525886 27 g-index
145 all docs	145 docs citations	145 times ranked	959 citing authors

#	Article	IF	Citations
1	Understanding dynamic scenes. Artificial Intelligence, 2000, 123, 89-132.	3.9	60
2	A cognitive architecture for robot self-consciousness. Artificial Intelligence in Medicine, 2008, 44, 147-154.	3.8	53
3	Would a robot trust you? Developmental robotics model of trust and theory of mind. Philosophical Transactions of the Royal Society B: Biological Sciences, 2019, 374, 20180032.	1.8	51
4	Reaching and Grasping a Glass of Water by Locked-In ALS Patients through a BCI-Controlled Humanoid Robot. Frontiers in Human Neuroscience, 2017, 11, 68.	1.0	50
5	A cognitive framework for imitation learning. Robotics and Autonomous Systems, 2006, 54, 403-408.	3.0	40
6	MACHINE CONSCIOUSNESS: A MANIFESTO FOR ROBOTICS. International Journal of Machine Consciousness, 2009, 01, 33-51.	1.0	39
7	Agents and robots for collaborating and supporting physicians in healthcare scenarios. Journal of Biomedical Informatics, 2020, 108, 103483.	2.5	38
8	Anchoring symbols to conceptual spaces: the case of dynamic scenarios. Robotics and Autonomous Systems, 2003, 43, 175-188.	3.0	37
9	Developing Self-Awareness in Robots via Inner Speech. Frontiers in Robotics and AI, 2020, 7, 16.	2.0	37
10	An architecture for autonomous agents exploiting conceptual representations. Robotics and Autonomous Systems, 1998, 25, 231-240.	3.0	31
11	Conceptual Spaces for Computer Vision Representations. Artificial Intelligence Review, 2001, 16, 137-152.	9.7	27
12	The perception loop in CiceRobot, a museum guide robot. Neurocomputing, 2009, 72, 760-766.	3.5	27
13	Conceptual Spaces for Cognitive Architectures: A lingua franca for different levels of representation. Biologically Inspired Cognitive Architectures, 2017, 19, 1-9.	0.9	26
14	A Human–Humanoid Interaction Through the Use of BCI for Locked-In ALS Patients Using Neuro-Biological Feedback Fusion. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2018, 26, 487-497.	2.7	25
15	Patterns Reuse in the PASSI Methodology. Lecture Notes in Computer Science, 2004, , 294-310.	1.0	25
16	Creation and cognition for humanoid live dancing. Robotics and Autonomous Systems, 2016, 86, 128-137.	3.0	24
17	A BCI Teleoperated Museum Robotic Guide. , 2009, , .		23
18	Conceptual representations of actions for autonomous robots. Robotics and Autonomous Systems, 2001, 34, 251-263.	3.0	22

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19	Telenoid android robot as an embodied perceptual social regulation medium engaging natural human–humanoid interaction. Robotics and Autonomous Systems, 2014, 62, 1329-1341.	3.0	20
20	Agent-oriented software patterns for rapid and affordable robot programming. Journal of Systems and Software, 2010, 83, 557-573.	3.3	19
21	Good Old-Fashioned Artificial Consciousness and the Intermediate Level Fallacy. Frontiers in Robotics and AI, 2018, 5, 39.	2.0	18
22	What robots want? Hearing the inner voice of a robot. IScience, 2021, 24, 102371.	1.9	17
23	ART99 - Azzurra Robot Team. Lecture Notes in Computer Science, 2000, , 695-698.	1.0	17
24	Editorial: Consciousness in Humanoid Robots. Frontiers in Robotics and AI, 2019, 6, 17.	2.0	16
25	Hankelet-based action classification for motor intention recognition. Robotics and Autonomous Systems, 2017, 94, 120-133.	3.0	15
26	Robots as intelligent assistants to face COVID-19 pandemic. Briefings in Bioinformatics, 2021, 22, 823-831.	3.2	15
27	From PASSI to agile PASSI: tailoring a design process to meet new needs. , 0, , .		14
28	A comparison between habituation and conscience mechanism in self-organizing maps. IEEE Transactions on Neural Networks, 2006, 17, 807-810.	4.8	14
29	CiceRobot: a cognitive robot for interactive museum tours. Industrial Robot, 2007, 34, 503-511.	1.2	14
30	Artificial Consciousness. , 2011, , 637-671.		14
31	Modeling ontologies for robotic environments. , 2002, , .		13
32	A Cognitive Architecture for Robotic Hand Posture Learning. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2005, 35, 42-52.	3.3	13
33	A posture sequence learning system for an anthropomorphic robotic hand. Robotics and Autonomous Systems, 2004, 47, 143-152.	3.0	12
34	A cognitive architecture for inner speech. Cognitive Systems Research, 2020, 59, 287-292.	1.9	12
35	IMITATION LEARNING AND ANCHORING THROUGH CONCEPTUAL SPACES. Applied Artificial Intelligence, 2007, 21, 343-359.	2.0	11
36	Experiences with CiceRobot, a Museum Guide Cognitive Robot. Lecture Notes in Computer Science, 2005, , 474-482.	1.0	11

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37	Automatic place detection and localization in autonomous robotics. , 2007, , .		10
38	Acceptability Study of A3-K3 Robotic Architecture for a Neurorobotics Painting. Frontiers in Neurorobotics, 2018, 12, 81.	1.6	10
39	A Segmentation System for Soccer Robot Based on Neural Networks. Lecture Notes in Computer Science, 2000, , 136-147.	1.0	10
40	Categories, Quantum Computing, and Swarm Robotics: A Case Study. Mathematics, 2022, 10, 372.	1.1	10
41	Integrating Subsymbolic and Symbolic Processing in Artificial Vision. Journal of Intelligent Systems, 1992, 1, .	1.2	8
42	A Proposal of Process Fragment Definition and Documentation. Lecture Notes in Computer Science, 2012, , 221-237.	1.0	8
43	A Quantum Planner for Robot Motion. Mathematics, 2022, 10, 2475.	1.1	8
44	3D MODELS OF HUMANOID SOCCER ROBOT IN USARSim AND ROBOTICS STUDIO SIMULATORS. International Journal of Humanoid Robotics, 2008, 05, 523-546.	0.6	7
45	Knowledge acquisition through introspection in Human-Robot Cooperation. Biologically Inspired Cognitive Architectures, 2018, 25, 1-7.	0.9	7
46	A Playful Experiential Learning System With Educational Robotics. Frontiers in Robotics and AI, 2020, 7, 33.	2.0	7
47	Automation Inner Speech as an Anthropomorphic Feature Affecting Human Trust: Current Issues and Future Directions. Frontiers in Robotics and AI, 2021, 8, 620026.	2.0	7
48	Robot passes the mirror test by inner speech. Robotics and Autonomous Systems, 2021, 144, 103838.	3.0	7
49	AGI and Machine Consciousness. Atlantis Thinking Machines, 2012, , 263-282.	0.5	7
50	An Emphatic Humanoid Robot with Emotional Latent Semantic Behavior. Lecture Notes in Computer Science, 2008, , 234-245.	1.0	6
51	The contribution of AI to enhance understanding of Cultural Heritage. Intelligenza Artificiale, 2013, 7, 101-112.	1.0	6
52	Reaching and grasping a glass of water by locked-in ALS patients through a BCI-controlled humanoid robot. Journal of the Neurological Sciences, 2015, 357, e48-e49.	0.3	6
53	Cognitive Robots and the Conscious Mind: A Review of the Global Workspace Theory. Current Robotics Reports, 2021, 2, 125-131.	5.1	6
54	Towards a Conceptual Representation of Actions. Lecture Notes in Computer Science, 2000, , 333-344.	1.0	6

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55	Bounded Seed-AGI. Lecture Notes in Computer Science, 2014, , 85-96.	1.0	6
56	Real-Time Visual Grasp Synthesis Using Genetic Algorithms and Neural Networks. Lecture Notes in Computer Science, 2007, , 567-578.	1.0	6
57	Hybrid architecture for shape reconstruction and object recognition. International Journal of Intelligent Systems, 1998, 11, 1115-1133.	3.3	5
58	An Application of Spike-Timing-Dependent Plasticity to Readout Circuit for Liquid State Machine. Neural Networks (IJCNN), International Joint Conference on, 2007, , .	0.0	5
59	A Notation for Modeling Jason-Like BDI Agents. , 2012, , .		5
60	SYNTHETIC PHENOMENOLOGY AND HIGH-DIMENSIONAL BUFFER HYPOTHESIS. International Journal of Machine Consciousness, 2012, 04, 353-365.	1.0	5
61	A general theoretical framework for designing cognitive architectures: Hybrid and meta-level architectures for BICA. Biologically Inspired Cognitive Architectures, 2012, 2, 100-108.	0.9	5
62	A meta-cognitive architecture for planning in uncertain environments. Biologically Inspired Cognitive Architectures, 2013, 5, 1-9.	0.9	5
63	Representing social intelligence: An agent-based modeling application. Biologically Inspired Cognitive Architectures, 2017, 22, 35-43.	0.9	5
64	An Architecture for Telenoid Robot as Empathic Conversational Android Companion for Elderly People. Advances in Intelligent Systems and Computing, 2016, , 939-953.	0.5	5
65	A Cognitive Architecture for Music Perception Exploiting Conceptual Spaces. Synthese Library, 2015, , 187-203.	0.1	5
66	An Architecture with a Mobile Phone Interface for the Interaction of a Human with a Humanoid Robot Expressing Emotions and Personality. Lecture Notes in Computer Science, 2011, , 117-126.	1.0	5
67	Recovering 3-D form features by a connectionist architecture. Pattern Recognition Letters, 1994, 15, 77-85.	2.6	4
68	A Lightweight Software Architecture for Robot Navigation and Visual Logging through Environmental Landmarks Recognition. , 0, , .		4
69	A Networking Framework for Multi-Robot Coordination. , 0, , .		4
70	Physical integration: A causal account for consciousness. Journal of Integrative Neuroscience, 2014, 13, 403-427.	0.8	4
71	The inner speech of the IDyOT. Physics of Life Reviews, 2020, 34-35, 42-43.	1.5	4
72	Conveying Audience Emotions Through Humanoid Robot Gestures to an Orchestra During a Live Musical Exhibition. Advances in Intelligent Systems and Computing, 2018, , 249-261.	0.5	4

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73	Multi-robot Interacting Through Wireless Sensor Networks. Lecture Notes in Computer Science, 2007, , 789-796.	1.0	4
74	Symbolic and Conceptual Representation of Dynamic Scenes: Interpreting Situation Calculus on Conceptual Spaces. Lecture Notes in Computer Science, 2001, , 333-343.	1.0	4
75	Perceptual Social Dimensions of Human - Humanoid Robot Interaction. Advances in Intelligent Systems and Computing, 2013, , 409-421.	0.5	4
76	A vision agent for mobile robot navigation in time-variable environments. , 0, , .		3
77	Development of intelligent service robots. Intelligenza Artificiale, 2013, 7, 139-152.	1.0	3
78	A New Humanoid Architecture for Social Interaction between Human and a Robot Expressing Human-Like Emotions Using an Android Mobile Device as Interface. Advances in Intelligent Systems and Computing, 2013, , 95-103.	0.5	3
79	What Will You Do Next? A Cognitive Model for Understanding Others' Intentions Based on Shared Representations. Lecture Notes in Computer Science, 2013, , 253-266.	1.0	3
80	Rilkean Memories and the Self of a Robot. Philosophies, 2019, 4, 20.	0.4	3
81	Conscious Machines: A Possibility? If So, How?. Journal of Artificial Intelligence and Consciousness, 2020, 07, 183-198.	0.6	3
82	Anchoring by Imitation Learning in Conceptual Spaces. Lecture Notes in Computer Science, 2005, , 495-506.	1.0	3
83	Decision Process in Human-Agent Interaction: Extending Jason Reasoning Cycle. Lecture Notes in Computer Science, 2019, , 320-339.	1.0	3
84	A SOM/ARSOM Hierarchy for the Description of Dynamic Scenes. Lecture Notes in Computer Science, 2001, , 362-368.	1.0	3
85	At Your Service. , 2020, , .		3
86	Motion analysis using the novelty filter. Pattern Recognition Letters, 1991, 12, 177-182.	2.6	2
87	An intermediate level between the psychological and the neurobiological levels of descriptions of appraisal-emotion dynamics. Behavioral and Brain Sciences, 2005, 28, 199-200.	0.4	2
88	Learning High-Level Manipulative Tasks through Imitation. , 2006, , .		2
89	Learning high-level tasks through imitation. , 2006, , .		2
90	Audio-video people recognition system for an intelligent environment. , 2011, , .		2

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91	An architecture for observational learning and decision making based on internal models. Biologically Inspired Cognitive Architectures, 2013, 5, 52-63.	0.9	2
92	THE CAUSAL ROOTS OF INTEGRATION AND THE UNITY OF CONSCIOUSNESS. , 2016, , 189-229.		2
93	Embodied responses to musical experience detected by human bio-feedback brain features in a Geminoid augmented architecture. Biologically Inspired Cognitive Architectures, 2018, 23, 19-26.	0.9	2
94	A Mechanism of Coalition Formation in the Metaphor of Politics Multiagent Architecture. Lecture Notes in Computer Science, 2003, , 410-422.	1.0	2
95	Towards a Design Process for Modeling MAS Organizations. Lecture Notes in Computer Science, 2012, , 63-79.	1.0	2
96	A Design of Global Workspace Model with Attention: Simulations of Attentional Blink and Lag-1 Sparing. Journal of Artificial Intelligence and Consciousness, 2022, 09, 29-57.	0.6	2
97	Shape Description for Content-Based Image Retrieval. Lecture Notes in Computer Science, 2000, , 212-222.	1.0	2
98	A Two Stage Neural Architecture for Segmentation and Superquadrics Recovery from Range Data. Lecture Notes in Computer Science, 2002, , 132-139.	1.0	2
99	Simulation and Anticipation as Tools for Coordinating with the Future. Advances in Intelligent Systems and Computing, 2013, , 117-125.	0.5	2
100	A hybrid architecture for autonomous agents. Lecture Notes in Computer Science, 1997, , 106-115.	1.0	2
101	UnipaBCI a Novel General Software Framework for Brain Computer Interface. Advances in Intelligent Systems and Computing, 2018, , 336-348.	0.5	2
102	A vision system for symbolic interpretation of dynamic scenes using arsom. Applied Artificial Intelligence, 2001, 15, 723-734.	2.0	1
103	Conceptual spaces and robotic emotions. , 0, , .		1
104	how to learn a conceptual space. Behavioral and Brain Sciences, 2005, 28, 492-492.	0.4	1
105	A Biologically Inspired Representation of the Intelligence of a University Campus. Procedia Computer Science, 2016, 88, 185-190.	1.2	1
106	An android architecture for bio-inspired honest signalling in Human-Humanoid Interaction. Biologically Inspired Cognitive Architectures, 2018, 23, 27-34.	0.9	1
107	A Cognitive Model of Trust for Biological and Artificial Humanoid Robots. Procedia Computer Science, 2018, 145, 526-532.	1.2	1
108	Simulating music with associative self-organizing maps. Biologically Inspired Cognitive Architectures, 2018, 25, 135-140.	0.9	1

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109	The Inner Life of a Robot in Human-Robot Teaming. , 2020, , .		1
110	An Approach for the Design of Self-conscious Agent for Robotics. Lecture Notes in Computer Science, 2010, , 306-317.	1.0	1
111	In Search of Computational Correlates of Artificial Qualia. , 2009, , .		1
112	Architectural Scenes Reconstruction from Uncalibrated Photos and Map Based Model Knowledge. Lecture Notes in Computer Science, 2001, , 356-361.	1.0	1
113	A Neural Architecture for Segmentation and Modelling of Range Data. Lecture Notes in Computer Science, 2003, , 130-141.	1.0	1
114	A Neural Architecture for 3D Segmentation. Lecture Notes in Computer Science, 2003, , 121-128.	1.0	1
115	A Robot Architecture Based on Higher Order Perception Loop. Advances in Experimental Medicine and Biology, 2010, 657, 267-283.	0.8	1
116	Comprehensive Uncertainty Management in MDPs. Advances in Intelligent Systems and Computing, 2013, , 89-94.	0.5	1
117	A system based on neural architectures for the reconstruction of 3-D shapes from images. Lecture Notes in Computer Science, 1991, , 301-311.	1.0	1
118	An associative link from geometric to symbolic representations in artificial vision. Lecture Notes in Computer Science, 1991, , 332-341.	1.0	1
119	Agents in dynamic contexts, a system for learning plans. , 2020, , .		1
120	Time-Varying Signals Classification Using a Liquid State Machine. , 2005, , 133-139.		1
121	Innovative modelling techniques in computer vision. New Astronomy Reviews, 1996, 40, 453-460.	0.3	0
122	Conceptual space as a connection between the constructivist and the ecological approaches in a robot vision system. Behavioral and Brain Sciences, 2002, 25, 100-101.	0.4	0
123	A Neuro-Genetic Approach to Real-Time Visual Grasp Synthesis. Neural Networks (IJCNN), International Joint Conference on, 2007, , .	0.0	0
124	A cognitive approach to goal-level imitation. Interaction Studies, 2008, 9, 301-318.	0.4	0
125	REMEMBERING JOHN TAYLOR (1931â€"2012). International Journal of Machine Consciousness, 2012, 04, 523-524.	1.0	0
126	Capturing citizens â€" Emerging needs: Using social networks in smart cities. , 2017, , .		0

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127	Description of Dynamic Structured Scenes by a SOM/ARSOM Hierarchy. Lecture Notes in Computer Science, 2001, , 1034-1041.	1.0	0
128	Attention-Based Landmark Selection in Autonomous Robotics. Lecture Notes in Computer Science, 2007, , 447-462.	1.0	0
129	Software Design of an AGI System Based on Perception Loop. , 2010, , .		0
130	Self-conscious Robotic System Design Processâ€"From Analysis to Implementation. Advances in Experimental Medicine and Biology, 2011, 718, 209-221.	0.8	0
131	How to Extract Fragments from Agent Oriented Design Processes. Lecture Notes in Computer Science, 2013, , 151-167.	1.0	0
132	How to Engineer Biologically Inspired Cognitive Architectures. Advances in Intelligent Systems and Computing, 2013, , 297-298.	0.5	0
133	Reports of the AAAI 2019 Spring Symposium Series. AI Magazine, 2019, 40, 59-66.	1.4	0
134	Attention-Based Environment Perception in Autonomous Robotics. Lecture Notes in Computer Science, 2007, , 579-590.	1.0	0