Antonio Chella

List of Publications by Year
in descending order

134 papers	1,235 citations	430754 18 h-index	526166 27 g-index
145 all docs	145 docs citations	145 times ranked	959 citing authors

#	Article	IF	Citations
1	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
2	Categories, Quantum Computing, and Swarm Robotics: A Case Study. Mathematics, 2022, 10, 372.	1.1	10
3	A Quantum Planner for Robot Motion. Mathematics, 2022, 10, 2475.	1.1	8
4	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
5	Cognitive Robots and the Conscious Mind: A Review of the Global Workspace Theory. Current Robotics Reports, 2021, 2, 125-131.	5.1	6
6	What robots want? Hearing the inner voice of a robot. IScience, 2021, 24, 102371.	1.9	17
7	Robot passes the mirror test by inner speech. Robotics and Autonomous Systems, 2021, 144, 103838.	3.0	7
8	Robots as intelligent assistants to face COVID-19 pandemic. Briefings in Bioinformatics, 2021, 22, 823-831.	3.2	15
9	The inner speech of the IDyOT. Physics of Life Reviews, 2020, 34-35, 42-43.	1.5	4
10	A cognitive architecture for inner speech. Cognitive Systems Research, 2020, 59, 287-292.	1.9	12
11	The Inner Life of a Robot in Human-Robot Teaming. , 2020, , .		1
12	Conscious Machines: A Possibility? If So, How?. Journal of Artificial Intelligence and Consciousness, 2020, 07, 183-198.	0.6	3
13	Developing Self-Awareness in Robots via Inner Speech. Frontiers in Robotics and AI, 2020, 7, 16.	2.0	37
14	A Playful Experiential Learning System With Educational Robotics. Frontiers in Robotics and AI, 2020, 7, 33.	2.0	7
15	Agents and robots for collaborating and supporting physicians in healthcare scenarios. Journal of Biomedical Informatics, 2020, 108, 103483.	2.5	38
16	Agents in dynamic contexts, a system for learning plans. , 2020, , .		1
17	At Your Service. , 2020, , .		3
18	Editorial: Consciousness in Humanoid Robots. Frontiers in Robotics and AI, 2019, 6, 17.	2.0	16

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19	Rilkean Memories and the Self of a Robot. Philosophies, 2019, 4, 20.	0.4	3
20	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
21	Decision Process in Human-Agent Interaction: Extending Jason Reasoning Cycle. Lecture Notes in Computer Science, 2019, , 320-339.	1.0	3
22	Reports of the AAAI 2019 Spring Symposium Series. AI Magazine, 2019, 40, 59-66.	1.4	0
23	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
24	An android architecture for bio-inspired honest signalling in Human-Humanoid Interaction. Biologically Inspired Cognitive Architectures, 2018, 23, 27-34.	0.9	1
25	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
26	A Cognitive Model of Trust for Biological and Artificial Humanoid Robots. Procedia Computer Science, 2018, 145, 526-532.	1.2	1
27	Simulating music with associative self-organizing maps. Biologically Inspired Cognitive Architectures, 2018, 25, 135-140.	0.9	1
28	Good Old-Fashioned Artificial Consciousness and the Intermediate Level Fallacy. Frontiers in Robotics and AI, 2018, 5, 39.	2.0	18
29	Knowledge acquisition through introspection in Human-Robot Cooperation. Biologically Inspired Cognitive Architectures, 2018, 25, 1-7.	0.9	7
30	Acceptability Study of A3-K3 Robotic Architecture for a Neurorobotics Painting. Frontiers in Neurorobotics, 2018, 12, 81.	1.6	10
31	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
32	UnipaBCI a Novel General Software Framework for Brain Computer Interface. Advances in Intelligent Systems and Computing, 2018, , 336-348.	0.5	2
33	Hankelet-based action classification for motor intention recognition. Robotics and Autonomous Systems, 2017, 94, 120-133.	3.0	15
34	Representing social intelligence: An agent-based modeling application. Biologically Inspired Cognitive Architectures, 2017, 22, 35-43.	0.9	5
35	Conceptual Spaces for Cognitive Architectures: A lingua franca for different levels of representation. Biologically Inspired Cognitive Architectures, 2017, 19, 1-9.	0.9	26
36	Capturing citizens â€" Emerging needs: Using social networks in smart cities. , 2017, , .		0

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37	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
38	A Biologically Inspired Representation of the Intelligence of a University Campus. Procedia Computer Science, 2016, 88, 185-190.	1.2	1
39	Creation and cognition for humanoid live dancing. Robotics and Autonomous Systems, 2016, 86, 128-137.	3.0	24
40	THE CAUSAL ROOTS OF INTEGRATION AND THE UNITY OF CONSCIOUSNESS. , 2016, , 189-229.		2
41	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
42	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
43	A Cognitive Architecture for Music Perception Exploiting Conceptual Spaces. Synthese Library, 2015, , 187-203.	0.1	5
44	Physical integration: A causal account for consciousness. Journal of Integrative Neuroscience, 2014, 13, 403-427.	0.8	4
45	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
46	Bounded Seed-AGI. Lecture Notes in Computer Science, 2014, , 85-96.	1.0	6
47	Development of intelligent service robots. Intelligenza Artificiale, 2013, 7, 139-152.	1.0	3
48	A meta-cognitive architecture for planning in uncertain environments. Biologically Inspired Cognitive Architectures, 2013, 5, 1-9.	0.9	5
49	An architecture for observational learning and decision making based on internal models. Biologically Inspired Cognitive Architectures, 2013, 5, 52-63.	0.9	2
50	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
51	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
52	The contribution of AI to enhance understanding of Cultural Heritage. Intelligenza Artificiale, 2013, 7, 101-112.	1.0	6
53	Comprehensive Uncertainty Management in MDPs. Advances in Intelligent Systems and Computing, 2013, , 89-94.	0.5	1
54	Simulation and Anticipation as Tools for Coordinating with the Future. Advances in Intelligent Systems and Computing, 2013, , 117-125.	0.5	2

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55	Perceptual Social Dimensions of Human - Humanoid Robot Interaction. Advances in Intelligent Systems and Computing, 2013, , 409-421.	0.5	4
56	How to Extract Fragments from Agent Oriented Design Processes. Lecture Notes in Computer Science, 2013, , 151-167.	1.0	0
57	How to Engineer Biologically Inspired Cognitive Architectures. Advances in Intelligent Systems and Computing, 2013, , 297-298.	0.5	0
58	REMEMBERING JOHN TAYLOR (1931â€"2012). International Journal of Machine Consciousness, 2012, 04, 523-524.	1.0	0
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 Proposal of Process Fragment Definition and Documentation. Lecture Notes in Computer Science, 2012, , 221-237.	1.0	8
63	Towards a Design Process for Modeling MAS Organizations. Lecture Notes in Computer Science, 2012, , 63-79.	1.0	2
64	AGI and Machine Consciousness. Atlantis Thinking Machines, 2012, , 263-282.	0.5	7
65	Audio-video people recognition system for an intelligent environment. , 2011, , .		2
66	Artificial Consciousness. , 2011, , 637-671.		14
67	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
68	Self-conscious Robotic System Design Processâ€"From Analysis to Implementation. Advances in Experimental Medicine and Biology, 2011, 718, 209-221.	0.8	0
69	Agent-oriented software patterns for rapid and affordable robot programming. Journal of Systems and Software, 2010, 83, 557-573.	3.3	19
70	An Approach for the Design of Self-conscious Agent for Robotics. Lecture Notes in Computer Science, 2010, , 306-317.	1.0	1
71	A Robot Architecture Based on Higher Order Perception Loop. Advances in Experimental Medicine and Biology, 2010, 657, 267-283.	0.8	1
72	Software Design of an AGI System Based on Perception Loop. , 2010, , .		0

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73	MACHINE CONSCIOUSNESS: A MANIFESTO FOR ROBOTICS. International Journal of Machine Consciousness, 2009, 01, 33-51.	1.0	39
74	The perception loop in CiceRobot, a museum guide robot. Neurocomputing, 2009, 72, 760-766.	3.5	27
75	A BCI Teleoperated Museum Robotic Guide. , 2009, , .		23
76	In Search of Computational Correlates of Artificial Qualia. , 2009, , .		1
77	A cognitive architecture for robot self-consciousness. Artificial Intelligence in Medicine, 2008, 44, 147-154.	3.8	53
78	An Emphatic Humanoid Robot with Emotional Latent Semantic Behavior. Lecture Notes in Computer Science, 2008, , 234-245.	1.0	6
79	3D MODELS OF HUMANOID SOCCER ROBOT IN USARSim AND ROBOTICS STUDIO SIMULATORS. International Journal of Humanoid Robotics, 2008, 05, 523-546.	0.6	7
80	A cognitive approach to goal-level imitation. Interaction Studies, 2008, 9, 301-318.	0.4	0
81	Automatic place detection and localization in autonomous robotics. , 2007, , .		10
82	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
83	A Neuro-Genetic Approach to Real-Time Visual Grasp Synthesis. Neural Networks (IJCNN), International Joint Conference on, 2007, , .	0.0	0
84	CiceRobot: a cognitive robot for interactive museum tours. Industrial Robot, 2007, 34, 503-511.	1.2	14
85	IMITATION LEARNING AND ANCHORING THROUGH CONCEPTUAL SPACES. Applied Artificial Intelligence, 2007, 21, 343-359.	2.0	11
86	Real-Time Visual Grasp Synthesis Using Genetic Algorithms and Neural Networks. Lecture Notes in Computer Science, 2007, , 567-578.	1.0	6
87	Multi-robot Interacting Through Wireless Sensor Networks. Lecture Notes in Computer Science, 2007, , 789-796.	1.0	4
88	Attention-Based Landmark Selection in Autonomous Robotics. Lecture Notes in Computer Science, 2007, , 447-462.	1.0	0
89	Attention-Based Environment Perception in Autonomous Robotics. Lecture Notes in Computer Science, 2007, , 579-590.	1.0	0
90	Learning High-Level Manipulative Tasks through Imitation. , 2006, , .		2

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91	A comparison between habituation and conscience mechanism in self-organizing maps. IEEE Transactions on Neural Networks, 2006, 17, 807-810.	4.8	14
92	A cognitive framework for imitation learning. Robotics and Autonomous Systems, 2006, 54, 403-408.	3.0	40
93	Learning high-level tasks through imitation. , 2006, , .		2
94	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
95	how to learn a conceptual space. Behavioral and Brain Sciences, 2005, 28, 492-492.	0.4	1
96	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
97	Experiences with CiceRobot, a Museum Guide Cognitive Robot. Lecture Notes in Computer Science, 2005, , 474-482.	1.0	11
98	Anchoring by Imitation Learning in Conceptual Spaces. Lecture Notes in Computer Science, 2005, , 495-506.	1.0	3
99	Time-Varying Signals Classification Using a Liquid State Machine. , 2005, , 133-139.		1
100	A posture sequence learning system for an anthropomorphic robotic hand. Robotics and Autonomous Systems, 2004, 47, 143-152.	3.0	12
101	Patterns Reuse in the PASSI Methodology. Lecture Notes in Computer Science, 2004, , 294-310.	1.0	25
102	Anchoring symbols to conceptual spaces: the case of dynamic scenarios. Robotics and Autonomous Systems, 2003, 43, 175-188.	3.0	37
103	A Mechanism of Coalition Formation in the Metaphor of Politics Multiagent Architecture. Lecture Notes in Computer Science, 2003, , 410-422.	1.0	2
104	A Neural Architecture for Segmentation and Modelling of Range Data. Lecture Notes in Computer Science, 2003, , 130-141.	1.0	1
105	A Neural Architecture for 3D Segmentation. Lecture Notes in Computer Science, 2003, , 121-128.	1.0	1
106	Modeling ontologies for robotic environments. , 2002, , .		13
107	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
108	A Two Stage Neural Architecture for Segmentation and Superquadrics Recovery from Range Data. Lecture Notes in Computer Science, 2002, , 132-139.	1.0	2

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109	Conceptual representations of actions for autonomous robots. Robotics and Autonomous Systems, 2001, 34, 251-263.	3.0	22
110	Conceptual Spaces for Computer Vision Representations. Artificial Intelligence Review, 2001, 16, 137-152.	9.7	27
111	A vision system for symbolic interpretation of dynamic scenes using arsom. Applied Artificial Intelligence, 2001, 15, 723-734.	2.0	1
112	A SOM/ARSOM Hierarchy for the Description of Dynamic Scenes. Lecture Notes in Computer Science, 2001, , 362-368.	1.0	3
113	Symbolic and Conceptual Representation of Dynamic Scenes: Interpreting Situation Calculus on Conceptual Spaces. Lecture Notes in Computer Science, 2001, , 333-343.	1.0	4
114	Description of Dynamic Structured Scenes by a SOM/ARSOM Hierarchy. Lecture Notes in Computer Science, 2001, , 1034-1041.	1.0	0
115	Architectural Scenes Reconstruction from Uncalibrated Photos and Map Based Model Knowledge. Lecture Notes in Computer Science, 2001, , 356-361.	1.0	1
116	Understanding dynamic scenes. Artificial Intelligence, 2000, 123, 89-132.	3.9	60
117	ART99 - Azzurra Robot Team. Lecture Notes in Computer Science, 2000, , 695-698.	1.0	17
118	Towards a Conceptual Representation of Actions. Lecture Notes in Computer Science, 2000, , 333-344.	1.0	6
119	Shape Description for Content-Based Image Retrieval. Lecture Notes in Computer Science, 2000, , 212-222.	1.0	2
120	A Segmentation System for Soccer Robot Based on Neural Networks. Lecture Notes in Computer Science, 2000, , 136-147.	1.0	10
121	An architecture for autonomous agents exploiting conceptual representations. Robotics and Autonomous Systems, 1998, 25, 231-240.	3.0	31
122	Hybrid architecture for shape reconstruction and object recognition. International Journal of Intelligent Systems, 1998, 11, 1115-1133.	3.3	5
123	A hybrid architecture for autonomous agents. Lecture Notes in Computer Science, 1997, , 106-115.	1.0	2
124	Innovative modelling techniques in computer vision. New Astronomy Reviews, 1996, 40, 453-460.	0.3	0
125	Recovering 3-D form features by a connectionist architecture. Pattern Recognition Letters, 1994, 15, 77-85.	2.6	4
126	Integrating Subsymbolic and Symbolic Processing in Artificial Vision. Journal of Intelligent Systems, 1992, 1, .	1.2	8

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127	Motion analysis using the novelty filter. Pattern Recognition Letters, 1991, 12, 177-182.	2.6	2
128	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
129	An associative link from geometric to symbolic representations in artificial vision. Lecture Notes in Computer Science, 1991, , 332-341.	1.0	1
130	A vision agent for mobile robot navigation in time-variable environments. , 0, , .		3
131	Conceptual spaces and robotic emotions. , 0, , .		1
132	From PASSI to agile PASSI: tailoring a design process to meet new needs. , 0, , .		14
133	A Lightweight Software Architecture for Robot Navigation and Visual Logging through Environmental Landmarks Recognition. , 0, , .		4
134	A Networking Framework for Multi-Robot Coordination. , 0, , .		4