

Frank Broz

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7000531/publications.pdf>

Version: 2024-02-01

28
papers

300
citations

1478280

6
h-index

1125617

13
g-index

29
all docs

29
docs citations

29
times ranked

407
citing authors

#	ARTICLE	IF	CITATIONS
1	The multi-modal interface of Robot-Era multi-robot services tailored for the elderly. <i>Intelligent Service Robotics</i> , 2018, 11, 109-126.	1.6	71
2	Planning for Human-Robot Interaction in Socially Situated Tasks. <i>International Journal of Social Robotics</i> , 2013, 5, 193-214.	3.1	56
3	Mutual gaze, personality, and familiarity: Dual eye-tracking during conversation. , 2012, , .		49
4	The ITALK Project: A Developmental Robotics Approach to the Study of Individual, Social, and Linguistic Learning. <i>Topics in Cognitive Science</i> , 2014, 6, 534-544.	1.1	17
5	A web based Multi-Modal Interface for elderly users of the Robot-Era multi-robot services. , 2014, , .		17
6	Designing POMDP models of socially situated tasks. , 2011, , .		13
7	Interaction and experience in enactive intelligence and humanoid robotics. , 2013, , .		10
8	Experiential AI. <i>AI Matters</i> , 2019, 5, 25-31.	0.4	8
9	A User-Centric Design of Service Robots Speech Interface for the Elderly. <i>Smart Innovation, Systems and Technologies</i> , 2016, , 275-283.	0.5	8
10	New Frontiers of Service Robotics for Active and Healthy Ageing. <i>International Journal of Social Robotics</i> , 2016, 8, 353-354.	3.1	7
11	The Interaction Between Voice and Appearance in the Embodiment of a Robot Tutor. <i>Lecture Notes in Computer Science</i> , 2017, , 64-74.	1.0	6
12	An Architecture for Emotional Facial Expressions as Social Signals. <i>IEEE Transactions on Affective Computing</i> , 2021, 12, 293-305.	5.7	5
13	Contagious Yawning in Human-Robot Interaction. , 2018, , .		4
14	Cultural Social Signal Interplay with an Expressive Robot. , 2018, , .		4
15	Experimental Evaluation of a Multi-modal User Interface for a Robotic Service. <i>Lecture Notes in Computer Science</i> , 2016, , 87-98.	1.0	4
16	Evolving Sims's creatures for bipedal gait. , 2011, , .		3
17	Interaction Histories and Short-Term Memory: Enactive Development of Turn-Taking Behaviours in a Childlike Humanoid Robot. <i>Philosophies</i> , 2019, 4, 26.	0.4	2
18	Enriching the Human-Robot Interaction Loop with Natural, Semantic, and Symbolic Gestures. , 2019, , 2199-2219.		2

#	ARTICLE	IF	CITATIONS
19	Enriching the Human-Robot Interaction Loop with Natural, Semantic, and Symbolic Gestures. , 2017, , 1-21.		2
20	Naturalistic Conversational Gaze Control for Humanoid Robots - A First Step. Lecture Notes in Computer Science, 2017, , 526-535.	1.0	2
21	An integrated three-stage model towards grammar acquisition. , 2010, , .		1
22	HRI Face-to-Face: Gaze and speech communication (fifth workshop on eye-gaze in intelligent) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50 622		1
23	A Gaze Controller for Coordinating Mutual Gaze During Conversational Turn-Taking in Human-Robot Interaction. , 2015, , .		1
24	Toward Fairness, Morality and Transparency in Artificial Intelligence through Experiential AI. Leonardo, 2019, 52, 426-426.	0.2	1
25	Reports of the AAAI 2010 Spring Symposia. AI Magazine, 2010, 31, 115.	1.4	0
26	Introduction to the Special Issue on Gaze in Human-Robot Communication. Interaction Studies, 2013, 14, vii-xv.	0.4	0
27	Evaluating robot facial expressions. , 2017, , .		0
28	Who Said That? a Comparative Study of Non-negative Matrix Factorization Techniques. , 0, , .		0