

JosÃ© MarÃ­a MartÃ­nez-Otzeta

List of Publications by Year in descending order

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49
papers

365
citations

932766

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h-index

839053

18
g-index

50
all docs

50
docs citations

50
times ranked

348
citing authors

#	ARTICLE	IF	CITATIONS
1	Modeling and evaluating beat gestures for social robots. Multimedia Tools and Applications, 2022, 81, 3421-3438.	2.6	8
2	An Open-source Library for Processing of 3D Data from Indoor Scenes. , 2022, , .		1
3	Towards an Interpretable Spanish Sign Language Recognizer. , 2022, , .		0
4	Sign Language Recognition by Means of Common Spatial Patterns. , 2021, , .		3
5	Quantitative analysis of robot gesticulation behavior. Autonomous Robots, 2021, 45, 175-189.	3.2	7
6	Expressing Robot Personality through Talking Body Language. Applied Sciences (Switzerland), 2021, 11, 4639.	1.3	10
7	Can a Social Robot Learn to Gesticulate Just by Observing Humans?. Advances in Intelligent Systems and Computing, 2021, , 137-150.	0.5	1
8	A New Approach for Video Action Recognition: CSP-Based Filtering for Video to Image Transformation. IEEE Access, 2021, 9, 139946-139957.	2.6	5
9	Which gesture generator performs better?. , 2021, , .		1
10	Multiscale network regression for associations between brain connectivity and cognitive and behavioural indices. , 2021, , .		0
11	Using Common Spatial Patterns to Select Relevant Pixels for Video Activity Recognition. Applied Sciences (Switzerland), 2020, 10, 8075.	1.3	1
12	Shedding Light on People Action Recognition in Social Robotics by Means of Common Spatial Patterns. Sensors, 2020, 20, 2436.	2.1	15
13	ORdensity: user-friendly R package to identify differentially expressed genes. BMC Bioinformatics, 2020, 21, 135.	1.2	0
14	Video Activity Recognition: State-of-the-Art. Sensors, 2019, 19, 3160.	2.1	55
15	Spontaneous talking gestures using Generative Adversarial Networks. Robotics and Autonomous Systems, 2019, 114, 57-65.	3.0	14
16	Learning to Gesticulate by Observation Using a Deep Generative Approach. Lecture Notes in Computer Science, 2019, , 666-675.	1.0	5
17	Robots on stage: A cognitive framework for socially interacting robots. Biologically Inspired Cognitive Architectures, 2018, 25, 17-25.	0.9	3
18	Towards the use of similarity distances to music genre classification: A comparative study. PLoS ONE, 2018, 13, e0191417.	1.1	9

#	ARTICLE	IF	CITATIONS
19	Periocular and iris local descriptors for identity verification in mobile applications. Pattern Recognition Letters, 2017, 91, 52-59.	2.6	19
20	Iris matching by means of Machine Learning paradigms: A new approach to dissimilarity computation. Pattern Recognition Letters, 2017, 91, 60-64.	2.6	5
21	Markov Text Generator for Basque Poetry. Lecture Notes in Computer Science, 2017, , 228-236.	1.0	1
22	Emotional Poetry Generation. Lecture Notes in Computer Science, 2017, , 332-342.	1.0	2
23	On how self-body awareness improves autonomy in social robots. , 2017, , .		2
24	Poet's Little Helper: A methodology for computer-based poetry generation. A case study for the Basque language. , 2017, , .		0
25	Adaptive Emotional Chatting Behavior to Increase the Sociability of Robots. Lecture Notes in Computer Science, 2017, , 666-675.	1.0	4
26	User modeling in a social network for cognitively disabled people. Journal of the Association for Information Science and Technology, 2016, 67, 305-317.	1.5	4
27	Machine Learning approach to dissimilarity computation: Iris matching. , 2016, , .		2
28	Dynamic selection of the best base classifier in One versus One. Knowledge-Based Systems, 2015, 85, 298-306.	4.0	24
29	Particle Filtering for Industrial 6DOF Visual Servoing. Journal of Intelligent and Robotic Systems: Theory and Applications, 2014, 74, 689-696.	2.0	8
30	Fusing multiple image transformations and a thermal sensor with kinect to improve person detection ability. Engineering Applications of Artificial Intelligence, 2013, 26, 1980-1991.	4.3	15
31	On the Use of a Low-Cost Thermal Sensor to Improve Kinect People Detection in a Mobile Robot. Sensors, 2013, 13, 14687-14713.	2.1	12
32	RGB-D, Laser and Thermal Sensor Fusion for People following in a Mobile Robot. International Journal of Advanced Robotic Systems, 2013, 10, 271.	1.3	33
33	A Layered Learning Approach to 3D Multimodal People Detection Using Low-Cost Sensors in a Mobile Robot. Advances in Intelligent and Soft Computing, 2012, , 27-33.	0.2	1
34	PARTICLE FILTERING FOR PEOPLE FOLLOWING BEHAVIOR USING LASER SCANS AND STEREO VISION. International Journal on Artificial Intelligence Tools, 2011, 20, 313-326.	0.7	5
35	People Following Behaviour in an Industrial Enviroment Using Laser and Stereo Camera. Lecture Notes in Computer Science, 2010, , 508-517.	1.0	4
36	Automatic Quality Inspection of Percussion Cap Mass Production by Means of 3D Machine Vision and Machine Learning Techniques. Lecture Notes in Computer Science, 2010, , 270-277.	1.0	5

#	ARTICLE	IF	CITATIONS
37	Laser Based People Following Behaviour in an Emergency Environment. Lecture Notes in Computer Science, 2009, , 33-42.	1.0	10
38	Analyzing Classifier Hierarchy Multiclassifier Learning. Lecture Notes in Computer Science, 2008, , 775-782.	1.0	0
39	Visual Approaches for Handle Recognition. , 2008, , 313-322.		2
40	DOOR HANDLE IDENTIFICATION: A THREE-STAGE APPROACH. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2007, 40, 517-522.	0.4	3
41	Tartalo: the door knocker robot. , 2007, , .		1
42	On the use of Bayesian Networks to develop behaviours for mobile robots. Robotics and Autonomous Systems, 2007, 55, 253-265.	3.0	38
43	Classifier hierarchy learning by means of genetic algorithms. Pattern Recognition Letters, 2006, 27, 1998-2004.	2.6	20
44	On a Unified Framework for Sampling With and Without Replacement in Decision Tree Ensembles. Lecture Notes in Computer Science, 2006, , 118-127.	1.0	1
45	Adapting the Point of View for Behavior-Based Navigation. Lecture Notes in Computer Science, 2006, , 69-78.	1.0	0
46	K Nearest Neighbor Edition to Guide Classification Tree Learning: Motivation and Experimental Results. Lecture Notes in Computer Science, 2006, , 53-63.	1.0	1
47	Edited Naive Bayes. Inteligencia Artificial, 2006, 10, .	0.5	0
48	Combining Bayesian Networks, k Nearest Neighbours Algorithm and Attribute Selection for Gene Expression Data Analysis. Lecture Notes in Computer Science, 2004, , 86-97.	1.0	4
49	Natural Landmark Based Navigation. Lecture Notes in Computer Science, 2004, , 742-753.	1.0	1