Peter Robinson

List of Publications by Year
in descending order

46 papers	1,184 citations	1040056 9 h-index	1058476 14 g-index
46 all docs	46 docs citations	46 times ranked	1139 citing authors

#	Article	IF	Citations
1	Cross-dataset learning and person-specific normalisation for automatic Action Unit detection. , 2015, , .		187
2	3D Constrained Local Model for rigid and non-rigid facial tracking. , 2012, , .		177
3	When my robot smiles at me: Enabling human-robot rapport via real-time head gesture mimicry. Journal on Multimodal User Interfaces, 2010, 3, 99-108.	2.9	133
4	Dimensional affect recognition using Continuous Conditional Random Fields. , 2013, , .		64
5	Designing Inclusive Interfaces Through User Modeling and Simulation. International Journal of Human-Computer Interaction, 2012, 28, 1-33.	4.8	60
6	Empathizing with robots: Fellow feeling along the anthropomorphic spectrum. , 2009, , .		52
7	Real-Time Recognition of Affective States from Nonverbal Features of Speech and Its Application for Public Speaking Skill Analysis. IEEE Transactions on Affective Computing, 2011, 2, 66-78.	8.3	44
8	Real-time inference of mental states from facial expressions and upper body gestures. , 2011, , .		43
9	Computation of emotions in man and machines. Philosophical Transactions of the Royal Society B: Biological Sciences, 2009, 364, 3441-3447.	4.0	38
10	Estimating Sheep Pain Level Using Facial Action Unit Detection. , 2017, , .		35
11	Decoupling facial expressions and head motions in complex emotions. , 2015, , .		31
12	User Models and User Physical Capability. User Modeling and User-Adapted Interaction, 2002, 12, 139-169.	3.8	30
13	Cooperative gestures: Effective signaling for humanoid robots. , 2010, , .		28
14	Distributed Tabletops: Supporting Remote and Mixed-Presence Tabletop Collaboration. , 2007, , .		23
15	The ASC-Inclusion Perceptual Serious Gaming Platform for Autistic Children. IEEE Transactions on Games, 2019, 11, 328-339.	1.4	19
16	Perception of emotional expressions in different representations using facial feature points. , 2009, , .		18
17	Challenges and Opportunities in Building Socially Intelligent Machines [Social Sciences]. IEEE Signal Processing Magazine, 2011, 28, 146-149.	5.6	17
18	Analysis of Yawning Behaviour in Spontaneous Expressions of Drowsy Drivers. , 2018, , .		17

#	Article	IF	Citations
19	Natural affect data &#x2014; Collection &#x00026; annotation in a learning context. , 2009, , .		16
20	Modelling Affect in Learning Environments - Motivation and Methods. , 2010, , .		14
21	Evaluating interface layout for visually impaired and mobility-impaired users through simulation. Universal Access in the Information Society, 2013, 12, 55-72.	3.0	13
22	Emotion tracking in music using continuous conditional random fields and relative feature representation. , 2013, , .		13
23	Designing accessible technology. Universal Access in the Information Society, 2007, 6, 117-118.	3.0	12
24	Automatic multimodal descriptors of rhythmic body movement. , 2013, , .		12
25	Automatic Detection of Naturalistic Hand-over-Face Gesture Descriptors. , 2014, , .		12
26	T3: Rapid Prototyping of High-Resolution and Mixed-Presence Tabletop Applications. , 2007, , .		10
27	CCNF for continuous emotion tracking in music: Comparison with CCRF and relative feature representation. , 2014, , .		8
28	The Cambridge Face Tracker: Accurate, Low Cost Measurement of Head Posture Using Computer Vision and Face Recognition Software. Translational Vision Science and Technology, 2016, 5, 8.	2.2	8
29	Design for participation: providing access to e-information for older adults. Universal Access in the Information Society, 2004, 3, 149-163.	3.0	6
30	Automated recognition of complex categorical emotions from facial expressions and head motions. , 2015, , .		6
31	Expression training for complex emotions using facial expressions and head movements. , 2015, , .		5
32	A Framework for Interacting with Paper. Computer Graphics Forum, 1997, 16, C329-C334.	3.0	4
33	The cluster scanning system. Universal Access in the Information Society, 2013, 12, 237-245.	3.0	4
34	A facial affect mapping engine. , 2014, , .		4
35	Empirical analysis of continuous affect. , 2015, , .		4
36	Feature Reduction for Dimensional Emotion Recognition in Human-Robot Interaction. , 2015, , .		4

#	Article	IF	Citations
37	Continuous emotion recognition using a particle swarm optimized NARX neural network. , 2015, , .		3
38	Intelligent scheduling for in-car notifications. , 2017, , .		3
39	Interacting with notations: two examples of the use of a transformation system. Universal Access in the Information Society, 2005, 4, 96-104.	3.0	2
40	Landmarks based human-like guidance for driving navigation in an urban environment. , 2017, , .		2
41	Improved Legibility of Text for Multiprojector Tiled Displays. , 2007, , .		1
42	What Really Matters? A Study into People's Instinctive Evaluation Metrics for Continuous Emotion Prediction in Music. , 2013, , .		1
43	Modelling emotions in an on-line educational game. , 2014, , .		1
44	A Framework for Interacting with Paper. Computer Graphics Forum, 2008, 16, C329-C334.	3.0	0
45	Multimodal classification of driver glance. , 2017, , .		0
46	Guest Editorial Intelligence in Serious Games. IEEE Transactions on Games, 2019, 11, 306-310.	1.4	0