Karl F Macdorman

List of Publications by Year
in descending order

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72 papers	5,551 citations	279701 23 h-index	161767 54 g-index
74 all docs	74 docs citations	74 times ranked	3457 citing authors

#	Article	IF	Citations
1	The Uncanny Valley [From the Field]. IEEE Robotics and Automation Magazine, 2012, 19, 98-100.	2.2	1,827
2	The uncanny advantage of using androids in cognitive and social science research. Interaction Studies, 2006, 7, 297-337.	0.4	445
3	Too real for comfort? Uncanny responses to computer generated faces. Computers in Human Behavior, 2009, 25, 695-710.	5.1	377
4	Cognitive developmental robotics as a new paradigm for the design of humanoid robots. Robotics and Autonomous Systems, 2001, 37, 185-193.	3.0	342
5	Revisiting the uncanny valley theory: Developing and validating an alternative to the Godspeed indices. Computers in Human Behavior, 2010, 26, 1508-1518.	5.1	314
6	Does Japan really have robot mania? Comparing attitudes by implicit and explicit measures. AI and Society, 2009, 23, 485-510.	3.1	220
7	Review of constraints on visionâ€based gesture recognition for humanâ€“computer interaction. IET Computer Vision, 2018, 12, 3-15.	1.3	162
8	A Mismatch in the Human Realism of Face and Voice Produces an Uncanny Valley. I-Perception, 2011, 2, 10-12.	0.8	151
9	Reducing consistency in human realism increases the uncanny valley effect; increasing category uncertainty does not. Cognition, 2016, 146, 190-205.	1.1	148
10	Measuring the Uncanny Valley Effect. International Journal of Social Robotics, 2017, 9, 129-139.	3.1	123
11	Individual differences predict sensitivity to the uncanny valley. Interaction Studies, 2015, 16, 141-172.	0.4	117
12	Facilitators and Barriers to Adopting Robotic-Assisted Surgery: Contextualizing the Unified Theory of Acceptance and Use of Technology. PLoS ONE, 2011, 6, e16395.	1.1	113
13	Generating natural motion in an android by mapping human motion. , 2005, , .		99
14	Human emotion and the uncanny valley. , 2008, , .		96
15	Sensitivity to the proportions of faces that vary in human likeness. Computers in Human Behavior, 2008, 24, 2456-2474.	5.1	82
16	A novel set of features for continuous hand gesture recognition. Journal on Multimodal User Interfaces, 2014, 8, 333-343.	2.0	57
17	Does social desirability bias favor humans? Explicitâ€“implicit evaluations of synthesized speech support a new HCI model of impression management. Computers in Human Behavior, 2011, 27, 402-412.	5.1	48
18	Familiar faces rendered strange: Why inconsistent realism drives characters into the uncanny valley. Journal of Vision, 2016, 16, 7.	0.1	46

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19	A modular neural network architecture for inverse kinematics model learning. Neurocomputing, 2001, 38-40, 797-805.	3.5	41
20	Automatic Emotion Prediction of Song Excerpts: Index Construction, Algorithm Design, and Empirical Comparison. Journal of New Music Research, 2007, 36, 281-299.	0.6	38
21	Inverse kinematics learning for robotic arms with fewer degrees of freedom by modular neural network systems. , 2005, , .		36
22	Toward Monitoring and Increasing Exercise Adherence in Older Adults by Robotic Intervention: A Proof of Concept Study. Journal of Robotics, 2011, 2011, 1-11.	0.6	36
23	Dynamics of Co-Transcriptional Pre-mRNA Folding Influences the Induction of Dystrophin Exon Skipping by Antisense Oligonucleotides. PLoS ONE, 2008, 3, e1844.	1.1	33
24	A Meta-analysis of the Uncanny Valley's Independent and Dependent Variables. ACM Transactions on Human-Robot Interaction, 2022, 11, 1-33.	3.2	30
25	Cognitive Robotics. Grounding symbols through sensorimotor integration.. Journal of the Robotics Society of Japan, 1999, 17, 20-24.	0.0	30
26	Mortality salience and the uncanny valley. , 0, , .		28
27	The uncanny valley does not interfere with level 1 visual perspective taking. Computers in Human Behavior, 2013, 29, 1671-1685.	5.1	28
28	Opening Pandoraâ€™s uncanny Box. Interaction Studies, 2006, 7, 361-368.	0.4	26
29	An Improved Usability Measure Based on Novice and Expert Performance. International Journal of Human-Computer Interaction, 2011, 27, 280-302.	3.3	26
30	Long-term relationships as a benchmark for robot personhood. , 2006, , .		25
31	Memory-Based Attention Control for Activity Recognition at a Subway Station. IEEE MultiMedia, 2007, 14, 38-49.	1.5	24
32	Creepy cats and strange high houses: Support for configural processing in testing predictions of nine uncanny valley theories. Journal of Vision, 2021, 21, 1.	0.1	24
33	Gender Differences in the Impact of Presentational Factors in Human Character Animation on Decisions in Ethical Dilemmas. Presence: Teleoperators and Virtual Environments, 2010, 19, 213-229.	0.3	23
34	In the uncanny valley, transportation predicts narrative enjoyment more than empathy, but only for the tragic hero. Computers in Human Behavior, 2019, 94, 140-153.	5.1	23
35	Categorization-based stranger avoidance does not explain the uncanny valley effect. Cognition, 2017, 161, 132-135.	1.1	21
36	What baboons, babies and Tetris players tell us about interaction: a biosocial view of norm-based social learning. Connection Science, 2006, 18, 363-378.	1.8	20

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37	PAGED: a pathway and gene-set enrichment database to enable molecular phenotype discoveries. BMC Bioinformatics, 2012, 13, S2.	1.2	18
38	Simulating conversations: The communion game. AI and Society, 1995, 9, 116-137.	3.1	16
39	The doctorâ€™s digital double: how warmth, competence, and animation promote adherence intention. PeerJ Computer Science, 2018, 4, e168.	2.7	16
40	Hand pose recognition from monocular images by geometrical and texture analysis. Journal of Visual Languages and Computing, 2015, 28, 39-55.	1.8	15
41	Parental Acceptance of Childrenâ€™s Storytelling Robots: A Projection of the Uncanny Valley of AI. Frontiers in Robotics and AI, 2021, 8, 579993.	2.0	15
42	Toward social mechanisms of android science. Interaction Studies, 2006, 7, 289-296.	0.4	14
43	Humanoid Robot Motion Recognition and Reproduction. Advanced Robotics, 2009, 23, 349-366.	1.1	14
44	The Aesthetic Dimensions of U.S. and South Korean Responses to Web Home Pages: A Cross-Cultural Comparison. International Journal of Human-Computer Interaction, 2011, 27, 131-150.	3.3	14
45	Afterword: Life after the symbol system metaphor. Interaction Studies, 2007, 8, 143-158.	0.4	13
46	Sending an Avatar to Do a Human's Job: Compliance with Authority Persists Despite the Uncanny Valley. Presence: Teleoperators and Virtual Environments, 2015, 24, 1-23.	0.3	13
47	THE INFLUENCE OF HOLISTIC AND ANALYTIC COGNITIVE STYLES ON ONLINE INFORMATION DESIGN: Toward a communication theory of cultural cognitive design. Information, Communication and Society, 2008, 11, 348-374.	2.6	12
48	Responding to affordances: learning and projecting a sensorimotor mapping. , 0, , .		10
49	Periodic nonlinear principal component neural networks for humanoid motion segmentation, generalization, and generation. , 2004, , .		10
50	Feature learning, multiresolution analysis, and symbol grounding. Behavioral and Brain Sciences, 1998, 21, 32-32.	0.4	8
51	Introduction to the special issue on android science. Connection Science, 2006, 18, 313-317.	1.8	8
52	Proto-symbol emergence. , 0, , .		7
53	Learning a coordinate transformation for a human visual feedback controller based on disturbance noise and the feedback error signal. , 0, , .		7
54	Parental Expectations, Concerns, and Acceptance of Storytelling Robots for Children. , 2020, , .		7

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55	La VallÃ©e de lâ€™Ã‰trange de Mori Masahiro. E-PhaÃ¯stos, 2019, , .	0.1	7
56	An account of consciousness in physical and functional terms: A target for research in the neurosciences. Integrative Psychological and Behavioral Science, 1994, 29, 151-181.	0.3	6
57	Introduction to the Special Issue on Psychological Benchmarks of Humanâ€“Robot Interaction. Interaction Studies, 2007, 8, 359-362.	0.4	6
58	Precise planar positioning using visual servoing based on coarse optical flow. , 0, , .		4
59	Coordinate transformation learning of hand position feedback controller with time delay. Neurocomputing, 2001, 38-40, 1503-1509.	3.5	4
60	On the use of forward kinematic models in visually guided hand position controlâ€”analysis based on ISLES model. Neurocomputing, 2002, 44-46, 965-972.	3.5	4
61	Receptive to bad reception: Jerky motion can make persuasive messages more effective. Computers in Human Behavior, 2014, 32, 32-39.	5.1	4
62	Generating Natural Motion in an Android by Mapping Human Motion. , 2018, , 57-73.		3
63	An Algorithm That Recognizes and Reproduces Distinct Types of Humanoid Motion Based on Periodically-Constrained Nonlinear PCA. Lecture Notes in Computer Science, 2005, , 370-380.	1.0	3
64	Memory must also mesh affect. Behavioral and Brain Sciences, 1997, 20, 29-30.	0.4	2
65	Protosymbol emergence based on embodiment: robot experiments. , 0, , .		2
66	The uncanny valley of eeriness. , 2007, , .		2
67	Why Real Citizens Would Turn to Artificial Leaders. Digital Government Research and Practice (DGOV), 2021, 2, 1-24.	1.2	2
68	Automatic extraction of abstract actions from humanoid motion data. , 0, , .		1
69	Creepy, but Persuasive: In a Virtual Consultation, Physician Bedside Manner, Rather than the Uncanny Valley, Predicts Adherence. Frontiers in Virtual Reality, 2021, 2, .	2.5	1
70	A new model of the visual feedback coordinate transformation in humans based on disturbance noise and feedback error that accounts for time delays. , 0, , .		0
71	Building the Mega-Collaboration Interface: Behavioral, Cultural, and Cognitive Factors in Visualization Support. , 2008, , .		0
72	Skin detection in video under uncontrolled illumination. Multimedia Tools and Applications, 2021, 80, 24319.	2.6	0