Kenji Suzuki

List of Publications by Year
in descending order

243 papers	2,337 citations	361045 20 h-index	377514 34 g-index
250 all docs	250 docs citations	250 times ranked	2035 citing authors

#	Article	IF	Citations
1	EyesWeb: Toward Gesture and Affect Recognition in Interactive Dance and Music Systems. Computer Music Journal, 2000, 24, 57-69.	0.3	144
2	Rapid stimulation of human dentate gyrus function with acute mild exercise. Proceedings of the National Academy of Sciences of the United States of America, 2018, 115, 10487-10492.	3.3	118
3	Design of a Wearable Device for Reading Positive Expressions from Facial EMG Signals. IEEE Transactions on Affective Computing, 2014, 5, 227-237.	5.7	91
4	Wearable Gait Measurement System with an Instrumented Cane for Exoskeleton Control. Sensors, 2014, 14, 1705-1722.	2.1	83
5	On the Reaction to Robotâ€™s Speech in a Hotel Public Space. International Journal of Social Robotics, 2015, 7, 911-920.	3.1	58
6	Brief Report: The Smiles of a Child with Autism Spectrum Disorder During an Animal-assisted Activity May Facilitate Social Positive Behaviorsâ€"Quantitative Analysis with Smile-detecting Interface. Journal of Autism and Developmental Disorders, 2014, 44, 685-693.	1.7	55
7	bioSync. , 2017, , .		48
8	Feasibility of Synergy-Based Exoskeleton Robot Control in Hemiplegia. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2018, 26, 1233-1242.	2.7	46
9	Lateral Symmetry of Synergies in Lower Limb Muscles of Acute Post-stroke Patients After Robotic Intervention. Frontiers in Neuroscience, 2018, 12, 276.	1.4	44
10	Measurement of distal EMG signals using a wearable device for reading facial expressions. , 2010, 2010, 4594-7.		40
11	Smartphone-Based Real-time Assessment of Swallowing Ability From the Swallowing Sound. IEEE Journal of Translational Engineering in Health and Medicine, 2015, 3, 1-10.	2.2	40
12	Robotic Ankleâ€"Foot Orthosis With a Variable Viscosity Link Using MR Fluid. IEEE/ASME Transactions on Mechatronics, 2019, 24, 495-504.	3.7	36
13	A Wearable Device for Fast and Subtle Spontaneous Smile Recognition. IEEE Transactions on Affective Computing, 2017, 8, 522-533.	5.7	34
14	EnhancedTouch. , 2016, , .		33
15	Exoskeleton robot control based on cane and body joint synergies. , 2012, , .		31
16	LifeChair: A Conductive Fabric Sensor-Based Smart Cushion for Actively Shaping Sitting Posture. Sensors, 2018, 18, 2261.	2.1	31
17	A Deformable Smart Skin for Continuous Sensing Based on Electrical Impedance Tomography. Sensors, 2016, 16, 1928.	2.1	30
18	Feasibility Study of a Socially Assistive Humanoid Robot for Guiding Elderly Individuals during Walking. Future Internet, 2017, 9, 30.	2.4	30

#	Article	IF	Citations
19	bioSync. , 2016, , .		29
20	FUTUREGYM: A gymnasium with interactive floor projection for children with special needs. International Journal of Child-Computer Interaction, 2018, 15, 37-47.	2.5	29
21	Voluntary Ambulation by Upper Limb-Triggered HALÂ® in Patients with Complete Quadri/Paraplegia Due to Chronic Spinal Cord Injury. Frontiers in Neuroscience, 2017, 11, 649.	1.4	28
22	Standing Mobility Device With Passive Lower Limb Exoskeleton for Upright Locomotion. IEEE/ASME Transactions on Mechatronics, 2018, 23, 1608-1618.	3.7	25
23	Autonomous battery management for mobile robots based on risk and gain assessment. Artificial Intelligence Review, 2012, 37, 217-237.	9.7	24
24	A neck mounted interface for sensing the swallowing activity based on swallowing sound. , 2011, 2011, 5224-7.		22
25	Effect of Haptic Assistance on Learning Vehicle Reverse Parking Skills. IEEE Transactions on Haptics, 2014, 7, 334-344.	1.8	21
26	Unpowered Lower-Body Exoskeleton with Torso Lifting Mechanism for Supporting Sit-to-Stand Transitions. , 2018, , .		21
27	Robot Assisted Physiotherapy to Support Rehabilitation of Facial Paralysis. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2014, 22, 644-653.	2.7	20
28	Muscle Synergies During Repetitive Stoop Lifting With a Bioelectrically-Controlled Lumbar Support Exoskeleton. Frontiers in Human Neuroscience, 2019, 13, 142.	1.0	20
29	Sock-Type Wearable Sensor for Estimating Lower Leg Muscle Activity Using Distal EMG Signals. Sensors, 2019, 19, 1954.	2.1	20
30	Differences in Muscle Synergy Symmetry Between Subacute Post-stroke Patients With Bioelectrically-Controlled Exoskeleton Gait Training and Conventional Gait Training. Frontiers in Bioengineering and Biotechnology, 2020, 8, 770.	2.0	20
31	Affective communication aid using wearable devices based on biosignals. , 2014, , .		18
32	The Invisible Potential of Facial Electromyography. , 2019, , .		18
33	Stair-climbing wheelchair with lever propulsion control of rotary legs. Advanced Robotics, 2020, 34, 802-813.	1.1	18
34	Emotionally Assisted Humanâ€"Robot Interaction Using a Wearable Device for Reading Facial Expressions. Advanced Robotics, 2012, 26, 1143-1159.	1.1	17
35	Reshaping of Gait Coordination by Robotic Intervention in Myelopathy Patients After Surgery. Frontiers in Neuroscience, 2018, 12, 99.	1.4	17
36	Thoracic kyphosis and pelvic anteversion in patients with adult spinal deformity increase while walking: analyses of dynamic alignment change using a three-dimensional gait motion analysis system. European Spine Journal, 2020, 29, 840-848.	1.0	17

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37	BioTones: A wearable device for EMG auditory biofeedback. , 2010, 2010, 6543-6.		16
38	A similarity-based neural network for facial expression analysis. Pattern Recognition Letters, 2007, 28, 1104-1111.	2.6	15
39	Coaching robot behavior using continuous physiological affective feedback. , 2011, , .		15
40	Step-climbing wheelchair with lever propelled rotary legs. , 2015, , .		15
41	Human perception and biosignal-based identification of posed and spontaneous smiles. PLoS ONE, 2019, 14, e0226328.	1.1	15
42	Wired muscle. , 2017, , .		14
43	Representing Interpersonal Touch Directions by Tactile Apparent Motion Using Smart Bracelets. IEEE Transactions on Haptics, 2019, 12, 327-338.	1.8	14
44	Reshaping of Bilateral Gait Coordination in Hemiparetic Stroke Patients After Early Robotic Intervention. Frontiers in Neuroscience, 2018, 12, 719.	1.4	13
45	Gait measurement by a mobile humanoid robot as a walking trainer. , 2017, , .		12
46	EnhancedTouchX. , 2019, , .		12
47	CHIMELIGHT: Augmenting Instruments in Interactive Music Therapy for Children with Neurodevelopmental Disorders. , 2019, , .		12
48	Targets-Drives-Means: A declarative approach to dynamic behavior specification with higher usability. Robotics and Autonomous Systems, 2014, 62, 545-555.	3.0	11
49	A wearable stimulation device for sharing and augmenting kinesthetic feedback. , 2015, , .		11
50	Active Rotary-Legs Mechanism for Stair-Climbing Mobility Vehicle. IEEE Robotics and Automation Letters, 2018, 3, 2237-2244.	3.3	11
51	FaceLooks: A Smart Headband for Signaling Face-to-Face Behavior. Sensors, 2018, 18, 2066.	2.1	11
52	Wearable Device for Monitoring Respiratory Phases Based on Breathing Sound and Chest Movement. Advanced Biomedical Engineering, 2019, 8, 85-91.	0.4	11
53	Effect on Social Connectedness and Stress Levels by Using a Huggable Interface in Remote Communication. , 2019, , .		11
54	Passive Flow Control for Series Inflatable Actuators: Application on a Wearable Soft-Robot for Posture Assistance. IEEE Robotics and Automation Letters, 2021, 6, 4891-4898.	3.3	11

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55	Personal Mobility With Synchronous Trunk–Knee Passive Exoskeleton: Optimizing Human–Robot Energy Transfer. IEEE/ASME Transactions on Mechatronics, 2022, 27, 3613-3623.	3.7	11
56	Direct and indirect social robot interactions in a hotel public space. , 2013, , .		10
57	Design of affective robot-assisted activity for children with autism spectrum disorders. , 2014, , .		10
58	Design of a robotic agent that measures smile and facing behavior of children with Autism Spectrum Disorder. , 2016, , .		10
59	The sound of smile: Auditory biofeedback of facial EMG activity. Displays, 2017, 47, 32-39.	2.0	10
60	Spontaneous and posed smile recognition based on spatial and temporal patterns of facial EMG. , 2017, , .		10
61	Human Joint Impedance Estimation With a New Wearable Device Utilizing Snap-Through Buckling of Closed-Elastica. IEEE Robotics and Automation Letters, 2018, 3, 1506-1513.	3.3	10
62	Designing Interactive Visual Supports for Children with Special Needs in a School Setting. , 2018, , .		10
63	Muscular Activity Modulation During Post-operative Walking With Hybrid Assistive Limb (HAL) in a Patient With Thoracic Myelopathy Due to Ossification of Posterior Longitudinal Ligament: A Case Report. Frontiers in Neurology, 2020, 11, 102.	1.1	10
64	Smiles as a Signal of Prosocial Behaviors Toward the Robot in the Therapeutic Setting for Children With Autism Spectrum Disorder. Frontiers in Robotics and AI, 2021, 8, 599755.	2.0	10
65	The fatty degeneration of the lumbar erector spinae muscles affects dynamic spinal compensation ability during gait in adult spinal deformity. Scientific Reports, 2021, 11, 18088.	1.6	10
66	Robot-assisted voluntary initiation reduces control-related difficulties of initiating joint movement: A phenomenal questionnaire study on shaping and compensation of forward gait. PLoS ONE, 2018, 13, e0194214.	1.1	10
67	HandMorph: a Passive Exoskeleton that Miniaturizes Grasp. , 2020, , .		10
68	TDM: A software framework for elegant and rapid development of autonomous behaviors for humanoid robots. , 2011, , .		9
69	Social playware with an enhanced reach for facilitating group interaction. , 2013, , .		9
70	Light-Emitting Device for Supporting Auditory Awareness of Hearing-Impaired People during Group Conversations. , 2013, , .		9
71	Listening to vs overhearing robots in a hotel public space. , 2013, , .		9
72	Comparative Study of Human Behavior in Card Playing with a Humanoid Playmate. International Journal of Social Robotics, 2014, 6, 5-15.	3.1	9

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73	Social imaging technology to identify and represent social behaviors. , 2015, , .		9
74	Humanoid Robot Assisted Training for Facial Expressions Recognition Based on Affective Feedback. Lecture Notes in Computer Science, 2015, , 492-501.	1.0	9
75	Design of an accompanying humanoid as a walking trainer for the elderly. , 2016, , .		9
76	Facilitating Social Play for Children with PDDs: Effects of Paired Robotic Devices. Frontiers in Psychology, 2017, 8, 1029.	1.1	9
77	bioLights: Light emitting wear for visualizing lower-limb muscle activity. , 2010, 2010, 6393-6.		8
78	Enhanced touch. , 2011, , .		8
79	Sheet type soft robot with magnetic fluid for object transportation. , 2014, , .		8
80	An Approach to Subjective Computing: A Robot That Learns From Interaction With Humans. IEEE Transactions on Autonomous Mental Development, 2014, 6, 5-18.	2.3	8
81	An ECG monitoring system through flexible clothes with elastic material. , 2015, , .		8
82	Effect of Sensory Feedback on Turn-Taking Using Paired Devices for Children with ASD. Multimodal Technologies and Interaction, 2018, 2, 61.	1.7	8
83	MRLift: a Semi-active Lower Back Support Exoskeleton based on MR Fluid and Force Retention Technology. , 2019, , .		8
84	Optimized Design of a Variable Viscosity Link for Robotic AFO. , 2019, 2019, 6220-6223.		8
85	Dropped Head Syndrome Attenuation by Hybrid Assistive Limb: A Preliminary Study of Three Cases on Cervical Alignment during Walking. Medicina (Lithuania), 2020, 56, 291.	0.8	8
86	Sound database retrieved by sound.. Acoustical Science and Technology, 2002, 23, 293-300.	0.3	8
87	Robotic Interface for Embodied Interaction via Dance and Musical Performance. Proceedings of the IEEE, 2004, 92, 656-671.	16.4	7
88	An elastic link mechanism integrated with a magnetorheological fluid for elbow orthotics. , 2012, , .		7
89	A doll-type interface for real-time humanoid teleoperation in robot-assisted activity. , 2014, , .		7
90	Measuring K-degree facial interaction between robot and children with autism spectrum disorders. , 2015, , .		7

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91	Wearable Auditory Biofeedback Device for Blind and Sighted Individuals. IEEE MultiMedia, 2015, 22, 68-73.	1.5	7
92	Smartphone-based swallowing monitoring and feedback device for mealtime assistance in nursing homes. , 2016, 2016, 5781-5784.		7
93	Wearable flexible device for respiratory phase measurement based on sound and chest movement. , 2017, , .		7
94	Design of a Huggable Social Robot with Affective Expressions Using Projected Images. Applied Sciences (Switzerland), 2018, 8, 2298.	1.3	7
95	An Automated Liquid Manipulation by Using a Ferrofluid-Based Robotic Sheet. IEEE Robotics and Automation Letters, 2018, 3, 2814-2821.	3.3	7
96	Tactile Apparent Motion Through Human-Human Physical Touch. Lecture Notes in Computer Science, 2018, , 163-174.	1.0	7
97	Control Interface for Hands-free Navigation of Standing Mobility Vehicles based on Upper-Body Natural Movements. , 2020, , .		7
98	Learning to control a joint driven double inverted pendulum using nested actor/critic algorithm. , 2002, , .		6
99	A soft actuator based expressive mask for facial paralyzed patients. , 2008, , .		6
100	Myoelectric Controlled Prosthetic Hand with Continuous Force-Feedback Mechanism. , 2013, , .		6
101	Large Scale Interactive AR Display Based on a Projector-Camera System. , 2016, , .		6
102	Child-Sized Passive Exoskeleton for Supporting Voluntary Sitting and Standing Motions. , 2018, , .		6
103	Successful detection of postoperative improvement of dynamic sagittal balance with a newly developed three-dimensional gait motion analysis system in a patient with iatrogenic flatback syndrome: A case report. Journal of Clinical Neuroscience, 2018, 53, 241-243.	0.8	6
104	Deep Learning-Based Swallowing Monitor for Realtime Detection of Swallow Duration. , 2020, 2020, 4365-4368.		6
105	Analysis of Gait Motion Changes by Intervention Using Robot Suit Hybrid Assistive Limb (HAL) in Myelopathy Patients After Decompression Surgery for Ossification of Posterior Longitudinal Ligament. Frontiers in Neurorobotics, 2021, 15, 650118.	1.6	6
106	Active acquisition of operating ranges and path planning for a humanoid robot. , 2007, , .		5
107	Head orientation sensing by a wearable device for assisted locomotion. , 2011, , .		5
108	Standing mobility vehicle with passive exoskeleton assisting voluntary postural changes. , 2013, , .		5

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109	Robotic gaming companion to facilitate social interaction among children. , 2014, , .		5
110	Feasibility study of wearable robot control based on upper and lower limbs synergies. , 2015, , .		5
111	Deforming control for object transportation with ferrofluid-based sheet-type soft robot. , 2015, , .		5
112	A wheelchair with lever propulsion control for climbing up and down stairs. , 2016, 2016, 3358-3361.		5
113	Tarsusmeter: Development of a wearable device for ankle joint impedance estimation. , 2017, 2017, 3293-3296.		5
114	An Exoskeleton Brake Unit for Children with Crouch Gait Supporting the Knee Joint During Stance. , 2018, , .		5
115	Reply to Gronwald et al.: Exercise intensity does indeed matter; maximal oxygen uptake is the gold-standard indicator. Proceedings of the National Academy of Sciences of the United States of America, 2018, 115, E11892-E11893.	3.3	5
116	Wearable Kinesthetic I/O Device for Sharing Wrist Joint Stiffness. , 2019, 2019, 3306-3310.		5
117	Surface Deformation Control of a Ferrofluid-Based Robotic Sheet for Object Handling. IEEE Transactions on Automation Science and Engineering, 2019, 16, 851-862.	3.4	5
118	Interpersonal Distance and Face-to-face Behavior During Therapeutic Activities for Children with ASD. Lecture Notes in Computer Science, 2016, , 367-374.	1.0	5
119	Augmented Human Technology. , 2014, , 111-131.		5
120	Video Stream Retrieval Based on Temporal Feature of Frame Difference. , 0, , .		4
121	Adaptive Teleoperation of a Mobile Robot under Communication Time Delay. , 2007, , .		4
122	A multiple SMA hybrid actuator to generate expressions on the face. , 2010, , .		4
123	Robot assisted facial expressions with segmented shape memory alloy actuators. International Journal of Mechatronics and Automation, 2011, 1, 224.	0.1	4
124	A wearable Robot Mask to support rehabilitation of facial paralysis. , 2012, , .		4
125	Coaching robots with biosignals based on human affective social behaviors. , 2013, , .		4
126	Swallowscope: A smartphone based device for the assessment of swallowing ability. , 2014, , .		4

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127	bioToys: biofeedback toys for playful and self-determined physiotherapeutic activities. Artificial Life and Robotics, 2014, 19, 150-156.	0.7	4
128	Wearable inflatable robot for supporting postural transitions in infants between sitting and lying. , 2015, , .		4
129	An approach to facilitate turn-taking behavior with paired devices for children with Autism Spectrum Disorder. , 2016, , .		4
130	Gesture based robotic arm control for meal time care using a wearable sensory jacket. , 2016, , .		4
131	Embodied interface for levitation and navigation in a 3D large space. , 2017, , .		4
132	Visualization of walking speed variation-induced synchronized dynamic changes in lower limb joint angles and activity of trunk and lower limb muscles with a newly developed gait analysis system. Journal of Orthopaedic Surgery, 2018, 26, 230949901880668.	0.4	4
133	Voluntary ambulation using voluntary upper limb muscle activity and Hybrid Assistive Limb® (HAL®) in a patient with complete paraplegia due to chronic spinal cord injury: A case report. Journal of Spinal Cord Medicine, 2019, 42, 460-468.	0.7	4
134	Robotic Shoulder Rehabilitation With the Hybrid Assistive Limb in a Patient With Delayed Recovery After Postoperative C5 Palsy: A Case Report. Frontiers in Neurology, 2021, 12, 676352.	1.1	4
135	Sensing distant objects by tele-haptic interface. , 0, , .		3
136	Programless visual inspection with flexible arm camera. , 2003, , .		3
137	An Analysis of Facial Morphology for the Robot Assisted Smile Recovery. , 2008, , .		3
138	A self-repairing structure for modules and its control by vibrating actuation mechanisms. , 2009, , .		3
139	An assistive mask with biorobotic control to enhance facial expressiveness. , 2009, , .		3
140	A force retention mechanism by MR Spring for walking support. , 2009, , .		3
141	Risk and gain battery management for self-docking mobile robots. , 2011, , .		3
142	Development of MRI-powered modular robotic system. , 2014, 2014, 2533-6.		3
143	Voluntary initiation of movement: multifunctional integration of subjective agency. Frontiers in Psychology, 2015, 6, 688.	1.1	3
144	Development of an MRI-powered robotic system for cryoablation. , 2015, 2015, 1186-9.		3

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145	Building blocks system for a prosthesis training of a child with congenital amputee. , 2016, 2016, 5034-5037.		3
146	A facial wearable robot with eyelid gating mechanism for supporting eye blink. , 2016, , .		3
147	An interactive virtual mirror to support makeup for visually impaired persons. , 2017, , .		3
148	A ferrofluid-based robotic sheet for liquid manipulation by using vibration control. , 2017, , .		3
149	Wearable Kinesthetic I/O Device for Sharing Muscle Compliance. , 2018, , .		3
150	A portable sensor sheet for measuring the eating pace in meal assistance care. , 2019, 2019, 4297-4300.		3
151	Interpersonal Vibrotactile Feedback via Waves Transmitted through the Skin: Mechanics and Perception. , 2020, , .		3
152	A Socially Assistive Mobile Platform for Weight-Support in Gait Training. International Journal of Social Robotics, 2021, 13, 459-468.	3.1	3
153	A Card Playing Humanoid for Understanding Socio-emotional Interaction. Lecture Notes in Computer Science, 2010, , 9-19.	1.0	3
154	Haptic Augmentation of Surgical Operation Using a Passive Hand Exoskeleton. Lecture Notes in Electrical Engineering, 2015, , 237-243.	0.3	3
155	A Multi-layered Hierarchical Architecture for a Humanoid Robot. Lecture Notes in Computer Science, 2003, , 592-599.	1.0	3
156	PEPITA: A Design of Robot Pet Interface for Promoting Interaction. Lecture Notes in Computer Science, 2013, , 552-561.	1.0	3
157	A Smart Clothe for ECG Monitoring of Children with Autism Spectrum Disorders. Lecture Notes in Computer Science, 2016, , 555-562.	1.0	3
158	A Visual Environment for Reactive Robot Programming of Macro-level Behaviors. Lecture Notes in Computer Science, 2017, , 577-586.	1.0	3
159	Joy-Pros: A Gaming Prosthesis to Enable Para-Esports for Persons With Upper Limb Deficiencies. IEEE Access, 2022, 10, 18933-18943.	2.6	3
160	Rapid and Flexible 3D Printed Finger Prostheses With Soft Fingertips: Technique and Clinical Application. IEEE Access, 2022, 10, 60412-60420.	2.6	3
161	Integrated communicative robot "BUGNOID". , 0, , .		2
162	A multiclass classification method by distance mapping learning network. , 0, , .		2

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163	Kinematic and physiological cues for human system interaction. , 2011, , .		2
164	Depth image based analysis of facial expressions and head orientation. , 2011, , .		2
165	A chair-type interface for long-term and ambient vital sensing. , 2011, 2011, 1173-6.		2
166	A haptic instruction based assisted driving system for training the reverse parking. , 2012, , .		2
167	Usability benchmarks of the Targets-Drives-Means robotic architecture. , 2012, , .		2
168	A card-playing humanoid playmate for human behavioral analysis. Entertainment Computing, 2012, 3, 103-109.	1.8	2
169	Social Playware: Device-mediated social interaction for therapeutic activities. , 2014, , .		2
170	Paired robotic devices to mediate and represent social behaviors. , 2015, , .		2
171	bioSync: Wearable haptic I/O device for synchronous kinesthetic interaction. , 2016, , .		2
172	Estimating the lower leg muscle activity from distal biosignals around the ankles. , 2017, 2017, 4102-4105.		2
173	A Calibration Method of Floor Projection System for Learning Aids at School Gym. , 2018, , .		2
174	Modeling and Quantitative Measurement Method of the Tripartite Interpersonal Distance Dynamics for Children withÂASD. Lecture Notes in Computer Science, 2018, , 523-526.	1.0	2
175	Head Anticipation During Locomotion With Auditory Instruction in the Presence and Absence of Visual Input. Frontiers in Human Neuroscience, 2019, 13, 293.	1.0	2
176	CANVAS: A Drawing Tool for AR-aided Special Needs Education using Interactive Floor Projection. , 2019, , .		2
177	Automatic Measurements of Neck Angles toward the Bedside Treatment for the Dysphagia Patients at the Community-Based Health Care. , 2019, 2019, 595-598.		2
178	Virtual Landmark-Based Control of Docking Support for Assistive Mobility Devices. IEEE/ASME Transactions on Mechatronics, 2021, 26, 2007-2015.	3.7	2
179	Design of a Cloud-Based Robotic Platform for Accompanying and Interacting with Humans. Lecture Notes in Computer Science, 2017, , 262-271.	1.0	2
180	Coaching to Enhance the Online Behavior Learning of a Robotic Agent. Lecture Notes in Computer Science, 2010, , 148-157.	1.0	2

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181	Enhanced Reach: Assisting Social Interaction Based on Geometric Relationships. Lecture Notes in Computer Science, 2013, , 149-154.	1.0	2
182	A Smart Cushion System with Vibrotactile Feedback for Active Posture Correction. Lecture Notes in Electrical Engineering, 2018, , 453-459.	0.3	2
183	Making Others' Efforts Tangible. Communications in Computer and Information Science, 2020, , 239-247.	0.4	2
184	Action oriented self-modeling and motion planning for a humanoid robot. , 2008, , .		1
185	Learning from long-term and multimodal interaction between human and humanoid robot. , 2008, , .		1
186	Motivation oriented action selection for understanding dynamics of objects. , 2008, , .		1
187	Analysis of Social Smile Sharing Using a Wearable Device that Captures Distal Electromyographic Signals. , 2012, , .		1
188	Deformable sensors for soft robot by electrical impedance tomography. , 2015, , .		1
189	Gaming humanoid: A humanoid video game player with emotional/encouraging movement and skill level control. , 2015, , .		1
190	Cognitive robot programming using procedural parameters and complex event processing. , 2016, , .		1
191	Friend*Chip. , 2016, , .		1
192	Multimodal Embodied Interface for Levitation and Navigation in 3D Space. , 2016, , .		1
193	A wearable soft robot for movement assistance on eyelid closure. ROBOMECH Journal, 2018, 5, .	0.9	1
194	A Synergetic Voluntary Control for Exoskeleton based on Spinal Cord Mapping of Peripheral Bioelectric Activity. , 2018, , .		1
195	A Calibration Method for Large-Scale Projection Based Floor Display System. , 2018, , .		1
196	Designing Social Playware Mediated Communication with Contingent Feedback Devices. , 2018, , .		1
197	Egocentric Smaller-person Experience through a Change in Visual Perspective. , 2019, , .		1
198	HYPERSPECTIVE: Shaping Experiences beyond Perspectives. , 2019, , .		1

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199	Posed and spontaneous smile assessment with wearable skin conductance measured from the neck and head movement. , 2019, , .		1
200	Design of Haptic Gestures for Affective Social Signaling Through a Cushion Interface. , 2020, , .		1
201	Supporting collective physical activities by interactive floor projection in a special-needs school setting. International Journal of Child-Computer Interaction, 2021, , 100392.	2.5	1
202	A Robotic Brush with Surface Tracing Motion Applied to the Face. Lecture Notes in Computer Science, 2018, , 513-522.	1.0	1
203	Robot Compliant Behaviour with Mixed-Initiative Interaction in an Obstacle Avoidance Scenario. Lecture Notes in Computer Science, 2017, , 718-727.	1.0	1
204	Online Bahavior Aquisition of an Agent based on Coaching as Learning Assistance. Transactions of the Japanese Society for Artificial Intelligence, 2010, 25, 694-702.	0.1	1
205	Analysis of Bluffing Behavior in Human-Humanoid Poker Game. Lecture Notes in Computer Science, 2011, , 183-192.	1.0	1
206	Smiles of Children with ASD May Facilitate Helping Behaviors to the Robot. Lecture Notes in Computer Science, 2018, , 55-64.	1.0	1
207	Smart Bracelets to Represent Directions of Social Touch with Tactile Apparent Motion. Lecture Notes in Electrical Engineering, 2019, , 155-157.	0.3	1
208	Torso Control System with A Sensory Safety Bar for a Standing Mobility Device. , 2019, , .		1
209	Towards Modeling of Interpersonal Proximity Using Head-Mounted Camera for Children with ASD. Lecture Notes in Computer Science, 2020, , 104-111.	1.0	1
210	Interpersonal Touch Sensing Devices Using Inter-Body Area Network. IEEE Sensors Journal, 2021, 21, 28001-28008.	2.4	1
211	Object recognition for autonomous robot utilizing distributed knowledge database. , 2003, , .		0
212	Three-dimensional mapping utilizing stereovision and Bayesian inference. , 2004, , .		0
213	On the evaluation of relevance learning by a multi-layer perceptron. , 0, , .		0
214	Learning from object motion using visual saliency and speech phonemes by a humanoid robot. , 2009, , .		0
215	Sensory-objects network driven by intrinsic motivation for survival abilities. , 2009, , .		0
216	Action oriented bayesian learning of the operating space for a humanoid robot. , 2009, , .		0

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217	Online Continuous Scale Estimation of Hand Gestures. IEICE Transactions on Information and Systems, 2012, E95.D, 2447-2455.	0.4	0
218	On the evaluation of interpreted robot intentions in human-robot poker game. , 2012, , .		0
219	Modeling of the chasing behaviors for developmental program of children with autism spectrum disorders. , 2017, , .		0
220	EMG signals based modelling of the initial phase of the swallowing process. , 2017, , .		0
221	A facial wearable robot for supporting eye opening and closure movement. , 2017, , .		0
222	Computational modeling of head-eye coordination in face-to-face behavior. , 2017, , .		0
223	Xth Person View Video for Observation from Diverse Perspectives. , 2018, , .		0
224	Design of Soft Robotic Actuation for Supporting Eyelid Closure Movement. , 2018, 2018, 2760-2763.		0
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