

Kenji Suzuki

List of Publications by Year in descending order

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Version: 2024-02-01

243
papers

2,337
citations

361296

20
h-index

377752

34
g-index

250
all docs

250
docs citations

250
times ranked

2035
citing authors

#	ARTICLE	IF	CITATIONS
1	Posture Control of the Passenger Based on Caregiver's Wrist Motion for a Step-Climbing Stroller. IEEE Robotics and Automation Letters, 2022, 7, 3016-3021.	3.3	0
2	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
3	Joy-Pros: A Gaming Prosthesis to Enable Para-Esports for Persons With Upper Limb Deficiencies. IEEE Access, 2022, 10, 18933-18943.	2.6	3
4	Parental Influence in Disengagement during Robot-Assisted Activities: A Case Study of a Parent and Child with Autism Spectrum Disorder. Multimodal Technologies and Interaction, 2022, 6, 39.	1.7	0
5	Rapid and Flexible 3D Printed Finger Prostheses With Soft Fingertips: Technique and Clinical Application. IEEE Access, 2022, 10, 60412-60420.	2.6	3
6	A Socially Assistive Mobile Platform for Weight-Support in Gait Training. International Journal of Social Robotics, 2021, 13, 459-468.	3.1	3
7	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
8	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
9	Assistive Walker with Passive Sit-to-Stand Mechanism for Toileting Independence. , 2021, , .		0
10	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
11	Virtual Landmark-Based Control of Docking Support for Assistive Mobility Devices. IEEE/ASME Transactions on Mechatronics, 2021, 26, 2007-2015.	3.7	2
12	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
13	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
14	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
15	Special Issue on Augmenting the Human Body and Being. Journal of Robotics and Mechatronics, 2021, 33, 985-986.	0.5	0
16	A Boxed Soft Robot Conveying Emotions by Changing Apparent Stiffness of Its Lid. Lecture Notes in Computer Science, 2021, , 577-585.	1.0	0
17	A Portable Interactive Projection Device to Provide Visual Support for Children with Special Needs. , 2021, , .		0
18	Interpersonal Touch Sensing Devices Using Inter-Body Area Network. IEEE Sensors Journal, 2021, 21, 28001-28008.	2.4	1

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19	Deep Learning-Based Swallowing Monitor for Realtime Detection of Swallow Duration. , 2020, 2020, 4365-4368.		6
20	Differences in Muscle Synergy Symmetry Between Subacute Post-stroke Patients With Bioelectrically-Controlled Exoskeleton Gait Training and Conventional Gait Training. <i>Frontiers in Bioengineering and Biotechnology</i> , 2020, 8, 770.	2.0	20
21	Interpersonal Vibrotactile Feedback via Waves Transmitted through the Skin: Mechanics and Perception. , 2020, , .		3
22	Design of Haptic Gestures for Affective Social Signaling Through a Cushion Interface. , 2020, , .		1
23	Dropped Head Syndrome Attenuation by Hybrid Assistive Limb: A Preliminary Study of Three Cases on Cervical Alignment during Walking. <i>Medicina (Lithuania)</i> , 2020, 56, 291.	0.8	8
24	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. <i>European Spine Journal</i> , 2020, 29, 840-848.	1.0	17
25	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. <i>Frontiers in Neurology</i> , 2020, 11, 102.	1.1	10
26	Stair-climbing wheelchair with lever propulsion control of rotary legs. <i>Advanced Robotics</i> , 2020, 34, 802-813.	1.1	18
27	Virtually Alone. <i>Lecture Notes in Computer Science</i> , 2020, , 131-146.	1.0	0
28	A Multimodal Communication Aid for Persons with Cerebral Palsy Using Head Movement and Speech Recognition. <i>Lecture Notes in Computer Science</i> , 2020, , 429-436.	1.0	0
29	Towards Modeling of Interpersonal Proximity Using Head-Mounted Camera for Children with ASD. <i>Lecture Notes in Computer Science</i> , 2020, , 104-111.	1.0	1
30	Making Othersâ€™ Efforts Tangible. <i>Communications in Computer and Information Science</i> , 2020, , 239-247.	0.4	2
31	HandMorph: a Passive Exoskeleton that Miniaturizes Grasp. , 2020, , .		10
32	Spatial Perception and Operational Behavior of Drivers in Approaching to an Obstacle. , 2020, , .		0
33	Control Interface for Hands-free Navigation of Standing Mobility Vehicles based on Upper-Body Natural Movements. , 2020, , .		7
34	Effects of Visual Biofeedback on Competition Performance Using an Immersive Mixed Reality System. , 2020, , .		0
35	Analysis of Behavioral Patterns for Social Virtual Reality Based Active Learning. , 2020, , .		0
36	EnhancedTouchX. , 2019, , .		12

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37	Representing Interpersonal Touch Directions by Tactile Apparent Motion Using Smart Bracelets. IEEE Transactions on Haptics, 2019, 12, 327-338.	1.8	14
38	CHIMELIGHT: Augmenting Instruments in Interactive Music Therapy for Children with Neurodevelopmental Disorders. , 2019, , .		12
39	Egocentric Smaller-person Experience through a Change in Visual Perspective. , 2019, , .		1
40	HYPERPECTIVE: Shaping Experiences beyond Perspectives. , 2019, , .		1
41	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
42	Robotic Ankleâ€œFoot Orthosis With a Variable Viscosity Link Using MR Fluid. IEEE/ASME Transactions on Mechatronics, 2019, 24, 495-504.	3.7	36
43	Muscle Synergies During Repetitive Stoop Lifting With a Bioelectrically-Controlled Lumbar Support Exoskeleton. Frontiers in Human Neuroscience, 2019, 13, 142.	1.0	20
44	The Invisible Potential of Facial Electromyography. , 2019, , .		18
45	Sock-Type Wearable Sensor for Estimating Lower Leg Muscle Activity Using Distal EMG Signals. Sensors, 2019, 19, 1954.	2.1	20
46	Wearable Device for Monitoring Respiratory Phases Based on Breathing Sound and Chest Movement. Advanced Biomedical Engineering, 2019, 8, 85-91.	0.4	11
47	Auditory Locomotion Guidance System For Spatial Localization. , 2019, , .		0
48	MRLift: a Semi-active Lower Back Support Exoskeleton based on MR Fluid and Force Retention Technology. , 2019, , .		8
49	CANVAS: A Drawing Tool for AR-aided Special Needs Education using Interactive Floor Projection. , 2019, , .		2
50	A portable sensor sheet for measuring the eating pace in meal assistance care. , 2019, 2019, 4297-4300.		3
51	Effect on Social Connectedness and Stress Levels by Using a Huggable Interface in Remote Communication. , 2019, , .		11
52	Posed and spontaneous smile assessment with wearable skin conductance measured from the neck and head movement. , 2019, , .		1
53	Automatic Measurements of Neck Angles toward the Bedside Treatment for the Dysphagia Patients at the Community-Based Health Care. , 2019, 2019, 595-598.		2
54	Optimized Design of a Variable Viscosity Link for Robotic AFO. , 2019, 2019, 6220-6223.		8

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55	Wearable Kinesthetic I/O Device for Sharing Wrist Joint Stiffness. , 2019, 2019, 3306-3310.		5
56	Human perception and biosignal-based identification of posed and spontaneous smiles. PLoS ONE, 2019, 14, e0226328.	1.1	15
57	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
58	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
59	Smart Bracelets to Represent Directions of Social Touch with Tactile Apparent Motion. Lecture Notes in Electrical Engineering, 2019, , 155-157.	0.3	1
60	Torso Control System with A Sensory Safety Bar for a Standing Mobility Device. , 2019, , .		1
61	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
62	Active Rotary-Legs Mechanism for Stair-Climbing Mobility Vehicle. IEEE Robotics and Automation Letters, 2018, 3, 2237-2244.	3.3	11
63	Effect of Sensory Feedback on Turn-Taking Using Paired Devices for Children with ASD. Multimodal Technologies and Interaction, 2018, 2, 61.	1.7	8
64	Xth Person View Video for Observation from Diverse Perspectives. , 2018, , .		0
65	Design of a Huggable Social Robot with Affective Expressions Using Projected Images. Applied Sciences (Switzerland), 2018, 8, 2298.	1.3	7
66	A wearable soft robot for movement assistance on eyelid closure. ROBOMECH Journal, 2018, 5, .	0.9	1
67	A Calibration Method of Floor Projection System for Learning Aids at School Gym. , 2018, , .		2
68	An Exoskeleton Brake Unit for Children with Crouch Gait Supporting the Knee Joint During Stance. , 2018, , .		5
69	Design of Soft Robotic Actuation for Supporting Eyelid Closure Movement. , 2018, 2018, 2760-2763.		0
70	Wearable Kinesthetic I/O Device for Sharing Muscle Compliance. , 2018, , .		3
71	A Synergetic Voluntary Control for Exoskeleton based on Spinal Cord Mapping of Peripheral Bioelectric Activity. , 2018, , .		1
72	Child-Sized Passive Exoskeleton for Supporting Voluntary Sitting and Standing Motions. , 2018, , .		6

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73	Unpowered Lower-Body Exoskeleton with Torso Lifting Mechanism for Supporting Sit-to-Stand Transitions. , 2018, , .		21
74	A Calibration Method for Large-Scale Projection Based Floor Display System. , 2018, , .		1
75	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
76	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
77	Reshaping of Bilateral Gait Coordination in Hemiparetic Stroke Patients After Early Robotic Intervention. Frontiers in Neuroscience, 2018, 12, 719.	1.4	13
78	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
79	Designing Social Playware Mediated Communication with Contingent Feedback Devices. , 2018, , .		1
80	Standing Mobility Device With Passive Lower Limb Exoskeleton for Upright Locomotion. IEEE/ASME Transactions on Mechatronics, 2018, 23, 1608-1618.	3.7	25
81	Comparative Effects of Auditory Electromyographic Biofeedback for Participants Who Are Blind and Sighted. Perceptual and Motor Skills, 2018, 125, 732-748.	0.6	0
82	Reshaping of Gait Coordination by Robotic Intervention in Myelopathy Patients After Surgery. Frontiers in Neuroscience, 2018, 12, 99.	1.4	17
83	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
84	Modeling and Quantitative Measurement Method of the Tripartite Interpersonal Distance Dynamics for Children with ASD. Lecture Notes in Computer Science, 2018, , 523-526.	1.0	2
85	FaceLooks: A Smart Headband for Signaling Face-to-Face Behavior. Sensors, 2018, 18, 2066.	2.1	11
86	LifeChair: A Conductive Fabric Sensor-Based Smart Cushion for Actively Shaping Sitting Posture. Sensors, 2018, 18, 2261.	2.1	31
87	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
88	Feasibility of Synergy-Based Exoskeleton Robot Control in Hemiplegia. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2018, 26, 1233-1242.	2.7	46
89	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
90	Designing Interactive Visual Supports for Children with Special Needs in a School Setting. , 2018, , .		10

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91	An Automated Liquid Manipulation by Using a Ferrofluid-Based Robotic Sheet. IEEE Robotics and Automation Letters, 2018, 3, 2814-2821.	3.3	7
92	A Robotic Brush with Surface Tracing Motion Applied to the Face. Lecture Notes in Computer Science, 2018, , 513-522.	1.0	1
93	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
94	A Smart Cushion System with Vibrotactile Feedback for Active Posture Correction. Lecture Notes in Electrical Engineering, 2018, , 453-459.	0.3	2
95	Smiles of Children with ASD May Facilitate Helping Behaviors to the Robot. Lecture Notes in Computer Science, 2018, , 55-64.	1.0	1
96	Tactile Apparent Motion Through Human-Human Physical Touch. Lecture Notes in Computer Science, 2018, , 163-174.	1.0	7
97	Embodied interface for levitation and navigation in a 3D large space. , 2017, , .		4
98	Modeling of the chasing behaviors for developmental program of children with autism spectrum disorders. , 2017, , .		0
99	The sound of smile: Auditory biofeedback of facial EMG activity. Displays, 2017, 47, 32-39.	2.0	10
100	Estimating the lower leg muscle activity from distal biosignals around the ankles. , 2017, 2017, 4102-4105.		2
101	An interactive virtual mirror to support makeup for visually impaired persons. , 2017, , .		3
102	EMG signals based modelling of the initial phase of the swallowing process. , 2017, , .		0
103	A Wearable Device for Fast and Subtle Spontaneous Smile Recognition. IEEE Transactions on Affective Computing, 2017, 8, 522-533.	5.7	34
104	A ferrofluid-based robotic sheet for liquid manipulation by using vibration control. , 2017, , .		3
105	Gait measurement by a mobile humanoid robot as a walking trainer. , 2017, , .		12
106	Spontaneous and posed smile recognition based on spatial and temporal patterns of facial EMG. , 2017, , .		10
107	A facial wearable robot for supporting eye opening and closure movement. , 2017, , .		0
108	Wearable flexible device for respiratory phase measurement based on sound and chest movement. , 2017, , .		7

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109	bioSync. , 2017, , .		48
110	Wired muscle. , 2017, , .		14
111	Tarsusmeter: Development of a wearable device for ankle joint impedance estimation. , 2017, 2017, 3293-3296.		5
112	Computational modeling of head-eye coordination in face-to-face behavior. , 2017, , .		0
113	Facilitating Social Play for Children with PDDs: Effects of Paired Robotic Devices. <i>Frontiers in Psychology</i> , 2017, 8, 1029.	1.1	9
114	Feasibility Study of a Socially Assistive Humanoid Robot for Guiding Elderly Individuals during Walking. <i>Future Internet</i> , 2017, 9, 30.	2.4	30
115	Voluntary Ambulation by Upper Limb-Triggered HAL ^Â in Patients with Complete Quadri/Paraplegia Due to Chronic Spinal Cord Injury. <i>Frontiers in Neuroscience</i> , 2017, 11, 649.	1.4	28
116	Design of a Cloud-Based Robotic Platform for Accompanying and Interacting with Humans. <i>Lecture Notes in Computer Science</i> , 2017, , 262-271.	1.0	2
117	Robot Compliant Behaviour with Mixed-Initiative Interaction in an Obstacle Avoidance Scenario. <i>Lecture Notes in Computer Science</i> , 2017, , 718-727.	1.0	1
118	A Visual Environment for Reactive Robot Programming of Macro-level Behaviors. <i>Lecture Notes in Computer Science</i> , 2017, , 577-586.	1.0	3
119	Learning of Working Space based on Joint Overloads for a Multi-DOF Manipulator. <i>IEEJ Transactions on Electronics, Information and Systems</i> , 2017, 137, 1659-1668.	0.1	0
120	A Deformable Smart Skin for Continuous Sensing Based on Electrical Impedance Tomography. <i>Sensors</i> , 2016, 16, 1928.	2.1	30
121	Design of a robotic agent that measures smile and facing behavior of children with Autism Spectrum Disorder. , 2016, , .		10
122	Building blocks system for a prosthesis training of a child with congenital amputee. , 2016, 2016, 5034-5037.		3
123	Cognitive robot programming using procedural parameters and complex event processing. , 2016, , .		1
124	Design of an accompanying humanoid as a walking trainer for the elderly. , 2016, , .		9
125	Friend*Chip. , 2016, , .		1
126	A facial wearable robot with eyelid gating mechanism for supporting eye blink. , 2016, , .		3

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127	bioSync: Wearable haptic I/O device for synchronous kinesthetic interaction. , 2016, , .		2
128	EnhancedTouch. , 2016, , .		33
129	An approach to facilitate turn-taking behavior with paired devices for children with Autism Spectrum Disorder. , 2016, , .		4
130	Large Scale Interactive AR Display Based on a Projector-Camera System. , 2016, , .		6
131	Multimodal Embodied Interface for Levitation and Navigation in 3D Space. , 2016, , .		1
132	Smartphone-based swallowing monitoring and feedback device for mealtime assistance in nursing homes. , 2016, 2016, 5781-5784.		7
133	A wheelchair with lever propulsion control for climbing up and down stairs. , 2016, 2016, 3358-3361.		5
134	Gesture based robotic arm control for meal time care using a wearable sensory jacket. , 2016, , .		4
135	bioSync. , 2016, , .		29
136	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
137	A Smart Clothe for ECG Monitoring of Children with Autism Spectrum Disorders. Lecture Notes in Computer Science, 2016, , 555-562.	1.0	3
138	Deformable sensors for soft robot by electrical impedance tomography. , 2015, , .		1
139	Feasibility study of wearable robot control based on upper and lower limbs synergies. , 2015, , .		5
140	Social imaging technology to identify and represent social behaviors. , 2015, , .		9
141	Wearable inflatable robot for supporting postural transitions in infants between sitting and lying. , 2015, , .		4
142	An ECG monitoring system through flexible clothes with elastic material. , 2015, , .		8
143	Voluntary initiation of movement: multifunctional integration of subjective agency. Frontiers in Psychology, 2015, 6, 688.	1.1	3
144	A wearable stimulation device for sharing and augmenting kinesthetic feedback. , 2015, , .		11

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145	Development of an MRI-powered robotic system for cryoablation. , 2015, 2015, 1186-9.		3
146	Deforming control for object transportation with ferrofluid-based sheet-type soft robot. , 2015, , .		5
147	Step-climbing wheelchair with lever propelled rotary legs. , 2015, , .		15
148	Humanoid Robot Assisted Training for Facial Expressions Recognition Based on Affective Feedback. Lecture Notes in Computer Science, 2015, , 492-501.	1.0	9
149	Paired robotic devices to mediate and represent social behaviors. , 2015, , .		2
150	Measuring K-degree facial interaction between robot and children with autism spectrum disorders. , 2015, , .		7
151	Gaming humanoid: A humanoid video game player with emotional/encouraging movement and skill level control. , 2015, , .		1
152	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
153	On the Reaction to Robotâ€™s Speech in a Hotel Public Space. International Journal of Social Robotics, 2015, 7, 911-920.	3.1	58
154	Wearable Auditory Biofeedback Device for Blind and Sighted Individuals. IEEE MultiMedia, 2015, 22, 68-73.	1.5	7
155	Haptic Augmentation of Surgical Operation Using a Passive Hand Exoskeleton. Lecture Notes in Electrical Engineering, 2015, , 237-243.	0.3	3
156	Development of MRI-powered modular robotic system. , 2014, 2014, 2533-6.		3
157	Social Playware: Device-mediated social interaction for therapeutic activities. , 2014, , .		2
158	Sheet type soft robot with magnetic fluid for object transportation. , 2014, , .		8
159	A doll-type interface for real-time humanoid teleoperation in robot-assisted activity. , 2014, , .		7
160	Robotic gaming companion to facilitate social interaction among children. , 2014, , .		5
161	Design of affective robot-assisted activity for children with autism spectrum disorders. , 2014, , .		10
162	Swallowscope: A smartphone based device for the assessment of swallowing ability. , 2014, , .		4

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163	Affective communication aid using wearable devices based on biosignals. , 2014, , .		18
164	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
165	Comparative Study of Human Behavior in Card Playing with a Humanoid Playmate. International Journal of Social Robotics, 2014, 6, 5-15.	3.1	9
166	Wearable Gait Measurement System with an Instrumented Cane for Exoskeleton Control. Sensors, 2014, 14, 1705-1722.	2.1	83
167	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
168	bioToys: biofeedback toys for playful and self-determined physiotherapeutic activities. Artificial Life and Robotics, 2014, 19, 150-156.	0.7	4
169	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
170	Robot Assisted Physiotherapy to Support Rehabilitation of Facial Paralysis. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2014, 22, 644-653.	2.7	20
171	Effect of Haptic Assistance on Learning Vehicle Reverse Parking Skills. IEEE Transactions on Haptics, 2014, 7, 334-344.	1.8	21
172	Targets-Drives-Means: A declarative approach to dynamic behavior specification with higher usability. Robotics and Autonomous Systems, 2014, 62, 545-555.	3.0	11
173	Augmented Human Technology. , 2014, , 111-131.		5
174	Coaching robots with biosignals based on human affective social behaviors. , 2013, , .		4
175	Direct and indirect social robot interactions in a hotel public space. , 2013, , .		10
176	Social playware with an enhanced reach for facilitating group interaction. , 2013, , .		9
177	Myoelectric Controlled Prosthetic Hand with Continuous Force-Feedback Mechanism. , 2013, , .		6
178	Standing mobility vehicle with passive exoskeleton assisting voluntary postural changes. , 2013, , .		5
179	Light-Emitting Device for Supporting Auditory Awareness of Hearing-Impaired People during Group Conversations. , 2013, , .		9
180	Listening to vs overhearing robots in a hotel public space. , 2013, , .		9

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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	PEPITA: A Design of Robot Pet Interface for Promoting Interaction. Lecture Notes in Computer Science, 2013, , 552-561.	1.0	3
183	Exoskeleton robot control based on cane and body joint synergies. , 2012, , .		31
184	A wearable Robot Mask to support rehabilitation of facial paralysis. , 2012, , .		4
185	An elastic link mechanism integrated with a magnetorheological fluid for elbow orthotics. , 2012, , .		7
186	A haptic instruction based assisted driving system for training the reverse parking. , 2012, , .		2
187	Usability benchmarks of the Targets-Drives-Means robotic architecture. , 2012, , .		2
188	Online Continuous Scale Estimation of Hand Gestures. IEICE Transactions on Information and Systems, 2012, E95.D, 2447-2455.	0.4	0
189	A card-playing humanoid playmate for human behavioral analysis. Entertainment Computing, 2012, 3, 103-109.	1.8	2
190	Analysis of Social Smile Sharing Using a Wearable Device that Captures Distal Electromyographic Signals. , 2012, , .		1
191	On the evaluation of interpreted robot intentions in human-robot poker game. , 2012, , .		0
192	Emotionally Assisted Human-Robot Interaction Using a Wearable Device for Reading Facial Expressions. Advanced Robotics, 2012, 26, 1143-1159.	1.1	17
193	Autonomous battery management for mobile robots based on risk and gain assessment. Artificial Intelligence Review, 2012, 37, 217-237.	9.7	24
194	TDM: A software framework for elegant and rapid development of autonomous behaviors for humanoid robots. , 2011, , .		9
195	Coaching robot behavior using continuous physiological affective feedback. , 2011, , .		15
196	Risk and gain battery management for self-docking mobile robots. , 2011, , .		3
197	Robot assisted facial expressions with segmented shape memory alloy actuators. International Journal of Mechatronics and Automation, 2011, 1, 224.	0.1	4
198	Head orientation sensing by a wearable device for assisted locomotion. , 2011, , .		5

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199	Enhanced touch. , 2011, , .		8
200	A neck mounted interface for sensing the swallowing activity based on swallowing sound. , 2011, 2011, 5224-7.		22
201	Kinematic and physiological cues for human system interaction. , 2011, , .		2
202	Depth image based analysis of facial expressions and head orientation. , 2011, , .		2
203	A chair-type interface for long-term and ambient vital sensing. , 2011, 2011, 1173-6.		2
204	Selective Facial Nerve Stimulation with an Array Electrode. , 2011, , .		0
205	Analysis of Bluffing Behavior in Human-Humanoid Poker Game. Lecture Notes in Computer Science, 2011, , 183-192.	1.0	1
206	A multiple SMA hybrid actuator to generate expressions on the face. , 2010, , .		4
207	bioLights: Light emitting wear for visualizing lower-limb muscle activity. , 2010, 2010, 6393-6.		8
208	Measurement of distal EMG signals using a wearable device for reading facial expressions. , 2010, 2010, 4594-7.		40
209	BioTones: A wearable device for EMG auditory biofeedback. , 2010, 2010, 6543-6.		16
210	A Card Playing Humanoid for Understanding Socio-emotional Interaction. Lecture Notes in Computer Science, 2010, , 9-19.	1.0	3
211	Online Behavior 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
212	Coaching to Enhance the Online Behavior Learning of a Robotic Agent. Lecture Notes in Computer Science, 2010, , 148-157.	1.0	2
213	AirTiles. , 2010, , .		0
214	beacon 2+. , 2010, , .		0
215	A self-repairing structure for modules and its control by vibrating actuation mechanisms. , 2009, , .		3
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