

Ramon Lopez-Cozar

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

24
papers

343
citations

11
h-index

18
g-index

24
ext. papers

385
ext. citations

3.7
avg, IF

3.51
L-index

#	Paper	IF	Citations
24	Automatic creation of scenarios for evaluating spoken dialogue systems via user-simulation. <i>Knowledge-Based Systems</i> , 2016 , 106, 51-73	7.3	1
23	Using knowledge on word-islands to improve the performance of spoken dialogue systems. <i>Knowledge-Based Systems</i> , 2015 , 88, 223-243	7.3	10
22	A framework for the assessment of synthetic personalities according to user perception. <i>International Journal of Human Computer Studies</i> , 2014 , 72, 567-583	4.6	15
21	A domain-independent statistical methodology for dialog management in spoken dialog systems. <i>Computer Speech and Language</i> , 2014 , 28, 743-768	2.8	47
20	A Virtual Coach for Active Ageing Based on Sentient Computing and m-health. <i>Lecture Notes in Computer Science</i> , 2014 , 59-66	0.9	6
19	Conversational Metabots for Educational Applications in Virtual Worlds 2013 , 209-237		
18	On the Development of Adaptive and User-Centred Interactive Multimodal Interfaces 2012 , 262-291		
17	Enhancement of emotion detection in spoken dialogue systems by combining several information sources. <i>Speech Communication</i> , 2011 , 53, 1210-1228	2.8	16
16	Predicting user mental states in spoken dialogue systems. <i>Eurasip Journal on Advances in Signal Processing</i> , 2011 , 2011,	1.9	23
15	Affective Conversational Agents 2011 , 203-222		12
14	Merging Intention and Emotion to Develop Adaptive Dialogue Systems 2011 , 165-174		2
13	Using knowledge of misunderstandings to increase the robustness of spoken dialogue systems. <i>Knowledge-Based Systems</i> , 2010 , 23, 471-485	7.3	13
12	Multimodal Dialogue for Ambient Intelligence and Smart Environments 2010 , 559-579		19
11	The role of spoken language dialogue interaction in intelligent environments. <i>Journal of Ambient Intelligence and Smart Environments</i> , 2009 , 1, 31-36	2.2	9
10	Designing smart home interfaces for the elderly. <i>ACM SIGACCESS Accessibility and Computing</i> , 2009 , 10-16.7		23
9	A comparison between dialog corpora acquired with real and simulated users 2009 ,		3
8	ASR post-correction for spoken dialogue systems based on semantic, syntactic, lexical and contextual information. <i>Speech Communication</i> , 2008 , 50, 745-766	2.8	11

7	Relations between de-facto criteria in the evaluation of a spoken dialogue system. <i>Speech Communication</i> , 2008 , 50, 646-665	2.8	24
6	Influence of contextual information in emotion annotation for spoken dialogue systems. <i>Speech Communication</i> , 2008 , 50, 416-433	2.8	62
5	Two-Level Fusion to Improve Emotion Classification in Spoken Dialogue Systems. <i>Lecture Notes in Computer Science</i> , 2008 , 617-624	0.9	4
4	Combining language models in the input interface of a spoken dialogue system. <i>Computer Speech and Language</i> , 2006 , 20, 420-440	2.8	10
3	Two-level speech recognition to enhance the performance of spoken dialogue systems. <i>Knowledge-Based Systems</i> , 2006 , 19, 153-163	7.3	8
2	Testing the performance of spoken dialogue systems by means of an artificially simulated user. <i>Artificial Intelligence Review</i> , 2006 , 26, 291-323	9.7	25
1	Conversational Metabots for Educational Applications in Virtual Worlds1405-1433		