

Mohammad Obaid

List of Publications by Year in descending order

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Version: 2024-02-01

68
papers

974
citations

840119

11
h-index

839053

18
g-index

68
all docs

68
docs citations

68
times ranked

711
citing authors

#	ARTICLE	IF	CITATIONS
1	Reciprocity in Human-Robot Interaction: A Quantitative Approach Through the Prisoner's Dilemma and the Ultimatum Game. International Journal of Social Robotics, 2016, 8, 303-317.	3.1	91
2	Engagement in Human-Agent Interaction: An Overview. Frontiers in Robotics and AI, 2020, 7, 92.	2.0	51
3	How would you gesture navigate a drone?. , 2016, , .		49
4	Exploring Proxemics for Human-Drone Interaction. , 2017, , .		47
5	Investigating the influence of culture on proxemic behaviors for humanoid robots. , 2013, , .		45
6	The Design of Social Drones. , 2019, , .		43
7	Social Drone Companion for the Home Environment. , 2017, , .		37
8	Human Robot Interaction and Fiction: A Contradiction. Lecture Notes in Computer Science, 2014, , 54-63.	1.0	37
9	HaptiColor. , 2016, , .		33
10	Stop! That is close enough. How body postures influence human-robot proximity. , 2016, , .		31
11	User-Defined Body Gestures for Navigational Control of a Humanoid Robot. Lecture Notes in Computer Science, 2012, , 367-377.	1.0	29
12	Comparing a humanoid tutor to a human tutor delivering an instructional task to children. , 2014, , .		28
13	Using Crowdsourcing for Scientific Analysis of Industrial Tomographic Images. ACM Transactions on Intelligent Systems and Technology, 2016, 7, 1-25.	2.9	28
14	A Framework for User-Defined Body Gestures to Control a Humanoid Robot. International Journal of Social Robotics, 2014, 6, 383-396.	3.1	23
15	Endowing a Robotic Tutor with Empathic Qualities: Design and Pilot Evaluation. International Journal of Humanoid Robotics, 2018, 15, 1850025.	0.6	21
16	Cultural Behaviors of Virtual Agents in an Augmented Reality Environment. Lecture Notes in Computer Science, 2012, , 412-418.	1.0	18
17	Domestic Drones. , 2020, , .		18
18	"Feed the Fish". , 2008, , .		17

#	ARTICLE	IF	CITATIONS
19	A Drone Agent to Support a Clean Environment. , 2015, , .		17
20	Towards an Agenda for Sci-Fi Inspired HCI Research. , 2016, , .		17
21	Towards Supporting Remote Cheering during Running Races with Drone Technology. , 2017, , .		17
22	Developing a Prototyping Method for Involving Children in the Design of Classroom Robots. International Journal of Social Robotics, 2018, 10, 279-291.	3.1	16
23	Reflecting on the Presence of Science Fiction Robots in Computing Literature. ACM Transactions on Human-Robot Interaction, 2019, 8, 1-25.	3.2	16
24	Can Robots Make us Better Humans?. International Journal of Social Robotics, 2021, 13, 7-22.	3.1	15
25	What Matters in Professional Drone Pilotsâ€™ Practice? An Interview Study to Understand the Complexity of Their Work and Inform Human-Drone Interaction Research. , 2021, , .		15
26	When Robot Personalisation Does Not Help: Insights from a Robot-Supported Learning Study. , 2018, , .		14
27	Cross-media agent platform. , 2011, , .		13
28	Direct, bodily or mobile interaction?. , 2012, , .		13
29	#naorobot. , 2016, , .		10
30	A fuzzy data-based model for Human-Robot Proxemics. , 2016, , .		9
31	Exploring the Referral and Usage of Science Fiction in HCI Literature. Lecture Notes in Computer Science, 2018, , 19-38.	1.0	9
32	Perception of Spatial Relations and of Coexistence with Virtual Agents. Lecture Notes in Computer Science, 2011, , 363-369.	1.0	9
33	Expressive MPEG-4 Facial Animation Using Quadratic Deformation Models. , 2010, , .		8
34	Facial Expression Representation Using a Quadratic Deformation Model. , 2009, , .		7
35	Map Navigation Using a Wearable Mid-air Display. , 2015, , .		7
36	Robo2Box: A Toolkit to Elicit Childrenâ€™s Design Requirements for Classroom Robots. Lecture Notes in Computer Science, 2016, , 600-610.	1.0	7

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37	Investigating Deep Learning Approaches for Human-Robot Proxemics. , 2018, , .		7
38	LEGO Pictorial Scales for Assessing Affective Response. Lecture Notes in Computer Science, 2015, , 263-280.	1.0	7
39	Mobile augmented reality and adaptive art. , 2012, , .		6
40	Augmented reality using a 3D motion capturing suit. , 2013, , .		6
41	Investigating Design Implications Towards a Social Robot as a Memory Trainer. , 2017, , .		6
42	Scientometric Analysis of the HAI Conference. , 2017, , .		6
43	DroRun: Drone Visual Interactions to Mediate a Running Group. , 2021, , .		6
44	ChromaGlove. , 2015, , .		5
45	Critical robotics. , 2018, , .		5
46	Robotics Aids for Character Building: More than Just Another Enabling Condition. International Journal of Social Robotics, 2021, 13, 1-5.	3.1	5
47	DroEye. , 2020, , .		5
48	APEOW: A Personal Persuasive Avatar for Encouraging Breaks in Office Work. , 0, , .		5
49	Investigating Effects of Professional Status and Ethnicity in Human-Agent Interaction. , 2016, , .		4
50	Using Rapid Prototyping to Explore Design Implications for a Pill-Dispensing Social Agent. , 2017, , .		4
51	Ritual Drones. , 2021, , .		4
52	Motion capturing empowered interaction with a virtual agent in an Augmented Reality environment. , 2013, , .		3
53	Using Video Preferences to Understand the Human Perception of Real and Fictional Robots. , 2015, , .		3
54	Probing Human-Soundscape Interaction Using Observational User Experience Methods. , 2016, , .		3

#	ARTICLE	IF	CITATIONS
55	Empathy and yawn contagion. , 2014, , .		2
56	The Future of Books and Reading in HCI. , 2016, , .		2
57	Designing for experiences with socially interactive robots. , 2018, , .		2
58	Towards reactive augmented reality exposure treatment. , 2014, , .		2
59	Interaction between abstract agents. , 2016, , .		2
60	Defining Gestural Interactions for Large Vertical Touch Displays. Lecture Notes in Computer Science, 2017, , 36-55.	1.0	2
61	Storytelling Before or After Prototyping with a Toolkit for Designing Classroom Robots. , 2020, , .		2
62	Rendering and animating expressive caricatures. , 2010, , .		1
63	Science Fiction and the Reality of HCI. , 2015, , .		1
64	A User-Centered Storytelling Approach to Design a Language Companion Robotic Agent. , 2018, , .		1
65	Exploring Usersâ€™ Reactions Towards Tangible Implicit Probes for Measuring Human-Robot Engagement. Lecture Notes in Computer Science, 2017, , 402-412.	1.0	1
66	4th Space as Smart Information Ecology with Design Requirements of Sustainability, Ethics and Inclusion. , 2022, 81, .		1
67	Generating and rendering expressive caricatures. , 2010, , .		0
68	An Image Based Non-verbal Behaviour Analysis of HRI. Lecture Notes in Computer Science, 2017, , 23-31.	1.0	0