

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
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all docs

68
docs citations

68
times ranked

711
citing authors

#	ARTICLE	IF	CITATIONS
1	4th Space as Smart Information Ecology with Design Requirements of Sustainability, Ethics and Inclusion. , 2022, 81, .		1
2	Can Robots Make us Better Humans?. International Journal of Social Robotics, 2021, 13, 7-22.	3.1	15
3	Robotics Aids for Character Building: More than Just Another Enabling Condition. International Journal of Social Robotics, 2021, 13, 1-5.	3.1	5
4	DroRun: Drone Visual Interactions to Mediate a Running Group. , 2021, , .		6
5	Ritual Drones. , 2021, , .		4
6	What Matters in Professional Drone Pilotsâ€™ Practice? Anâ€™Interviewâ€™Studyâ€™to Understand the Complexity of Their Work and Inform Human-Drone Interaction Research. , 2021, , .		15
7	Engagement in Human-Agent Interaction: An Overview. Frontiers in Robotics and AI, 2020, 7, 92.	2.0	51
8	DroEye. , 2020, , .		5
9	Domestic Drones. , 2020, , .		18
10	Storytelling Before or After Prototyping with a Toolkit for Designing Classroom Robots. , 2020, , .		2
11	The Design of Social Drones. , 2019, , .		43
12	Reflecting on the Presence of Science Fiction Robots in Computing Literature. ACM Transactions on Human-Robot Interaction, 2019, 8, 1-25.	3.2	16
13	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
14	Endowing a Robotic Tutor with Empathic Qualities: Design and Pilot Evaluation. International Journal of Humanoid Robotics, 2018, 15, 1850025.	0.6	21
15	Critical robotics. , 2018, , .		5
16	Investigating Deep Learning Approaches for Human-Robot Proxemics. , 2018, , .		7
17	A User-Centered Storytelling Approach to Design a Language Companion Robotic Agent. , 2018, , .		1
18	When Robot Personalisation Does Not Help: Insights from a Robot-Supported Learning Study. , 2018, , .		14

#	ARTICLE	IF	CITATIONS
19	Designing for experiences with socially interactive robots. , 2018, , .		2
20	Exploring the Referral and Usage of Science Fiction in HCI Literature. Lecture Notes in Computer Science, 2018, , 19-38.	1.0	9
21	Towards Supporting Remote Cheering during Running Races with Drone Technology. , 2017, , .		17
22	Investigating Design Implications Towards a Social Robot as a Memory Trainer. , 2017, , .		6
23	Social Drone Companion for the Home Environment. , 2017, , .		37
24	Scientometric Analysis of the HAI Conference. , 2017, , .		6
25	Using Rapid Prototyping to Explore Design Implications for a Pill-Dispensing Social Agent. , 2017, , .		4
26	Exploring Proxemics for Human-Drone Interaction. , 2017, , .		47
27	Exploring Usersâ€™ Reactions Towards Tangible Implicit Probes for Measuring Human-Robot Engagement. Lecture Notes in Computer Science, 2017, , 402-412.	1.0	1
28	Defining Gestural Interactions for Large Vertical Touch Displays. Lecture Notes in Computer Science, 2017, , 36-55.	1.0	2
29	An Image Based Non-verbal Behaviour Analysis of HRI. Lecture Notes in Computer Science, 2017, , 23-31.	1.0	0
30	Investigating Effects of Professional Status and Ethnicity in Human-Agent Interaction. , 2016, , .		4
31	Towards an Agenda for Sci-Fi Inspired HCI Research. , 2016, , .		17
32	A fuzzy data-based model for Human-Robot Proxemics. , 2016, , .		9
33	Using Crowdsourcing for Scientific Analysis of Industrial Tomographic Images. ACM Transactions on Intelligent Systems and Technology, 2016, 7, 1-25.	2.9	28
34	Robo2Box: A Toolkit to Elicit Childrenâ€™s Design Requirements for Classroom Robots. Lecture Notes in Computer Science, 2016, , 600-610.	1.0	7
35	The Future of Books and Reading in HCI. , 2016, , .		2
36	Probing Human-Soundscape Interaction Using Observational User Experience Methods. , 2016, , .		3

#	ARTICLE	IF	CITATIONS
37	#naorobot. , 2016, , .		10
38	Stop! That is close enough. How body postures influence human-robot proximity. , 2016, , .		31
39	Reciprocity in Human-Robot Interaction: A Quantitative Approach Through the Prisonerâ€™s Dilemma and the Ultimatum Game. International Journal of Social Robotics, 2016, 8, 303-317.	3.1	91
40	HaptiColor. , 2016, , .		33
41	How would you gesture navigate a drone?. , 2016, , .		49
42	Interaction between abstract agents. , 2016, , .		2
43	A Drone Agent to Support a Clean Environment. , 2015, , .		17
44	Using Video Preferences to Understand the Human Perception of Real and Fictional Robots. , 2015, , .		3
45	Map Navigation Using a Wearable Mid-air Display. , 2015, , .		7
46	Science Fiction and the Reality of HCI. , 2015, , .		1
47	ChromaGlove. , 2015, , .		5
48	LEGO Pictorial Scales for Assessing Affective Response. Lecture Notes in Computer Science, 2015, , 263-280.	1.0	7
49	Comparing a humanoid tutor to a human tutor delivering an instructional task to children. , 2014, , .		28
50	Empathy and yawn contagion. , 2014, , .		2
51	A Framework for User-Defined Body Gestures to Control a Humanoid Robot. International Journal of Social Robotics, 2014, 6, 383-396.	3.1	23
52	Human Robot Interaction and Fiction: A Contradiction. Lecture Notes in Computer Science, 2014, , 54-63.	1.0	37
53	Towards reactive augmented reality exposure treatment. , 2014, , .		2
54	Motion capturing empowered interaction with a virtual agent in an Augmented Reality environment. , 2013, , .		3

#	ARTICLE	IF	CITATIONS
55	Investigating the influence of culture on proxemic behaviors for humanoid robots. , 2013, , .		45
56	Augmented reality using a 3D motion capturing suit. , 2013, , .		6
57	Mobile augmented reality and adaptive art. , 2012, , .		6
58	Direct, bodily or mobile interaction?. , 2012, , .		13
59	Cultural Behaviors of Virtual Agents in an Augmented Reality Environment. Lecture Notes in Computer Science, 2012, , 412-418.	1.0	18
60	User-Defined Body Gestures for Navigational Control of a Humanoid Robot. Lecture Notes in Computer Science, 2012, , 367-377.	1.0	29
61	Cross-media agent platform. , 2011, , .		13
62	Perception of Spatial Relations and of Coexistence with Virtual Agents. Lecture Notes in Computer Science, 2011, , 363-369.	1.0	9
63	Rendering and animating expressive caricatures. , 2010, , .		1
64	Expressive MPEG-4 Facial Animation Using Quadratic Deformation Models. , 2010, , .		8
65	Generating and rendering expressive caricatures. , 2010, , .		0
66	Facial Expression Representation Using a Quadratic Deformation Model. , 2009, , .		7
67	"Feed the Fish". , 2008, , .		17
68	APEOW: A Personal Persuasive Avatar for Encouraging Breaks in Office Work. , 0, , .		5