

HatÄ°ce GÃeneÅ

List of Publications by Year in descending order

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Version: 2024-02-01

23
papers

1,060
citations

1163117

8
h-index

1199594

12
g-index

23
all docs

23
docs citations

23
times ranked

1008
citing authors

#	ARTICLE	IF	CITATIONS
1	Domain-Incremental Continual Learning for Mitigating Bias in Facial Expression and Action Unit Recognition. IEEE Transactions on Affective Computing, 2023, 14, 3191-3206.	8.3	17
2	Affect-Driven Learning of Robot Behaviour for Collaborative Human-Robot Interactions. Frontiers in Robotics and AI, 2022, 9, 717193.	3.2	8
3	Mind Your Manners! A Dataset and a Continual Learning Approach for Assessing Social Appropriateness of Robot Actions. Frontiers in Robotics and AI, 2022, 9, 669420.	3.2	5
4	Learning Multi-dimensional Edge Feature-based AU Relation Graph for Facial Action Unit Recognition. , 2022, , .		23
5	Audio-Driven Robot Upper-Body Motion Synthesis. IEEE Transactions on Cybernetics, 2021, 51, 5445-5454.	9.5	12
6	Teleoperated Robot Coaching for Mindfulness Training: A Longitudinal Study. , 2021, , .		16
7	Personality Recognition by Modelling Person-specific Cognitive Processes using Graph Representation. , 2021, , .		15
8	Lessons Learned About Designing and Conducting Studies From HRI Experts. Frontiers in Robotics and AI, 2021, 8, 772141.	3.2	6
9	Continual Learning for Affective Robotics: Why, What and How?., 2020, , .		37
10	Investigating Taste-liking with a Humanoid Robot Facilitator. , 2020, , .		4
11	Working Age: Providing Occupational Safety through Pervasive Sensing and Data Driven Behavior Modeling. , 2020, , .		8
12	Decision Support Systems to Promote Health and Well-Being of People During Their Working Age: The Case of the WorkingAge EU Project. Lecture Notes in Computer Science, 2020, , 336-347.	1.3	1
13	Live humanâ€“robot interactive public demonstrations with automatic emotion and personality prediction. Philosophical Transactions of the Royal Society B: Biological Sciences, 2019, 374, 20180026.	4.0	17
14	Multimodal Human-Human-Robot Interactions (MHRI) Dataset for Studying Personality and Engagement. IEEE Transactions on Affective Computing, 2019, 10, 484-497.	8.3	50
15	Automatic Prediction of Impressions in Time and across Varying Context: Personality, Attractiveness and Likeability. IEEE Transactions on Affective Computing, 2017, 8, 29-42.	8.3	53
16	Fully Automatic Analysis of Engagement and Its Relationship to Personality in Human-Robot Interactions. IEEE Access, 2017, 5, 705-721.	4.2	74
17	Automatic replication of teleoperator head movements and facial expressions on a humanoid robot. , 2017, , .		7
18	Computational analysis of valence and arousal in virtual reality gaming using lower arm electromyograms. , 2017, , .		9

#	ARTICLE	IF	CITATIONS
19	Effects of valence and arousal on working memory performance in virtual reality gaming. , 2017, , .		18
20	Personality perception of robot avatar tele-operators. , 2016, , .		18
21	Computational analysis of human-robot interactions through first-person vision: Personality and interaction experience. , 2015, , .		22
22	Automatic Analysis of Facial Affect: A Survey of Registration, Representation, and Recognition. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2015, 37, 1113-1133.	13.9	502
23	Building Autonomous Sensitive Artificial Listeners. IEEE Transactions on Affective Computing, 2012, 3, 165-183.	8.3	138