

Jamy J Li

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8349646/publications.pdf>

Version: 2024-02-01

30
papers

1,259
citations

1163117

8
h-index

1125743

13
g-index

31
all docs

31
docs citations

31
times ranked

1081
citing authors

#	ARTICLE	IF	CITATIONS
1	The benefit of being physically present: A survey of experimental works comparing copresent robots, telepresent robots and virtual agents. <i>International Journal of Human Computer Studies</i> , 2015, 77, 23-37.	5.6	397
2	Ghost driver: A field study investigating the interaction between pedestrians and driverless vehicles. , 2016, , .		163
3	Social robots and virtual agents as lecturers for video instruction. <i>Computers in Human Behavior</i> , 2016, 55, 1222-1230.	8.5	106
4	How to train your DragonBot: Socially assistive robots for teaching children about nutrition through play. , 2014, , .		81
5	Communication of Emotion in Social Robots through Simple Head and Arm Movements. <i>International Journal of Social Robotics</i> , 2011, 3, 125-142.	4.6	68
6	VR-OOM. , 2018, , .		55
7	Birds of a feather: How personality influences blog writing and reading. <i>International Journal of Human Computer Studies</i> , 2010, 68, 589-602.	5.6	54
8	From Trolley to Autonomous Vehicle: Perceptions of Responsibility and Moral Norms in Traffic Accidents with Self-Driving Cars. , 0, , .		45
9	Children's Views on Identification and Intention Communication of Self-driving Vehicles. , 2017, , .		40
10	A word of advice: how to tailor motivational text messages based on behavior change theory to personality and gender. <i>Personal and Ubiquitous Computing</i> , 2017, 21, 675-687.	2.8	40
11	Ghost driver. , 2015, , .		30
12	Observer Perception of Dominance and Mirroring Behavior in Human-Robot Relationships. , 2015, , .		28
13	A Simple Nod of the Head. , 2017, , .		25
14	Development of a prototype clinical decision support tool for osteoporosis disease management: a qualitative study of focus groups. <i>BMC Medical Informatics and Decision Making</i> , 2010, 10, 40.	3.0	24
15	Dialogue Design for a Robot-Based Face-Mirroring Game to Engage Autistic Children with Emotional Expressions. <i>Lecture Notes in Computer Science</i> , 2017, , 546-555.	1.3	16
16	Communicating Dominance in a Nonanthropomorphic Robot Using Locomotion. <i>ACM Transactions on Human-Robot Interaction</i> , 2019, 8, 1-14.	4.1	15
17	"Don't make me turn this seat around!". , 2015, , .		12
18	On-Road and Online Studies to Investigate Beliefs and Behaviors of Netherlands, US and Mexico Pedestrians Encountering Hidden-Driver Vehicles. , 2020, , .		11

#	ARTICLE	IF	CITATIONS
19	FMEA-AI: AI fairness impact assessment using failure mode and effects analysis. <i>AI and Ethics</i> , 2022, 2, 837-850.	6.8	10
20	Non-participatory user-centered design of accessible teacher-teleoperated robot and tablets for minimally verbal autistic children. , 2020, , .		8
21	The nature of the bots. , 2013, , .		5
22	Embedding artificial intelligence in society: looking beyond the EU AI master plan using the culture cycle. <i>AI and Society</i> , 2023, 38, 1465-1484.	4.6	5
23	Embodied Design Improvisation for Autonomous Vehicles. <i>Understanding Innovation</i> , 2016, , 125-143.	0.9	4
24	Public Opinion About the Benefit, Risk, and Acceptance of Aerial Manipulation Systems. <i>IEEE Transactions on Human-Machine Systems</i> , 2022, 52, 1069-1085.	3.5	4
25	Eldertainment or functional necessity?. , 2019, , .		3
26	Social robots for automated remote instruction. , 2016, , .		2
27	Social robots as interactive technology agents: Supporting design with exploratory assessment. , 2016, , .		1
28	Closeness with Robots as Social Partners. , 2019, , .		1
29	arttech: Performance and Embodiment in Technology for Resilience and Mental Health. , 2021, , .		1
30	Double Trouble: The Effect of Eye Gaze on the Social Impression of Mobile Robotic Telepresence Operators. <i>Lecture Notes in Computer Science</i> , 2020, , 357-368.	1.3	0