Rodrigo da Silva Guerra

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/9101427/publications.pdf

Version: 2024-02-01

1684188 1588992 13 61 5 8 citations g-index h-index papers 14 14 14 58 docs citations times ranked citing authors all docs

#	Article	IF	CITATIONS
1	Semi-automatic behavior analysis using robot/insect mixed society and video tracking. Journal of Neuroscience Methods, 2010, 191, 138-144.	2.5	12
2	Behavior Change of Crickets in a Robot-Mixed Society. Journal of Robotics and Mechatronics, 2010, 22, 526-531.	1.0	11
3	A Polyurethane-based Compliant Element for Upgrading Conventional Servos into Series Elastic Actuators**This work was partially funded by Univ. Federal de Santa Maria, by Ostfalia Univ. of Applied Sciences and by the RoboCup Federation IFAC-PapersOnLine, 2015, 48, 112-117.	0.9	8
4	3D2Real: Simulation League Finals in Real Robots. Lecture Notes in Computer Science, 2007, , 25-34.	1.3	8
5	Dimitri: an Open-Source Humanoid Robot with Compliant Joint. Journal of Intelligent and Robotic Systems: Theory and Applications, 2018, 91, 291-300.	3.4	7
6	Design of a Modular Series Elastic Upgrade to a Robotics Actuator. Lecture Notes in Computer Science, 2015, , 701-708.	1.3	4
7	Polyurethane-Based Modular Series Elastic Upgrade to a Robotics Actuator. Lecture Notes in Computer Science, 2015, , 347-355.	1.3	3
8	Dimitri: A Low-Cost Compliant Humanoid Torso Designed for Cognitive Robotics Research., 2016,,.		2
9	1P2-S-045 Stabilizing a biped robot by using a symmetric rotor(Biped Robot 3,Mega-Integration in) Tj ETQq1 1 C Robotics and Mechatronics (Robomec), 2005, 2005, 128.	0.784314 r 0.0	gBT /Overlo <mark>ck</mark> 2
10	The RoboCup Mixed Reality League – A Case Study. Human-computer Interaction Series, 2010, , 399-418.	0.6	2
11	Getting closer: How Simulation and Humanoid League can benefit from each other. , 2006, , 93-98.		1
12	Introducing Physical Visualization Sub-league. Lecture Notes in Computer Science, 2008, , 496-503.	1.3	1
13	Dr. Eureka: a humanoid robot manipulation case study. Knowledge Engineering Review, 2019, 34, .	2.6	O