Farshid Amirabdollahian

List of Publications by Year
in descending order

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34	1,867	706676 14	759306 22
papers	citations	h-index	g-index

35	35	35	2314
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	EEG Spectral Feature Modulations Associated With Fatigue in Robot-Mediated Upper Limb Gross and Fine Motor Interactions. Frontiers in Neurorobotics, 2021, 15, 788494.	1.6	2
2	A Novel Reinforcement-Based Paradigm for Children to Teach the Humanoid Kaspar Robot. International Journal of Social Robotics, 2020, 12, 709-720.	3.1	7
3	Adaptive robot mediated upper limb training using electromyogram-based muscle fatigue indicators. PLoS ONE, 2020, 15, e0233545.	1.1	8
4	Influence of muscle fatigue on electromyogramâ€“kinematic correlation during robot-assisted upper limb training. Journal of Rehabilitation and Assistive Technologies Engineering, 2020, 7, 205566832090301.	0.6	4
5	Humans' Perception of a Robot Moving Using a Slow in and Slow Out Velocity Profile. , 2019, , .		5
6	Differences of Human Perceptions of a Robot Moving using Linear or Slow in, Slow out Velocity Profiles When Performing a Cleaning Task. , 2019, , .		8
7	Hand Gesture Based Gameplay with a Smoothie Maker Game Using Myo Armband. Lecture Notes in Computer Science, 2019, , 388-398.	1.0	0
8	How a Robotâ€™s Social Credibility Affects Safety Performance. Lecture Notes in Computer Science, 2019, , 740-749.	1.0	1
9	Prevalence of haptic feedback in robot-mediated surgery: a systematic review of literature. Journal of Robotic Surgery, 2018, 12, 11-25.	1.0	57
10	A multi-perspective evaluation of a service robot for seniors: the voice of different stakeholders. Disability and Rehabilitation: Assistive Technology, 2018, 13, 592-599.	1.3	62
11	Classification of gross upper limb movements using upper arm electromyographic features. , 2017, , .		0
12	The experience of living with stroke and using technology: opportunities to engage and co-design with end users. Disability and Rehabilitation: Assistive Technology, 2016, 11, 653-660.	1.3	44
13	Feasibility study into self-administered training at home using an arm and hand device with motivational gaming environment in chronic stroke. Journal of NeuroEngineering and Rehabilitation, 2015, 12, 89.	2.4	99
14	Would You Trust a (Faulty) Robot?. , 2015, , .		297
15	Lagâ€“lead based assessment and adaptation of exercise speed for stroke survivors. Robotics and Autonomous Systems, 2015, 73, 144-154.	3.0	11
16	Grasps Recognition and Evaluation of Stroke Patients for Supporting Rehabilitation Therapy. BioMed Research International, 2014, 2014, 1-14.	0.9	8
17	Which activities threaten independent living of elderly when becoming problematic: inspiration for meaningful service robot functionality. Disability and Rehabilitation: Assistive Technology, 2014, 9, 445-452.	1.3	33
18	Design Parameters in Multimodal Games for Rehabilitation. Games for Health Journal, 2014, 3, 13-20.	1.1	40

#	Article	IF	Citations
19	A Pilot Study with a Novel Setup for Collaborative Play of the Humanoid Robot KASPAR with Children with Autism. International Journal of Social Robotics, 2014, 6, 45-65.	3.1	133
20	Using the Humanoid Robot KASPAR to Autonomously Play Triadic Games and Facilitate Collaborative Play Among Children With Autism. IEEE Transactions on Autonomous Mental Development, 2014, 6, 183-199.	2.3	156
21	Training modalities in robot-mediated upper limb rehabilitation in stroke: a framework for classification based on a systematic review. Journal of NeuroEngineering and Rehabilitation, 2014, 11, 111.	2.4	278
22	Preliminary Findings of Feasibility and Compliance of Technology-Supported Distal Arm Training at Home after Stroke. Biosystems and Biorobotics, 2014, , 665-673.	0.2	4
23	Adaptive training algorithm for robot-assisted upper-arm rehabilitation, applicable to individualised and therapeutic human-robot interaction. Journal of NeuroEngineering and Rehabilitation, 2013, 10, 102.	2.4	24
24	Accompany: Acceptable robotiCs COMPanions for AgeiNG Years — Multidimensional aspects of human-system interactions. , 2013, , .		18
25	Adaptive Human-Robot Interaction Based on Lag-Lead Modelling for Home-Based Stroke Rehabilitation: Novel Mechanisms for Assessment and Performance Based Adaptation of Task Difficulty. , 2013, , .		5
26	Assistive technology design and development for acceptable robotics companions for ageing years. Paladyn, 2013, 4, .	1.9	24
27	Impact of lead-lag contributions of subject on adaptability of the GENTLE/A system: An exploratory study. , 2012, , .		2
28	Analysis of the Results from Use of Haptic Peg-in-Hole Task for Assessment in Neurorehabilitation. Applied Bionics and Biomechanics, 2011, 8, 1-11.	0.5	15
29	Robot self-preservation and adaptation to user preferences in game play, a preliminary study. , 2011, , .		5
30	Investigating tactile event recognition in child-robot interaction for use in autism therapy. , 2011, 2011, 5347-51.		23
31	Collaborating with Kaspar: Using an autonomous humanoid robot to foster cooperative dyadic play among children with autism. , 2010, , .		62
32	Analysis of the Fugl-Meyer Outcome Measures Assessing the Effectiveness of Robot-Mediated Stroke Therapy. , 2007, , .		9
33	Multivariate analysis of the Fugl-Meyer outcome measures assessing the effectiveness of GENTLE/S robot-mediated stroke therapy. Journal of NeuroEngineering and Rehabilitation, 2007, 4, 4.	2.4	110
34	Upper Limb Robot Mediated Stroke Therapyâ€"GENTLE/s Approach. Autonomous Robots, 2003, 15, 35-51.	3.2	312