Gnanathusharan Rajendran

List of Publications by Year
in descending order

34 papers	1,128 citations	516710 16 h-index	526287 27 g-index
39 all docs	39 docs citations	39 times ranked	1162 citing authors

#	Article	IF	Citations
1	Cognitive theories of autism. Developmental Review, 2007, 27, 224-260.	4.7	235
2	Working Memory in Children With Developmental Disorders. Journal of Learning Disabilities, 2009, 42, 372-382.	2.2	139
3	Developing technology for autism: an interdisciplinary approach. Personal and Ubiquitous Computing, 2012, 16, 117-127.	2.8	103
4	Exploring the Relationship Between Gestural Recognition and Imitation: Evidence of Dyspraxia in Autism Spectrum Disorders. Journal of Autism and Developmental Disorders, 2011, 41, 1-12.	2.7	65
5	How Perception Impacts on Drawings.. Journal of Experimental Psychology: Human Perception and Performance, 2005, 31, 996-1003.	0.9	56
6	Social Communication between Virtual Characters and Children with Autism. Lecture Notes in Computer Science, 2011, , 7-14.	1.3	50
7	How do Individuals with Asperger Syndrome Respond to Nonliteral Language and Inappropriate Requests in Computer-mediated Communication?. Journal of Autism and Developmental Disorders, 2005, 35, 429-443.	2.7	48
8	Computer mediated interaction in Asperger's syndrome: the Bubble Dialogue program. Computers and Education, 2000, 35, 189-207.	8.3	47
9	Virtual environments and autism: a developmental psychopathological approach. Journal of Computer Assisted Learning, 2013, 29, 334-347.	5.1	47
10	Evidence for syntactic alignment in children with autism. Developmental Science, 2011, 14, 540-548.	2.4	45
11	Blending Human and Artificial Intelligence to Support Autistic Children's Social Communication Skills. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-35.	5.7	40
12	BrainQuest: The use of motivational design theories to create a cognitive training game supporting hot executive function. International Journal of Human Computer Studies, 2019, 127, 124-149.	5.6	33
13	Brief Report: Imitation of Meaningless Gestures in Individuals with Asperger Syndrome and High-functioning Autism. Journal of Autism and Developmental Disorders, 2008, 38, 569-573.	2.7	27
14	Investigating Multitasking in High-Functioning Adolescents with Autism Spectrum Disorders Using the Virtual Errands Task. Journal of Autism and Developmental Disorders, 2011, 41, 1445-1454.	2.7	26
15	Case report: Selective deficit in the production of intransitive gestures in an individual with autism. Cortex, 2010, 46, 407-409.	2.4	22
16	The Influence of Prior Knowledge on Perception and Action: Relationships to Autistic Traits. Journal of Autism and Developmental Disorders, 2016, 46, 1716-1724.	2.7	20
17	Identifying embodied metaphors for computing education. Computers in Human Behavior, 2020, 105, 105859.	8.5	20
18	Accountability in Human and Artificial Intelligence Decision-Making as the Basis for Diversity and Educational Inclusion. Perspectives on Rethinking and Reforming Education, 2019, , 39-59.	0.1	17

#	Article	IF	Citations
19	Toward Improved Child–Robot Interaction by Understanding Eye Movements. IEEE Transactions on Cognitive and Developmental Systems, 2018, 10, 983-992.	3.8	15
20	Text Chat as a Tool for Referential Questioning in Asperger Syndrome. Journal of Speech, Language, and Hearing Research, 2006, 49, 102-112.	1.6	14
21	Gaze contingent joint attention with an avatar in children with and without ASD. , 2016, , .		11
22	BrainQuest. , 2015, , .		9
23	Can behaviour during immunisation be used to identify attachment patterns? A feasibility study. International Journal of Nursing Studies, 2013, 50, 386-391.	5.6	7
24	Strange Words: Autistic Traits and the Processing of Non-Literal Language. Journal of Autism and Developmental Disorders, 2015, 45, 3606-3612.	2.7	5
25	An Architecture for Emotional Facial Expressions as Social Signals. IEEE Transactions on Affective Computing, 2021, 12, 293-305.	8.3	5
26	Cultural Social Signal Interplay with an Expressive Robot. , 2018, , .		4
27	Investigating social vulnerability in children using computer mediated role-play. Computers and Education, 2018, 125, 458-464.	8.3	2
28	Social Impact of Recharging Activity in Long-Term HRI and Verbal Strategies to Manage User Expectations During Recharge. Frontiers in Robotics and AI, 2018, 5, 23.	3.2	2
29	Advances in Balance and Biofeedback Measurement: The Case for Health-Based, Postural Serious Games. , 2016, , .		1
30	"Sorry to Disturb You". , 2020, , .		1
31	One step at a time: Multimodal interfaces and children's executive functioning. , 2014, , .		0
32	How does life experience influence teaching a contingent robot?. , 2014, , .		0
33	Evaluating robot facial expressions. , 2017, , .		0
34	Lecture Notes in Computer Science: Beyond simulators, Using F1 Games to Predict Driver Performance, Learning and Potential. Lecture Notes in Computer Science, 2014, , 157-171.	1.3	0