

# Nadia Bianchi-Berthouze

## List of Publications by Year in descending order

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Version: 2024-02-01

157  
papers

4,467  
citations

257450

24  
h-index

168389

53  
g-index

165  
all docs

165  
docs citations

165  
times ranked

3227  
citing authors

#	ARTICLE	IF	CITATIONS
1	Affective Body Expression Perception and Recognition: A Survey. IEEE Transactions on Affective Computing, 2013, 4, 15-33.	8.3	457
2	Does Body Movement Engage You More in Digital Game Play? and Why?. Lecture Notes in Computer Science, 2007, , 102-113.	1.3	190
3	Cross-cultural differences in recognizing affect from body posture. Interacting With Computers, 2006, 18, 1371-1389.	1.5	136
4	Automatic Recognition of Non-Acted Affective Postures. IEEE Transactions on Systems, Man, and Cybernetics, 2011, 41, 1027-1038.	5.0	129
5	What Does Touch Tell Us about Emotions in Touchscreen-Based Gameplay?. ACM Transactions on Computer-Human Interaction, 2012, 19, 1-30.	5.7	127
6	The Automatic Detection of Chronic Pain-Related Expression: Requirements, Challenges and the Multimodal EmoPain Dataset. IEEE Transactions on Affective Computing, 2016, 7, 435-451.	8.3	124
7	As Light as your Footsteps. , 2015, , .		115
8	Movement-based sports video games: Investigating motivation and gaming experience. Entertainment Computing, 2009, 1, 49-61.	2.9	113
9	Activity tracking. , 2015, , .		102
10	Embodiment in a Child-Like Talking Virtual Body Influences Object Size Perception, Self-Identification, and Subsequent Real Speaking. Scientific Reports, 2017, 7, 9637.	3.3	99
11	Recognizing Affective Dimensions from Body Posture. Lecture Notes in Computer Science, 2007, , 48-58.	1.3	98
12	Robust tracking of respiratory rate in high-dynamic range scenes using mobile thermal imaging. Biomedical Optics Express, 2017, 8, 4480.	2.9	93
13	A categorical approach to affective gesture recognition. Connection Science, 2003, 15, 259-269.	3.0	85
14	Modeling human affective postures: an information theoretic characterization of posture features. Computer Animation and Virtual Worlds, 2004, 15, 269-276.	1.2	81
15	Evaluating saliency map explanations for convolutional neural networks. , 2020, , .		80
16	The brain's response to pleasant touch: an EEG investigation of tactile caressing. Frontiers in Human Neuroscience, 2014, 8, 893.	2.0	77
17	Time-Delay Neural Network for Continuous Emotional Dimension Prediction From Facial Expression Sequences. IEEE Transactions on Cybernetics, 2016, 46, 916-929.	9.5	75
18	<i>Go-with-the-Flow</i>: Tracking, Analysis and Sonification of Movement and Breathing to Build Confidence in Activity Despite Chronic Pain. Human-Computer Interaction, 2016, 31, 335-383.	4.4	74

#	ARTICLE	IF	CITATIONS
19	Modeling Multimodal Expression of User's Affective Subjective Experience. User Modeling and User-Adapted Interaction, 2002, 12, 49-84.	3.8	71
20	Believing in BERT: Using expressive communication to enhance trust and counteract operational error in physical Human-robot interaction. , 2016, , .		70
21	DeepBreath: Deep learning of breathing patterns for automatic stress recognition using low-cost thermal imaging in unconstrained settings. , 2017, , .		69
22	Continuous Recognition of Player's Affective Body Expression as Dynamic Quality of Aesthetic Experience. IEEE Transactions on Games, 2012, 4, 199-212.	1.4	63
23	Motivating people with chronic pain to do physical activity. , 2014, , .		61
24	Instant Stress: Detection of Perceived Mental Stress Through Smartphone Photoplethysmography and Thermal Imaging. JMIR Mental Health, 2019, 6, e10140.	3.3	52
25	Being in the thick of in-the-wild studies. , 2012, , .		48
26	Tracking physical activity. , 2014, , .		48
27	Investigating the Suitability of Social Robots for the Wellbeing of the Elderly. Lecture Notes in Computer Science, 2011, , 578-587.	1.3	45
28	Action sounds update the mental representation of arm dimension: contributions of kinaesthesia and agency. Frontiers in Psychology, 2015, 6, 689.	2.1	44
29	Pain level recognition using kinematics and muscle activity for physical rehabilitation in chronic pain. , 2015, , .		42
30	RealPen. , 2016, , .		42
31	K-DIME: An affective image filtering system. IEEE MultiMedia, 2003, 10, 103-106.	1.7	38
32	Supporting Everyday Function in Chronic Pain Using Wearable Technology. , 2017, , .		38
33	Mic2Mic. , 2019, , .		34
34	Deep Thermal Imaging. , 2018, , .		33
35	How Can Affect Be Detected and Represented in Technological Support for Physical Rehabilitation?. ACM Transactions on Computer-Human Interaction, 2019, 26, 1-29.	5.7	33
36	Emotion recognition by two view SVM_2K classifier on dynamic facial expression features. , 2011, , .		31

#	ARTICLE	IF	CITATIONS
37	Recurrent network based automatic detection of chronic pain protective behavior using MoCap and sEMG data. , 2019, , .		31
38	Laughter Type Recognition from Whole Body Motion. , 2013, , .		30
39	Naturalistic Affective Expression Classification by a Multi-stage Approach Based on Hidden Markov Models. Lecture Notes in Computer Science, 2011, , 378-387.	1.3	30
40	Bi-Modal Detection of Painful Reaching for Chronic Pain Rehabilitation Systems. , 2014, , .		29
41	The application of psychologically informed practice: observations of experienced physiotherapists working with people with chronic pain. Physiotherapy, 2020, 106, 163-173.	0.4	29
42	Sonification of Surface Tapping Changes Behavior, Surface Perception, and Emotion. IEEE MultiMedia, 2015, 22, 48-57.	1.7	27
43	Transfer learning to account for idiosyncrasy in face and body expressions. , 2013, , .		26
44	Musically Informed Sonification for Chronic Pain Rehabilitation. , 2016, , .		26
45	Perception and Automatic Recognition of Laughter from Whole-Body Motion: Continuous and Categorical Perspectives. IEEE Transactions on Affective Computing, 2015, 6, 165-178.	8.3	25
46	Does Movement Recognition Precision Affect the Player Experience in Exertion Games?. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 73-82.	0.3	25
47	Tactile perceptions of digital textiles. , 2013, , .		24
48	The relationship between guarding, pain, and emotion. Pain Reports, 2019, 4, e770.	2.7	24
49	Multiple Instance Learning for Emotion Recognition Using Physiological Signals. IEEE Transactions on Affective Computing, 2022, 13, 389-407.	8.3	23
50	Automatic Recognition of Fear-Avoidance behavior in Chronic Pain Physical Rehabilitation. , 2014, , .		23
51	Cooperative Visual Environments for the Design of Effective Visual Systems. Journal of Visual Languages and Computing, 1993, 4, 357-381.	1.8	22
52	Towards a situated, multimodal interface for multiple UAV control. , 2010, , .		22
53	Social Touch Gesture Recognition using Random Forest and Boosting on Distinct Feature Sets. , 2015, , .		22
54	Roles for Personal Informatics in Chronic Pain. , 2015, , .		22

#	ARTICLE	IF	CITATIONS
55	As Light as You Aspire to Be. , 2019, , .		22
56	EMOPAIN Challenge 2020: Multimodal Pain Evaluation from Facial and Bodily Expressions. , 2020, , .		22
57	Recognizing Emotion from Postures: Cross-Cultural Differences in User Modeling. Lecture Notes in Computer Science, 2005, , 50-59.	1.3	21
58	Immersion in Movement-Based Interaction. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2009, , 169-180.	0.3	21
59	Learning Temporal and Bodily Attention in Protective Movement Behavior Detection. , 2019, , .		21
60	Action Sounds Modulate Arm Reaching Movements. Frontiers in Psychology, 2016, 7, 1391.	2.1	20
61	Audio-tactile cues from an objectâ€™s fall change estimates of oneâ€™s body height. PLoS ONE, 2018, 13, e0199354.	2.5	20
62	Grounding Affective Dimensions into Posture Features. Lecture Notes in Computer Science, 2005, , 263-270.	1.3	20
63	Human Observer and Automatic Assessment of Movement Related Self-Efficacy in Chronic Pain: From Exercise to Functional Activity. IEEE Transactions on Affective Computing, 2020, 11, 214-229.	8.3	19
64	Evaluating Exertion Games. Human-computer Interaction Series, 2010, , 187-207.	0.6	18
65	As Light as Your Scent: Effects of Smell and Sound on Body Image Perception. Lecture Notes in Computer Science, 2019, , 179-202.	1.3	18
66	Mood Recognition Based on Upper Body Posture and Movement Features. Lecture Notes in Computer Science, 2011, , 377-386.	1.3	18
67	Automatic Recognition of Affective Body Movement in a Video Game Scenario. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 149-159.	0.3	18
68	Towards Unsupervised Detection of Affective Body Posture Nuances. Lecture Notes in Computer Science, 2005, , 32-39.	1.3	17
69	Unobtrusive Inference of Affective States in Virtual Rehabilitation from Upper Limb Motions: A Feasibility Study. IEEE Transactions on Affective Computing, 2020, 11, 470-481.	8.3	17
70	Leveraging Activity Recognition to Enable Protective Behavior Detection in Continuous Data. , 2021, 5, 1-27.		17
71	Form as a Cue in the Automatic Recognition of Non-acted Affective Body Expressions. Lecture Notes in Computer Science, 2011, , 155-164.	1.3	17
72	Automatic Recognition of Affective Body Expressions. , 2015, , .		16

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73	Bodily Sensory Inputs and Anomalous Bodily Experiences in Complex Regional Pain Syndrome: Evaluation of the Potential Effects of Sound Feedback. <i>Frontiers in Human Neuroscience</i> , 2017, 11, 379.	2.0	16
74	Musical Expectancy in Squat Sonification for People Who Struggle with Physical Activity. , 0, , .		16
75	Laughter induction techniques suitable for generating motion capture data of laughter associated body movements. , 2013, , .		15
76	Embracing calibration in body sensing. , 2013, , .		15
77	Detecting affective states in virtual rehabilitation. , 2015, , .		15
78	Nose Heat: Exploring Stress-induced Nasal Thermal Variability through Mobile Thermal Imaging. , 2019, , .		15
79	Mining Multimedia Subjective Feedback. <i>Journal of Intelligent Information Systems</i> , 2002, 19, 43-59.	3.9	14
80	Is hugging a robot weird? Investigating the influence of robot appearance on users' perception of hugging. , 2016, , .		14
81	Bridging the gap between emotion and joint action. <i>Neuroscience and Biobehavioral Reviews</i> , 2021, 131, 806-833.	6.1	14
82	EXPLORING Kansei IN MULTIMEDIA INFORMATION. <i>KANSEI Engineering International</i> , 2001, 2, 1-10.	0.2	14
83	Using sound in multi-touch interfaces to change materiality and touch behavior. , 2014, , .		13
84	Knowing What You're Doing or Knowing what to do. , 2018, , .		13
85	AirFlow. , 2014, , .		12
86	Multimedia document management: An anthropocentric approach. <i>Information Processing and Management</i> , 1996, 32, 287-304.	8.6	11
87	How do designers feel textiles?. , 2015, , .		11
88	Automatic Detection of Reflective Thinking in Mathematical Problem Solving Based on Unconstrained Bodily Exploration. <i>IEEE Transactions on Affective Computing</i> , 2022, 13, 944-957.	8.3	11
89	Effects of pitch and musical sounds on body-representations when moving with sound. <i>Scientific Reports</i> , 2022, 12, 2676.	3.3	11
90	Privacy Settings on Facebook: Their Roles and Importance. , 2012, , .		10

#	ARTICLE	IF	CITATIONS
91	Understanding the Shared Experience of Runners and Spectators in Long-Distance Running Events. , 2019, , .		10
92	Altering body perception and emotion in physically inactive people through movement sonification. , 2019, , .		10
93	SoniBand: Understanding the Effects of Metaphorical Movement Sonifications on Body Perception and Physical Activity. , 2021, , .		10
94	Multi-score Learning for Affect Recognition: The Case of Body Postures. Lecture Notes in Computer Science, 2011, , 225-234.	1.3	10
95	An Embodiment Perspective of Affective Touch Behaviour in Experiencing Digital Textiles. , 2013, , .		9
96	On Robustness of Cloud Speech APIs. , 2018, , .		9
97	Interactive sonification to assist children with autism during motor therapeutic interventions. Personal and Ubiquitous Computing, 2021, 25, 391-410.	2.8	9
98	Laugh When Youâ€™re Winning. IFIP Advances in Information and Communication Technology, 2014, , 50-79.	0.7	9
99	Designing a gesture-sound wearable system to motivate physical activity by altering body perception. , 2018, , .		8
100	Movement sonification expectancy model: leveraging musical expectancy theory to create movement-altering sonifications. Journal on Multimodal User Interfaces, 2020, 14, 153-166.	2.9	8
101	Chronic Pain Protective Behavior Detection with Deep Learning. ACM Transactions on Computing for Healthcare, 2021, 2, 1-24.	5.0	8
102	Use of a Low-Cost, Chest-Mounted Accelerometer to Evaluate Transfer Skills of Wheelchair Users During Everyday Activities: Observational Study. JMIR Rehabilitation and Assistive Technologies, 2018, 5, e11748.	2.2	8
103	A classification of user experience frameworks for movement-based interaction design. Design Journal, 2015, 18, 393-420.	0.8	7
104	Body Tracking in Healthcare. Synthesis Lectures on Assistive Rehabilitative and Health-Preserving Technologies, 2016, 5, 1-151.	0.2	7
105	Understanding Experiences of Blind Individuals in Outdoor Nature. , 2019, , .		7
106	Human Movement Datasets: An Interdisciplinary Scoping Review. ACM Computing Surveys, 2023, 55, 1-29.	23.0	7
107	Postural expressions of emotion in a motion captured database and in a humanoid robot. , 2009, , .		6
108	User needs for technology supporting physical activity in chronic pain. , 2012, , .		6

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109	Emotion and Body-Based Games: Overview and Opportunities. A Practical Guide To Sentiment Analysis, 2016, , 235-255.	0.3	6
110	ThermSense: Smartphone-based breathing sensing platform using noncontact low-cost thermal camera. , 2017, , .		6
111	Reshaping Touch Communication. , 2018, , .		6
112	Automatic Recognition of Multiple Affective States in Virtual Rehabilitation by Exploiting the Dependency Relationships. , 2019, , .		6
113	Action Sounds Informing Own Body Perception Influence Gender Identity and Social Cognition. Frontiers in Human Neuroscience, 2021, 15, 688170.	2.0	6
114	Evaluating Exertion Games. Human-computer Interaction Series, 2015, , 239-262.	0.6	6
115	Introduction to the special issue on "Context and emotion aware visual computing". Journal of Visual Languages and Computing, 2005, 16, 383-385.	1.8	5
116	Human Perception of Laughter from Context-Free Whole Body Motion Dynamic Stimuli. , 2013, , .		5
117	What cognitive and affective states should technology monitor to support learning?. , 2017, , .		5
118	Motor Memory in HCI. , 2020, , .		5
119	Multimodal Data Fusion based on the Global Workspace Theory. , 2020, , .		5
120	Understanding Subjectivity: An Interactionist View. CISM International Centre for Mechanical Sciences, Courses and Lectures, 1999, , 3-12.	0.6	5
121	Analysis and Modelling of Affective Japanese Sitting Postures by Japanese and British Observers. , 2013, , .		4
122	Gesture mimicry in expression of laughter. , 2015, , .		4
123	Analysis of cognitive states during bodily exploration of mathematical concepts in visually impaired children. , 2019, , .		4
124	Sonification of virtual and real surface tapping: evaluation of behavior changes, surface perception and emotional indices. IEEE MultiMedia, 2015, , 1-1.	1.7	4
125	Unsupervised domain adaptation for robust sensory systems. , 2019, , .		4
126	Subjective Interpretation of Complex Data: Requirements for Supporting Kansei Mining Process. Lecture Notes in Computer Science, 2003, , 1-17.	1.3	4



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127	Introduction to the Special Issue on Digital Touch: Reshaping Interpersonal Communicative Capacity and Touch Practices. <i>ACM Transactions on Computer-Human Interaction</i> , 2022, 29, 1-8.	5.7	4
128	Subjective perception of natural scenes: the role of color. , 2003, , .		3
129	Crowdsourcing an emotional wardrobe. , 2012, , .		3
130	Investigating nuanced sensory experiences in textiles selection. , 2016, , .		3
131	Wearable Therapy â€“ Detecting Information from Wearables and Mobiles that are Relevant to Clinical and Self-directed Therapy. <i>Methods of Information in Medicine</i> , 2017, 56, 37-39.	1.2	3
132	The Affective Experience of Handling Digital Fabrics: Tactile and Visual Cross-Modal Effects. <i>Lecture Notes in Computer Science</i> , 2011, , 427-436.	1.3	3
133	Opportunities for Supporting Self-efficacy Through Orientation & Mobility Training Technologies for Blind and Partially Sighted People. , 2021, , .		3
134	A Hierarchical Model to Support Kansei Mining Process. <i>Lecture Notes in Computer Science</i> , 2002, , 56-61.	1.3	3
135	Multisensory Perception and Learning: Linking Pedagogy, Psychophysics, and Humanâ€™Computer Interaction. <i>Multisensory Research</i> , 2022, 35, 335-366.	1.1	3
136	The chameleon project: An art installation exploring emotional contagion. , 2009, , .		2
137	Third workshop on full-body and multisensory experience. , 2016, , .		2
138	Rethinking the Senses: A Workshop on Multisensory Embodied Experiences and Disability Interactions. , 2021, , .		2
139	K-DIME: An Adaptive System to Retrieve Images from the WEB Using Subjective Criteria. <i>Lecture Notes in Computer Science</i> , 2000, , 157-172.	1.3	2
140	The AffectMove 2021 Challenge - Affect Recognition from Naturalistic Movement Data. , 2021, , .		2
141	Towards Chatbot-Supported Self-Reporting for Increased Reliability and Richness of Ground Truth for Automatic Pain Recognition: Reflections on Long-Distance Runners and People with Chronic Pain. , 2021, , .		2
142	The Affective Body Argument in Technology Design. , 2016, , .		1
143	Automatic recognition of pain, anxiety, engagement and tiredness for virtual rehabilitation from stroke: A marginalization approach. , 2017, , .		1
144	Visual cues effect on the impact of sonification on movement. , 2018, , .		1

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145	A Movement in Multiple Time Neural Network for Automatic Detection of Pain Behaviour. , 2020, , .		1
146	Computational interface for web-based access to dynamic contents. International Journal of Computational Science and Engineering, 2006, 2, 302.	0.5	0
147	Introduction to the special issue on "Context and Emotion Aware Visual Computing". Journal of Visual Languages and Computing, 2006, 17, 395-397.	1.8	0
148	Subjective perception of facial expression of stress created using the Lombard effect. , 2013, , .		0
149	MIE 2017: 1st international workshop on multimodal interaction for education (workshop summary). , 2017, , .		0
150	A Vision for Adaptive and Generalizable Audio-Sensing Systems. , 2019, , .		0
151	Classifying persons with dementia from control subjects when ascending and descending stairs based on a single pelvis-mounted sensor. , 2016, , .		0
152	Panel: Bodily Expressed Emotion Understanding Research: A Multidisciplinary Perspective. Lecture Notes in Computer Science, 2020, , 733-746.	1.3	0
153	The First International Workshop on Multi-Scale Movement Technologies. , 2020, , .		0
154	Dealing with a Missing Sensor in a Multilabel and Multimodal Automatic Affective States Recognition System. , 2021, , .		0
155	FRuDA: Framework for Distributed Adversarial Domain Adaptation. IEEE Transactions on Parallel and Distributed Systems, 2022, , 1-1.	5.6	0
156	Unsupervised Domain Adaptation Under Label Space Mismatch for Speech Classification. , 0, , .		0
157	STEP-UP: Enabling Low-Cost IMU Sensors to Predict the Type of Dementia During Everyday Stair Climbing. Frontiers in Computer Science, 2022, 3, .	2.8	0