

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	Human Movement Datasets: An Interdisciplinary Scoping Review. <i>ACM Computing Surveys</i> , 2023, 55, 1-29.	23.0	7
2	Multiple Instance Learning for Emotion Recognition Using Physiological Signals. <i>IEEE Transactions on Affective Computing</i> , 2022, 13, 389-407.	8.3	23
3	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
4	FRuDA: Framework for Distributed Adversarial Domain Adaptation. <i>IEEE Transactions on Parallel and Distributed Systems</i> , 2022, , 1-1.	5.6	0
5	STEP-UP: Enabling Low-Cost IMU Sensors to Predict the Type of Dementia During Everyday Stair Climbing. <i>Frontiers in Computer Science</i> , 2022, 3, .	2.8	0
6	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
7	Effects of pitch and musical sounds on body-representations when moving with sound. <i>Scientific Reports</i> , 2022, 12, 2676.	3.3	11
8	Multisensory Perception and Learning: Linking Pedagogy, Psychophysics, and Humanâ€“Computer Interaction. <i>Multisensory Research</i> , 2022, 35, 335-366.	1.1	3
9	Interactive sonification to assist children with autism during motor therapeutic interventions. <i>Personal and Ubiquitous Computing</i> , 2021, 25, 391-410.	2.8	9
10	SoniBand: Understanding the Effects of Metaphorical Movement Sonifications on Body Perception and Physical Activity. , 2021, , .		10
11	Rethinking the Senses: A Workshop on Multisensory Embodied Experiences and Disability Interactions. , 2021, , .		2
12	Leveraging Activity Recognition to Enable Protective Behavior Detection in Continuous Data. , 2021, 5, 1-27.		17
13	Action Sounds Informing Own Body Perception Influence Gender Identity and Social Cognition. <i>Frontiers in Human Neuroscience</i> , 2021, 15, 688170.	2.0	6
14	Chronic Pain Protective Behavior Detection with Deep Learning. <i>ACM Transactions on Computing for Healthcare</i> , 2021, 2, 1-24.	5.0	8
15	Bridging the gap between emotion and joint action. <i>Neuroscience and Biobehavioral Reviews</i> , 2021, 131, 806-833.	6.1	14
16	Opportunities for Supporting Self-efficacy Through Orientation & Mobility Training Technologies for Blind and Partially Sighted People. , 2021, , .		3
17	Dealing with a Missing Sensor in a Multilabel and Multimodal Automatic Affective States Recognition System. , 2021, , .		0
18	The AffectMove 2021 Challenge - Affect Recognition from Naturalistic Movement Data. , 2021, , .		2

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19	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
20	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
21	The application of psychologically informed practice: observations of experienced physiotherapists working with people with chronic pain. Physiotherapy, 2020, 106, 163-173.	0.4	29
22	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
23	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
24	EMOPAIN Challenge 2020: Multimodal Pain Evaluation from Facial and Bodily Expressions. , 2020, , .		22
25	Motor Memory in HCI. , 2020, , .		5
26	Evaluating saliency map explanations for convolutional neural networks. , 2020, , .		80
27	Multimodal Data Fusion based on the Global Workspace Theory. , 2020, , .		5
28	Panel: Bodily Expressed Emotion Understanding Research: A Multidisciplinary Perspective. Lecture Notes in Computer Science, 2020, , 733-746.	1.3	0
29	The First International Workshop on Multi-Scale Movement Technologies. , 2020, , .		0
30	A Movement in Multiple Time Neural Network for Automatic Detection of Pain Behaviour. , 2020, , .		1
31	As Light as You Aspire to Be. , 2019, , .		22
32	Understanding the Shared Experience of Runners and Spectators in Long-Distance Running Events. , 2019, , .		10
33	A Vision for Adaptive and Generalizable Audio-Sensing Systems. , 2019, , .		0
34	Understanding Experiences of Blind Individuals in Outdoor Nature. , 2019, , .		7
35	Mic2Mic. , 2019, , .		34
36	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

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37	Learning Temporal and Bodily Attention in Protective Movement Behavior Detection. , 2019, , .		21
38	Nose Heat: Exploring Stress-induced Nasal Thermal Variability through Mobile Thermal Imaging. , 2019, , .		15
39	Analysis of cognitive states during bodily exploration of mathematical concepts in visually impaired children. , 2019, , .		4
40	Automatic Recognition of Multiple Affective States in Virtual Rehabilitation by Exploiting the Dependency Relationships. , 2019, , .		6
41	Altering body perception and emotion in physically inactive people through movement sonification. , 2019, , .		10
42	The relationship between guarding, pain, and emotion. Pain Reports, 2019, 4, e770.	2.7	24
43	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
44	Unsupervised domain adaptation for robust sensory systems. , 2019, , .		4
45	Recurrent network based automatic detection of chronic pain protective behavior using MoCap and sEMG data. , 2019, , .		31
46	Instant Stress: Detection of Perceived Mental Stress Through Smartphone Photoplethysmography and Thermal Imaging. JMIR Mental Health, 2019, 6, e10140.	3.3	52
47	Reshaping Touch Communication. , 2018, , .		6
48	Knowing What You're Doing or Knowing what to do. , 2018, , .		13
49	Visual cues effect on the impact of sonification on movement. , 2018, , .		1
50	On Robustness of Cloud Speech APIs. , 2018, , .		9
51	Audio-tactile cues from an objectâ€™s fall change estimates of oneâ€™s body height. PLoS ONE, 2018, 13, e0199354.	2.5	20
52	Deep Thermal Imaging. , 2018, , .		33
53	Designing a gesture-sound wearable system to motivate physical activity by altering body perception. , 2018, , .		8
54	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

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55	Embodiment in a Child-Like Talking Virtual Body Influences Object Size Perception, Self-Identification, and Subsequent Real Speaking. <i>Scientific Reports</i> , 2017, 7, 9637.	3.3	99
56	Supporting Everyday Function in Chronic Pain Using Wearable Technology. , 2017, , .		38
57	ThermSense: Smartphone-based breathing sensing platform using noncontact low-cost thermal camera. , 2017, , .		6
58	DeepBreath: Deep learning of breathing patterns for automatic stress recognition using low-cost thermal imaging in unconstrained settings. , 2017, , .		69
59	Automatic recognition of pain, anxiety, engagement and tiredness for virtual rehabilitation from stroke: A marginalization approach. , 2017, , .		1
60	Robust tracking of respiratory rate in high-dynamic range scenes using mobile thermal imaging. <i>Biomedical Optics Express</i> , 2017, 8, 4480.	2.9	93
61	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
62	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
63	MIE 2017: 1st international workshop on multimodal interaction for education (workshop summary). , 2017, , .		0
64	What cognitive and affective states should technology monitor to support learning?. , 2017, , .		5
65	Investigating nuanced sensory experiences in textiles selection. , 2016, , .		3
66	Action Sounds Modulate Arm Reaching Movements. <i>Frontiers in Psychology</i> , 2016, 7, 1391.	2.1	20
67	RealPen. , 2016, , .		42
68	Is hugging a robot weird? Investigating the influence of robot appearance on users' perception of hugging. , 2016, , .		14
69	Believing in BERT: Using expressive communication to enhance trust and counteract operational error in physical Human-robot interaction. , 2016, , .		70
70	The Affective Body Argument in Technology Design. , 2016, , .		1
71	Third workshop on full-body and multisensory experience. , 2016, , .		2
72	Emotion and Body-Based Games: Overview and Opportunities. <i>A Practical Guide To Sentiment Analysis</i> , 2016, , 235-255.	0.3	6

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73	Musically Informed Sonification for Chronic Pain Rehabilitation. , 2016, , .		26
74	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
75	Body Tracking in Healthcare. Synthesis Lectures on Assistive Rehabilitative and Health-Preserving Technologies, 2016, 5, 1-151.	0.2	7
76	<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
77	Time-Delay Neural Network for Continuous Emotional Dimension Prediction From Facial Expression Sequences. IEEE Transactions on Cybernetics, 2016, 46, 916-929.	9.5	75
78	Classifying persons with dementia from control subjects when ascending and descending stairs based on a single pelvis-mounted sensor. , 2016, , .		0
79	How do designers feel textiles?. , 2015, , .		11
80	Social Touch Gesture Recognition using Random Forest and Boosting on Distinct Feature Sets. , 2015, , .		22
81	Detecting affective states in virtual rehabilitation. , 2015, , .		15
82	Automatic Recognition of Affective Body Expressions. , 2015, , .		16
83	Action sounds update the mental representation of arm dimension: contributions of kinaesthesia and agency. Frontiers in Psychology, 2015, 6, 689.	2.1	44
84	Gesture mimicry in expression of laughter. , 2015, , .		4
85	Pain level recognition using kinematics and muscle activity for physical rehabilitation in chronic pain. , 2015, , .		42
86	A classification of user experience frameworks for movement-based interaction design. Design Journal, 2015, 18, 393-420.	0.8	7
87	Roles for Personal Informatics in Chronic Pain. , 2015, , .		22
88	Activity tracking. , 2015, , .		102
89	Sonification of Surface Tapping Changes Behavior, Surface Perception, and Emotion. IEEE MultiMedia, 2015, 22, 48-57.	1.7	27
90	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

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91	As Light as your Footsteps. , 2015, , .		115
92	Evaluating Exertion Games. Human-computer Interaction Series, 2015, , 239-262.	0.6	6
93	Sonification of virtual and real surface tapping: evaluation of behavior changes, surface perception and emotional indices. IEEE MultiMedia, 2015, , 1-1.	1.7	4
94	The brain's response to pleasant touch: an EEG investigation of tactile caressing. Frontiers in Human Neuroscience, 2014, 8, 893.	2.0	77
95	Bi-Modal Detection of Painful Reaching for Chronic Pain Rehabilitation Systems. , 2014, , .		29
96	Motivating people with chronic pain to do physical activity. , 2014, , .		61
97	AirFlow. , 2014, , .		12
98	Tracking physical activity. , 2014, , .		48
99	Using sound in multi-touch interfaces to change materiality and touch behavior. , 2014, , .		13
100	Laugh When You're Winning. IFIP Advances in Information and Communication Technology, 2014, , 50-79.	0.7	9
101	Automatic Recognition of Fear-Avoidance behavior in Chronic Pain Physical Rehabilitation. , 2014, , .		23
102	Affective Body Expression Perception and Recognition: A Survey. IEEE Transactions on Affective Computing, 2013, 4, 15-33.	8.3	457
103	Subjective perception of facial expression of stress created using the Lombard effect. , 2013, , .		0
104	Laughter induction techniques suitable for generating motion capture data of laughter associated body movements. , 2013, , .		15
105	Analysis and Modelling of Affective Japanese Sitting Postures by Japanese and British Observers. , 2013, , .		4
106	Laughter Type Recognition from Whole Body Motion. , 2013, , .		30
107	Transfer learning to account for idiosyncrasy in face and body expressions. , 2013, , .		26
108	Human Perception of Laughter from Context-Free Whole Body Motion Dynamic Stimuli. , 2013, , .		5

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109	Tactile perceptions of digital textiles. , 2013, , .		24
110	Embracing calibration in body sensing. , 2013, , .		15
111	An Embodiment Perspective of Affective Touch Behaviour in Experiencing Digital Textiles. , 2013, , .		9
112	Being in the thick of in-the-wild studies. , 2012, , .		48
113	Crowdsourcing an emotional wardrobe. , 2012, , .		3
114	User needs for technology supporting physical activity in chronic pain. , 2012, , .		6
115	What Does Touch Tell Us about Emotions in Touchscreen-Based Gameplay?. ACM Transactions on Computer-Human Interaction, 2012, 19, 1-30.	5.7	127
116	Privacy Settings on Facebook: Their Roles and Importance. , 2012, , .		10
117	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
118	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
119	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
120	Emotion recognition by two view SVM_2K classifier on dynamic facial expression features. , 2011, , .		31
121	Automatic Recognition of Non-Acted Affective Postures. IEEE Transactions on Systems, Man, and Cybernetics, 2011, 41, 1027-1038.	5.0	129
122	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
123	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
124	Mood Recognition Based on Upper Body Posture and Movement Features. Lecture Notes in Computer Science, 2011, , 377-386.	1.3	18
125	The Affective Experience of Handling Digital Fabrics: Tactile and Visual Cross-Modal Effects. Lecture Notes in Computer Science, 2011, , 427-436.	1.3	3
126	Investigating the Suitability of Social Robots for the Wellbeing of the Elderly. Lecture Notes in Computer Science, 2011, , 578-587.	1.3	45

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127	Multi-score Learning for Affect Recognition: The Case of Body Postures. Lecture Notes in Computer Science, 2011, , 225-234.	1.3	10
128	Towards a situated, multimodal interface for multiple UAV control. , 2010, , .		22
129	Evaluating Exertion Games. Human-computer Interaction Series, 2010, , 187-207.	0.6	18
130	The chameleon project: An art installation exploring emotional contagion. , 2009, , .		2
131	Immersion in Movement-Based Interaction. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2009, , 169-180.	0.3	21
132	Postural expressions of emotion in a motion captured database and in a humanoid robot. , 2009, , .		6
133	Movement-based sports video games: Investigating motivation and gaming experience. Entertainment Computing, 2009, 1, 49-61.	2.9	113
134	Does Body Movement Engage You More in Digital Game Play? and Why?. Lecture Notes in Computer Science, 2007, , 102-113.	1.3	190
135	Recognizing Affective Dimensions from Body Posture. Lecture Notes in Computer Science, 2007, , 48-58.	1.3	98
136	Computational interface for web-based access to dynamic contents. International Journal of Computational Science and Engineering, 2006, 2, 302.	0.5	0
137	Cross-cultural differences in recognizing affect from body posture. Interacting With Computers, 2006, 18, 1371-1389.	1.5	136
138	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
139	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
140	Recognizing Emotion from Postures: Cross-Cultural Differences in User Modeling. Lecture Notes in Computer Science, 2005, , 50-59.	1.3	21
141	Towards Unsupervised Detection of Affective Body Posture Nuances. Lecture Notes in Computer Science, 2005, , 32-39.	1.3	17
142	Grounding Affective Dimensions into Posture Features. Lecture Notes in Computer Science, 2005, , 263-270.	1.3	20
143	Modeling human affective postures: an information theoretic characterization of posture features. Computer Animation and Virtual Worlds, 2004, 15, 269-276.	1.2	81
144	K-DIME: An affective image filtering system. IEEE MultiMedia, 2003, 10, 103-106.	1.7	38

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145	A categorical approach to affective gesture recognition. <i>Connection Science</i> , 2003, 15, 259-269.	3.0	85
146	Subjective perception of natural scenes: the role of color. , 2003, , .		3
147	Subjective Interpretation of Complex Data: Requirements for Supporting Kansei Mining Process. <i>Lecture Notes in Computer Science</i> , 2003, , 1-17.	1.3	4
148	Modeling Multimodal Expression of Userâ€™s Affective Subjective Experience. <i>User Modeling and User-Adapted Interaction</i> , 2002, 12, 49-84.	3.8	71
149	Mining Multimedia Subjective Feedback. <i>Journal of Intelligent Information Systems</i> , 2002, 19, 43-59.	3.9	14
150	A Hierarchical Model to Support Kansei Mining Process. <i>Lecture Notes in Computer Science</i> , 2002, , 56-61.	1.3	3
151	EXPLORING Kansei IN MULTIMEDIA INFORMATION. <i>KANSEI Engineering International</i> , 2001, 2, 1-10.	0.2	14
152	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
153	Understanding Subjectivity: An Interactionist View. <i>CISM International Centre for Mechanical Sciences, Courses and Lectures</i> , 1999, , 3-12.	0.6	5
154	Multimedia document management: An anthropocentric approach. <i>Information Processing and Management</i> , 1996, 32, 287-304.	8.6	11
155	Cooperative Visual Environments for the Design of Effective Visual Systems. <i>Journal of Visual Languages and Computing</i> , 1993, 4, 357-381.	1.8	22
156	Musical Expectancy in Squat Sonification for People Who Struggle with Physical Activity. , 0, , .		16
157	Unsupervised Domain Adaptation Under Label Space Mismatch for Speech Classification. , 0, , .		0