Stefan Kopp

List of Publications by Year
in descending order

123 papers	3,824 citations	257450 24 h-index	175258 52 g-index
130 all docs	130 docs citations	130 times ranked	2119 citing authors

#	Article	IF	Citations
1	Resonating Minds—Emergent Collaboration Through Hierarchical Active Inference. Cognitive Computation, 2022, 14, 581-601.	5.2	4
2	Towards autonomous artificial agents with an active self: Modeling sense of control in situated action. Cognitive Systems Research, 2022, 72, 50-62.	2.7	4
3	Self-Explaining Social Robots: An Explainable Behavior Generation Architecture for Human-Robot Interaction. Frontiers in Artificial Intelligence, 2022, 5, 866920.	3.4	8
4	Revisiting Human-Agent Communication: The Importance of Joint Co-construction and Understanding Mental States. Frontiers in Psychology, 2021, 12, 580955.	2.1	17
5	Effects of Referring to Robot vs. User Needs in Self-Explanations of Undesirable Robot Behavior. , 2021, , .		3
6	The Relation Between Cognitive Abilities and the Distribution of Semantic Features Across Speech and Gesture in 4‐year‐olds. Cognitive Science, 2021, 45, e13012.	1.7	3
7	Explanation as a Social Practice: Toward a Conceptual Framework for the Social Design of AI Systems. IEEE Transactions on Cognitive and Developmental Systems, 2021, 13, 717-728.	3.8	20
8	Explaining Before or After Acting? How the Timing of Self-Explanations Affects User Perception of Robot Behavior. Lecture Notes in Computer Science, 2021, , 142-153.	1.3	2
9	Effects of a Social Robot's Self-Explanations on How Humans Understand and Evaluate Its Behavior. , 2020, , .		29
10	Adapt, Explain, Engage—A Study on How Social Robots Can Scaffold Second-language Learning of Children. ACM Transactions on Human-Robot Interaction, 2020, 9, 1-27.	4.1	15
11	What a Pity, Pepper!. , 2020, , .		10
12	Age-Related Differences in the Evaluation of a Virtual Health Agent's Appearance and Embodiment in a Health-Related Interaction: Experimental Lab Study. Journal of Medical Internet Research, 2020, 22, e13726.	4.3	9
13	Mixed or Virtual: Does Device Type Matter in Human-ECA Interactions. , 2020, , .		1
14	A personality-based emotional model for embodied conversational agents: Effects on perceived social presence and game experience of users. Entertainment Computing, 2019, 32, 100313.	2.9	32
15	More Human-Likeness, More Trust?. , 2019, , .		29
16	Second Language Tutoring Using Social Robots: A Large-Scale Study. , 2019, , .		89
17	Dominant and submissive nonverbal behavior of virtual agents and its effects on evaluation and negotiation outcome in different age groups. Computers in Human Behavior, 2019, 90, 397-409.	8.5	24
18	Guidelines for Designing Social Robots as Second Language Tutors. International Journal of Social Robotics, 2018, 10, 325-341.	4.6	117

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19	A Predictive Processing Model of Perception and Action for Self-Other Distinction. Frontiers in Psychology, 2018, 9, 2421.	2.1	32
20	Accuracy of Perceiving Precisely Gazing Virtual Agents. , 2018, , .		3
21	Classification of motor errors to provide real-time feedback for sports coaching in virtual reality â€" A case study in squats and Tai Chi pushes. Computers and Graphics, 2018, 76, 47-59.	2.5	24
22	Adaptive Behavior Generation for Child-Robot Interaction. , 2018, , .		2
23	Confidence in uncertainty: Error cost and commitment in early speech hypotheses. PLoS ONE, 2018, 13, e0201516.	2.5	0
24	Adaptive Robot Second Language Tutoring for Children. , 2018, , .		0
25	A Social Cognition Perspective on Humanâ€"Computer Trust: The Effect of Perceived Warmth and Competence on Trust in Decision-Making With Computers. Frontiers in Digital Humanities, 2018, 5, .	1.2	19
26	Action Choice and Outcome Congruency Independently Affect Intentional Binding and Feeling of Control Judgments. Frontiers in Human Neuroscience, 2018, 12, 137.	2.0	25
27	The Effect of a Robot's Gestures and Adaptive Tutoring on Children's Acquisition of Second Language Vocabularies. , 2018, , .		62
28	Towards Adaptive Social Behavior Generation for Assistive Robots Using Reinforcement Learning. , 2017, , .		33
29	Adaptive Robot Language Tutoring Based on Bayesian Knowledge Tracing and Predictive Decision-Making. , 2017, , .		63
30	Pragmatic Multimodality: Effects of Nonverbal Cues of Focus and Certainty in a Virtual Human. Lecture Notes in Computer Science, 2017, , 142-155.	1.3	1
31	Accurate online alignment of human motor performances. , 2017, , .		0
32	How to manage affective state in child-robot tutoring interactions?. , 2017, , .		6
33	The Communicative Activity of "Making Suggestions" as an Interactional Process. , 2017, , .		5
34	Intelligent Virtual Agents. Lecture Notes in Computer Science, 2017, , .	1.3	4
35	The Intelligent Coaching Space: A Demonstration. Lecture Notes in Computer Science, 2017, , 105-108.	1.3	1
36	ChapterÂ12. Computational gesture research. Gesture Studies, 2017, , 267-284.	0.6	4

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37	Enabling robust and fluid spoken dialogue with cognitively impaired users. , 2017, , .		4
38	Get One or Create One: the Impact of Graded Involvement in a Selection Procedure for a Virtual Agent on Satisfaction and Suitability Ratings. Lecture Notes in Computer Science, 2017, , 109-118.	1.3	1
39	Deictic gestures in coaching interactions. , 2016, , .		2
40	The impact of latency on perceptual judgments and motor performance in closed-loop interaction in virtual reality. , 2016, , .		65
41	The ALICO corpus: analysing the active listener. Language Resources and Evaluation, 2016, 50, 411-442.	2.7	11
42	Mapping out the multifunctionality of speakersâ€™ gestures. Gesture, 2016, 15, 37-59.	0.2	22
43	Multi-Level Analysis of Motor Actions as a Basis for Effective Coaching in Virtual Reality. Advances in Intelligent Systems and Computing, 2016, , 211-214.	0.6	10
44	The Effect of Embodiment and Competence on Trust and Cooperation in Humanâ€"Agent Interaction. Lecture Notes in Computer Science, 2016, , 75-84.	1.3	7
45	flexdiam â€" Flexible Dialogue Management for Incremental Interaction with Virtual Agents (Demo) Tj ETQq1 1 0.784314 rgBT /Overlo	1.3	1
46	A Multimodal System for Real-Time Action Instruction in Motor Skill Learning. , 2015, , .		17
47	Realizing a low-latency virtual reality environment for motor learning. , 2015, , .		33
48	Interactive Human-Guided Optimization for Logistics Planning. , 2015, , 183-192.		0
49	Exploring the Alignment Space Ã¢â‚¬â€œ Lexical and Gestural Alignment with Real and Virtual Humans. Frontiers in ICT, 2015, 2, .	3.6	21
50	Adaptive Grounding and Dialogue Management for Autonomous Conversational Assistants for Elderly Users. Lecture Notes in Computer Science, 2015, , 28-38.	1.3	17
51	Real-Time Visual Prosody for Interactive Virtual Agents. Lecture Notes in Computer Science, 2015, , 139-151.	1.3	9
52	Prototyping User Interfaces for Investigating the Role of Virtual Agents in Human-Machine Interaction. Lecture Notes in Computer Science, 2015, , 356-360.	1.3	3
53	An Interaction Game Framework for the Investigation of Humanâ€"Agent Cooperation. Lecture Notes in Computer Science, 2015, , 399-402.	1.3	3
54	Modeling a Social Brain for Interactive Agents: Integrating Mirroring and Mentalizing. Lecture Notes in Computer Science, 2015, , 77-86.	1.3	4

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55	Spoken Language, Conversational Assistive Systems for People with Cognitive Impairments?. , 2015, , .		2
56	An architecture for fluid real-time conversational agents: integrating incremental output generation and input processing. Journal on Multimodal User Interfaces, 2014, 8, 97.	2.9	19
57	A Multimodal In-Car Dialogue System That Tracks The Driver's Attention. , 2014, , .		16
58	Better Driving and Recall When In-car Information Presentation Uses Situationally-Aware Incremental Speech Output Generation. , 2014, , .		12
59	152. Gestures, postures, gaze, and movements in computer science: Embodied agents. , 2014, , 1948-1955.		1
60	When to Elicit Feedback in Dialogue: Towards a Model Based on the Information Needs of Speakers. Lecture Notes in Computer Science, 2014, , 71-80.	1.3	5
61	Letâ€™s Be Serious and Have a Laugh: Can Humor Support Cooperation with a Virtual Agent?. Lecture Notes in Computer Science, 2014, , 250-259.	1.3	12
62	AsapRealizer 2.0: The Next Steps in Fluent Behavior Realization for ECAs. Lecture Notes in Computer Science, 2014, , 449-462.	1.3	23
63	Situationally Aware In-Car Information Presentation Using Incremental Speech Generation: Safer, and More Effective. , 2014, , .		11
64	Co-constructing Grounded Symbolsâ€"Feedback and Incremental Adaptation in Humanâ€"Agent Dialogue. KI - Kunstliche Intelligenz, 2013, 27, 137-143.	3.2	8
65	Data-based analysis of speech and gesture: the Bielefeld Speech and Gesture Alignment corpus (SaGA) and its applications. Journal on Multimodal User Interfaces, 2013, 7, 5-18.	2.9	26
66	To Err is Human(-like): Effects of Robot Gesture on Perceived Anthropomorphism and Likability. International Journal of Social Robotics, 2013, 5, 313-323.	4.6	273
67	Editorial for special issue on intelligent virtual agents. Autonomous Agents and Multi-Agent Systems, 2013, 27, 197-199.	2.1	0
68	Smile and the world will smile with youâ€"The effects of a virtual agentâ€˜s smile on usersâ€™ evaluation and behavior. International Journal of Human Computer Studies, 2013, 71, 335-349.	5.6	78
69	Giving interaction a hand. , 2013, , .		2
70	An assistance system for guiding workers in central sterilization supply departments. , 2013, , .		19
71	Modeling the Semantic Coordination of Speech and Gesture under Cognitive and Linguistic Constraints. Lecture Notes in Computer Science, 2013, , 203-216.	1.3	20
72	Using Virtual Agents to Guide Attention in Multi-task Scenarios. Lecture Notes in Computer Science, 2013, , 295-302.	1.3	1

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73	Virtual Agents as Daily Assistants for Elderly or Cognitively Impaired People. Lecture Notes in Computer Science, 2013, , 79-91.	1.3	62
74	Automatic and strategic alignment of co-verbal gestures in dialogue. Advances in Interaction Studies, 2013, , 87-108.	2.0	4
75	Supporting Workers and Quality Management in Sterilization Departments. Advances in Intelligent Systems and Computing, 2013, , 229-236.	0.6	0
76	Closing the Loop: Towards Tightly Synchronized Robot Gesture and Speech. Lecture Notes in Computer Science, 2013, , 381-391.	1.3	2
77	Generation and Evaluation of Communicative Robot Gesture. International Journal of Social Robotics, 2012, 4, 201-217.	4.6	130
78	Gesture processing as grounded motor cognition: Towards a computational model. Procedia, Social and Behavioral Sciences, 2012, 32, 213-223.	0.5	1
79	Individualized Gesture Production in Embodied Conversational Agents. Studies in Computational Intelligence, 2012, , 287-301.	0.9	6
80	A Second Chance to Make a First Impression? How Appearance and Nonverbal Behavior Affect Perceived Warmth and Competence of Virtual Agents over Time. Lecture Notes in Computer Science, 2012, , 126-138.	1.3	89
81	An Incremental Multimodal Realizer for Behavior Co-Articulation and Coordination. Lecture Notes in Computer Science, 2012, , 175-188.	1.3	17
82	How Do Iconic Gestures Convey Visuo-Spatial Information? Bringing Together Empirical, Theoretical, and Simulation Studies. Lecture Notes in Computer Science, 2012, , 139-150.	1.3	3
83	Gesture-based Object Recognition using Histograms of Guiding Strokes. , 2012, , .		12
84	20. Artificial Interactivity. , 2012, , 707-734.		0
85	A friendly gesture: Investigating the effect of multimodal robot behavior in human-robot interaction. , 2011, , .		63
86	Special corner on â€œcognitive roboticsâ€. Cognitive Processing, 2011, 12, 317-318.	1.4	1
87	Embodied Gesture Processing: Motor-Based Integration of Perception and Action in Social Artificial Agents. Cognitive Computation, 2011, 3, 419-435.	5.2	28
88	Towards Conversational Agents That Attend to and Adapt to Communicative User Feedback. Lecture Notes in Computer Science, 2011, , 169-182.	1.3	12
89	Effects of Gesture on the Perception of Psychological Anthropomorphism: A Case Study with a Humanoid Robot. Lecture Notes in Computer Science, 2011, , 31-41.	1.3	44
90	A model for production, perception, and acquisition of actions in face-to-face communication. Cognitive Processing, 2010, 11, 187-205.	1.4	27

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91	Guest editorial of the special issue on intelligent virtual agents. Autonomous Agents and Multi-Agent Systems, 2010, 20, 1-2.	2.1	0
92	Social resonance and embodied coordination in face-to-face conversation with artificial interlocutors. Speech Communication, 2010, 52, 587-597.	2.8	80
93	Generating robot gesture using a virtual agent framework. , 2010, , .		6
94	Towards an integrated model of speech and gesture production for multi-modal robot behavior. , 2010, , .		18
95	Appropriate feedback in asymmetric interactions. Journal of Pragmatics, 2010, 42, 2369-2384.	1.5	19
96	MODELING THE PRODUCTION OF COVERBAL ICONIC GESTURES BY LEARNING BAYESIAN DECISION NETWORKS. Applied Artificial Intelligence, 2010, 24, 530-551.	3.2	16
97	Systematicity and Idiosyncrasy in Iconic Gesture Use: Empirical Analysis and Computational Modeling. Lecture Notes in Computer Science, 2010, , 182-194.	1.3	9
98	Individualized Gesturing Outperforms Average Gesturing â€" Evaluating Gesture Production in Virtual Humans. Lecture Notes in Computer Science, 2010, , 104-117.	1.3	30
99	GNetIc â€" Using Bayesian Decision Networks for Iconic Gesture Generation. Lecture Notes in Computer Science, 2009, , 76-89.	1.3	48
100	A Probabilistic Model of Motor Resonance for Embodied Gesture Perception. Lecture Notes in Computer Science, 2009, , 90-103.	1.3	8
101	Media Equation Revisited: Do Users Show Polite Reactions towards an Embodied Agent?. Lecture Notes in Computer Science, 2009, , 159-165.	1.3	49
102	Towards Meaningful Robot Gesture. Cognitive Systems Monographs, 2009, , 173-182.	0.1	13
103	Social Motorics â€" Towards an Embodied Basis of Social Human-Robot Interaction. Cognitive Systems Monographs, 2009, , 193-203.	0.1	2
104	An alignment-capable microplanner for natural language generation. , 2009, , .		20
105	The Next Step towards a Function Markup Language. Lecture Notes in Computer Science, 2008, , 270-280.	1.3	42
106	MULTIMODAL COMMUNICATION FROM MULTIMODAL THINKING â€" TOWARDS AN INTEGRATED MODEL OF SPEECH AND GESTURE PRODUCTION. International Journal of Semantic Computing, 2008, 02, 115-136.	0.5	34
107	Modeling Embodied Feedback with Virtual Humans. , 2008, , 18-37.		41
108	The analysis of embodied communicative feedback in multimodal corpora: a prerequisite for behavior simulation. Computers and the Humanities, 2007, 41, 255-272.	1.4	21

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109	The Behavior Markup Language: Recent Developments and Challenges. Lecture Notes in Computer Science, 2007, , 99-111.	1.3	145
110	Incremental Multimodal Feedback for Conversational Agents. Lecture Notes in Computer Science, 2007, , 139-146.	1.3	13
111	The Effects of an Embodied Conversational Agent's Nonverbal Behavior on User's Evaluation and Behavioral Mimicry. Lecture Notes in Computer Science, 2007, , 238-251.	1.3	38
112	Towards an Architecture for Aligned Speech and Gesture Production. Lecture Notes in Computer Science, 2007, , 389-390.	1.3	2
113	Imitation Learning and Response Facilitation in Embodied Agents. Lecture Notes in Computer Science, 2006, , 28-41.	1.3	9
114	Towards integrated microplanning of language and iconic gesture for multimodal output. , 2004, , .		62
115	Synthesizing multimodal utterances for conversational agents. Computer Animation and Virtual Worlds, 2004, 15, 39-52.	1.2	183
116	Simulating the Emotion Dynamics of a Multimodal Conversational Agent. Lecture Notes in Computer Science, 2004, , 154-165.	1.3	78
117	Imitation Games with an Artificial Agent: From Mimicking to Understanding Shape-Related Iconic Gestures. Lecture Notes in Computer Science, 2004, , 436-447.	1.3	11
118	Lifelike Gesture Synthesis and Timing for Conversational Agents. Lecture Notes in Computer Science, 2002, , 120-133.	1.3	17
119	Situated interaction with a virtual human - perception, action, and cognition. Trends in Linguistics Studies and Monographs, 0, , .	0.1	19
120	Using cognitive models to understand multimodal processes: the case for speech and gesture production. , 0, , 239-276.		15
121	Why Emotions should be Integrated into Conversational Agents. , 0, , 49-67.		36
122	flexdiam - flexible dialogue management for problem-aware, incremental spoken interaction for all user groups (Demo paper). , 0, , .		1
123	Towards graceful turn management in human-agent interaction for people with cognitive impairments. , 0, , .		4