

Carlos Roque Martinho

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6847784/publications.pdf>

Version: 2024-02-01

30
papers

1,695
citations

759233

12
h-index

996975

15
g-index

32
all docs

32
docs citations

32
times ranked

1257
citing authors

#	ARTICLE	IF	CITATIONS
1	Social Robots for Long-Term Interaction: A Survey. International Journal of Social Robotics, 2013, 5, 291-308.	4.6	585
2	The influence of empathy in human-robot relations. International Journal of Human Computer Studies, 2013, 71, 250-260.	5.6	221
3	Empathic Robots for Long-term Interaction. International Journal of Social Robotics, 2014, 6, 329-341.	4.6	180
4	Are emotional robots more fun to play with?. , 2008, , .		100
5	Modelling empathic behaviour in a robotic game companion for children. , 2012, , .		74
6	Affect recognition for interactive companions: challenges and design in real world scenarios. Journal on Multimodal User Interfaces, 2010, 3, 89-98.	2.9	69
7	As Time goes by: Long-term evaluation of social presence in robotic companions. , 2009, , .		64
8	Detecting Engagement in HRI: An Exploration of Social and Task-Based Context. , 2012, , .		41
9	Modelling Empathy in Social Robotic Companions. Lecture Notes in Computer Science, 2012, , 135-147.	1.3	38
10	Using Empathy to Improve Human-Robot Relationships. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2011, , 130-138.	0.3	37
11	Long-Term Interactions with Empathic Robots: Evaluating Perceived Support in Children. Lecture Notes in Computer Science, 2012, , 298-307.	1.3	37
12	Sensors in the wild: Exploring electrodermal activity in child-robot interaction. , 2013, , .		32
13	It's all in the game: Towards an affect sensitive and context aware game companion. , 2009, , .		31
14	MULTIMODAL AFFECT MODELING AND RECOGNITION FOR EMPATHIC ROBOT COMPANIONS. International Journal of Humanoid Robotics, 2013, 10, 1350010.	1.1	29
15	“Why Can’t We Be Friends?” An Empathic Game Companion for Long-Term Interaction. Lecture Notes in Computer Science, 2010, , 315-321.	1.3	25
16	Context-Sensitive Affect Recognition for a Robotic Game Companion. ACM Transactions on Interactive Intelligent Systems, 2014, 4, 1-25.	3.7	23
17	A computational approach towards conflict resolution for serious games. , 2011, , .		19
18	Exploring empathy in cyberbullying with serious games. Computers and Education, 2021, 166, 104155.	8.3	18

#	ARTICLE	IF	CITATIONS
19	Closing the loop. , 2010, , .		16
20	ION Framework “ A Simulation Environment for Worlds with Virtual Agents. Lecture Notes in Computer Science, 2009, , 418-424.	1.3	15
21	Inter-ACT. , 2010, , .		10
22	Designing a game companion for long-term social interaction. , 2009, , .		7
23	Adapting content presentation and control to player personality in videogames. , 2011, , .		7
24	Serious Game-based Psychosocial Intervention to Foster Prosociality in Cyberbullying Bystanders. Psychosocial Intervention, 2022, 31, 83-96.	2.2	7
25	GIMME: Group Interactions Manager for Multiplayer sErrious games. , 2019, , .		4
26	What Makes a Good Robotic Advisor? The Role of Assertiveness in Human-Robot Interaction. Lecture Notes in Computer Science, 2019, , 144-154.	1.3	3
27	Non-Player Characters and Artificial Intelligence. Advances in Game-based Learning Book Series, 0, , 127-152.	0.2	2
28	Wasp-Like Agents for Scheduling Production in Real-Time Strategy Games. Lecture Notes in Computer Science, 2011, , 71-82.	1.3	1
29	A Serious Game for Teaching Conflict Resolution to Children. Lecture Notes in Computer Science, 2012, , 705-706.	1.3	0
30	Non-Player Characters and Artificial Intelligence. , 2015, , 488-514.		0