

# 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	Serious Game-based Psychosocial Intervention to Foster Prosociality in Cyberbullying Bystanders. Psychosocial Intervention, 2022, 31, 83-96.	2.2	7
2	Exploring empathy in cyberbullying with serious games. Computers and Education, 2021, 166, 104155.	8.3	18
3	GIMME: Group Interactions Manager for Multiplayer sErious games. , 2019, , .		4
4	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
5	Non-Player Characters and Artificial Intelligence. , 2015, , 488-514.		0
6	Context-Sensitive Affect Recognition for a Robotic Game Companion. ACM Transactions on Interactive Intelligent Systems, 2014, 4, 1-25.	3.7	23
7	Empathic Robots for Long-term Interaction. International Journal of Social Robotics, 2014, 6, 329-341.	4.6	180
8	Social Robots for Long-Term Interaction: A Survey. International Journal of Social Robotics, 2013, 5, 291-308.	4.6	585
9	Sensors in the wild: Exploring electrodermal activity in child-robot interaction. , 2013, , .		32
10	The influence of empathy in humanâ€“robot relations. International Journal of Human Computer Studies, 2013, 71, 250-260.	5.6	221
11	MULTIMODAL AFFECT MODELING AND RECOGNITION FOR EMPATHIC ROBOT COMPANIONS. International Journal of Humanoid Robotics, 2013, 10, 1350010.	1.1	29
12	Detecting Engagement in HRI: An Exploration of Social and Task-Based Context. , 2012, , .		41
13	Modelling empathic behaviour in a robotic game companion for children. , 2012, , .		74
14	Modelling Empathy in Social Robotic Companions. Lecture Notes in Computer Science, 2012, , 135-147.	1.3	38
15	Long-Term Interactions with Empathic Robots: Evaluating Perceived Support in Children. Lecture Notes in Computer Science, 2012, , 298-307.	1.3	37
16	A Serious Game for Teaching Conflict Resolution to Children. Lecture Notes in Computer Science, 2012, , 705-706.	1.3	0
17	A computational approach towards conflict resolution for serious games. , 2011, , .		19
18	Adapting content presentation and control to player personality in videogames. , 2011, , .		7

#	ARTICLE	IF	CITATIONS
19	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
20	Wasp-Like Agents for Scheduling Production in Real-Time Strategy Games. Lecture Notes in Computer Science, 2011, , 71-82.	1.3	1
21	Affect recognition for interactive companions: challenges and design in real world scenarios. Journal on Multimodal User Interfaces, 2010, 3, 89-98.	2.9	69
22	Inter-ACT. , 2010, , .		10
23	“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
24	Closing the loop. , 2010, , .		16
25	It's all in the game: Towards an affect sensitive and context aware game companion. , 2009, , .		31
26	Designing a game companion for long-term social interaction. , 2009, , .		7
27	As Time goes by: Long-term evaluation of social presence in robotic companions. , 2009, , .		64
28	ION Framework – A Simulation Environment for Worlds with Virtual Agents. Lecture Notes in Computer Science, 2009, , 418-424.	1.3	15
29	Are emotional robots more fun to play with?. , 2008, , .		100
30	Non-Player Characters and Artificial Intelligence. Advances in Game-based Learning Book Series, 0, , 127-152.	0.2	2