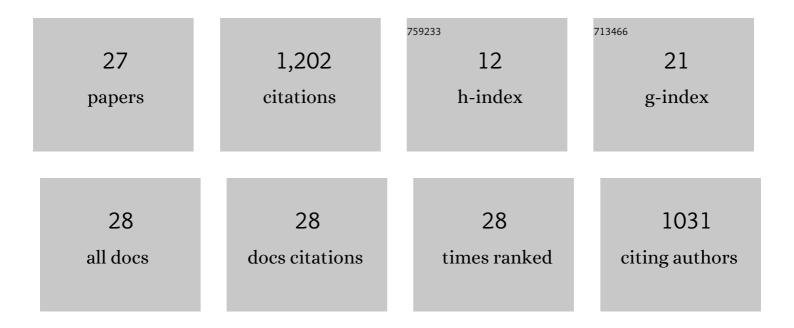
## Andrea Kleinsmith

List of Publications by Year in descending order

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1Nrtue pointer for gaze guidance in laparoactipic surgery. Surgical Endoscopy and Other2.4112Quality of and Attention to instructions in Telementoring. Proceedings of the ACM ona.3a.33Detringuishing Anniety Surgery of English Language Learners Towards Augmented Emotional Clarity.1.3a.34Communication Cost of Single-user Gesturing Tool in Laparoscopic Surgical Training. 2019,45Public Speaking Anniety in a Real Classroom., 2019,106Perception of Emotion in Body Expressions from Caze Behavior., 2019,47How Tainops Use the Information from Telepointers in Remote Instruction. Proceedings of the ACM3.348Effects of a Virtual Pointer on Trainees' Cognitive Load and Communication Efficiency in Surgical0.219Avirtual pointer is support the adoption of professional kistor in laparoscopic training.2.41210Training AMA Annual Symposium proceedings, 2019, 2019, 1197-1206.2.81211Decoupling light reflex from pupillary dilation to measure emotional arousal in videos., 2016,1.31312Self-Assessment Through Interactive In-Action Reflections to Improve Interpersonal Shills Training.2.81213Advancing virtual patient simulations through design research and InterPLAY: part Edesign and development., Educational Technology Research and Development, 2016, 64, 763-785.2.81214Advancing virtual patient simulations through design research and InterPLAY: part Edesign and development., Educational Technology Research and Development, 2016, 64, 763-785. </th <th>#</th> <th>Article</th> <th>IF</th> <th>CITATIONS</th>	#	Article	IF	CITATIONS
2     Human Computer Interaction, 2020, 4, 1-21.     3.3     3       3     Distinguishing Anslety Subtypes of English Language Learners Towards Augmented Enotional Clarity.     1.3     3       4     Communication Cost of Single-user Gesturing Tool in Laparoscopic Surgical Training., 2019,     4       5     Public Speaking Anslety in a Real Classroom., 2019,     4       6     Perception of Emotion in Body Expressions from Caze Behavior., 2019,     4       7     How Trainees Use the Information from Telepointers in Remote Instruction. Proceedings of the ACM     3.3     4       8     Effects of a Virtual Pointer on Trainees' Cognitive Load and Communication Efficiency in Surgical     0.2     1       9     A virtual pointer to support the adoption of professional vision in Insparoscopic training.     2.8     12       10     Training Together: How Another Human Trainee&CM* Spresence Affects Behavior during Virtual     3.6     14       11     Decouping light reflex from pupillary dilation to measure emotional arousal in videos., 2016,     13     13       12     Self-Assessment Through Interactive In-Action Reflections to Improve Interpersonal Skills Training.     1     14       14     Advancing virtual patient simulations through design research and InterPLY: part Ii&Cintegration and development. 2016,     13	1	Virtual pointer for gaze guidance in laparoscopic surgery. Surgical Endoscopy and Other Interventional Techniques, 2020, 34, 3533-3539.	2.4	11
25     Lecture Notes in Computer Science, 2020, 157-161.     13     5       4     Communication Cost of Single-user Cesturing Tool in Laparoscopic Surgical Training., 2019,     4       6     Public Speaking Anxiety in a Real Classroom., 2019,     10       6     Perception of Emotion in Body Expressions from Caze Behavior., 2019,     4       7     How Trainces Use the Information from Telepointers in Remote Instruction. Proceedings of the ACM     3.3     4       8     Effects of a Virtual Pointer on Trainces' Cognitive Load and Communication Efficiency in Surgical     0.2     1       9     A virtual Pointer to support the adoption of professional vision in laparoscopic training.     2.8     12       10     Training AMA Annual Symposium proceedings, 2019, 2019, 1197-1206.     13     14       10     Training Together: How Another Human Traince&E <sup>MS</sup> Presence Affects Behavior during Virtual     3.6     14       11     Decoupling light reflex from pupillary dilation to measure emotional arousal in videos., 2016,     13     13       12     Self-Assessment Through Interactive In-Action Reflections to Improve Interpersonal Skills Training.     1     1       13     Advancing virtual patient simulations through design research and InterPLAY: part II6 <sup>C</sup> Integration and development	2	Quality of and Attention to Instructions in Telementoring. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-21.	3.3	3
5     Public Speaking Anxiety in a Real Classroom., 2019, , .     10       6     Perception of Emotion in Body Expressions from Gaze Behavior., 2019, , .     4       7     How Trainees Use the Information from Telepointers in Remote Instruction. Proceedings of the ACM     3.3     4       8     Effects of a Virtual Pointer on Trainees' Cognitive Load and Communication Efficiency in Surgical     0.2     1       9     A virtual pointer to support the adoption of professional vision in laparoscopic training. International Journal of Computer Assisted Radiology and Surgery, 2018, 13, 1463-1472.     2.8     12       10     Training Together: How Another Human Trainee8C <sup>May</sup> Presence Affects Behavior during Virtual     3.6     14       11     Decoupling light reflex from pupillary dilation to measure emotional arousal in videos., 2016, , .     13     13       12     Self Assessment Through Interactive In-Action Reflections to Improve Interpersonal Skills Training., 2016, , .     14       13     Advancing virtual patient simulations through design research and InterPLAY: part IAC <sup>min</sup> Integration and Advancing virtual patient simulations through design research and InterPLAY: part IAC <sup>min</sup> Integration and Computer Caphics, 2016, 2, 1336-1345.     2.8     9       14     Advancing virtual patient simulations through design research and InterPLAY: part IAC <sup>min</sup> Integration and Computer Caphics, 2016, 2, 1336-1345.     2.8     9	3		1.3	3
6     Perception of Emotion in Body Expressions from Gaze Behavior., 2019,,     4       7     How Trainees Use the Information from Telepointers in Remote Instruction. Proceedings of the ACM     3.3     4       8     Effects of a Virtual Pointer on Trainees' Cognitive Load and Communication Efficiency in Surgical     0.2     1       9     Avirtual pointer to support the adoption of professional vision in laparoscopic training. International Journal of Computer Assisted Radiology and Surgery. 2018, 13, 1463-1472.     2.8     12       10     Training Together: How Another Human TraineeâC <sup>MS</sup> Presence Affects Behavior during Virtual Human-Based Team Training. Frontiers in ICT, 2016, 3, .     13       11     Decoupling light reflex from pupillary dilation to measure emotional arousal in videos., 2016, ., .     13       12     Self-Assessment Through Interactive In-Action Reflections to Improve Interpersonal Skills Training., 2016, ., .     2.8     9       13     Advancing virtual patient simulations through design research and InterPLAY: part IdaE <sup>M</sup> integration and development. Educational Technology Research and Development, 2016, 64, 763-785.     2.8     18       14     Advancing virtual patient simulations through design research and interPLAY: part IdaE <sup>M</sup> integration and development. Educational Technology Research and Development, 2016, 64, 763-785.     4.4     7       14     Advancing virtual patient simulations through design research and interPLAY: part IdaE	4	Communication Cost of Single-user Gesturing Tool in Laparoscopic Surgical Training. , 2019, , .		4
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7     on Human-Computer Interaction, 2019, 3, 1/20.     3-3     4       8     Effects of a Virtual Pointer on Trainees' Cognitive Load and Communication Efficiency in Surgical Training, AMIA Annual Symposium proceedings, 2019, 2019, 1197-1206.     0.2     1       9     A virtual pointer to support the adoption of professional vision in Japaroscopic training. International Journal of Computer Assisted Radiology and Surgery, 2018, 13, 1463-1472.     2.8     12       10     Training Together: How Another Human Trainee&E <sup>TM</sup> s Presence Affects Behavior during Virtual Human-Based Team Training. Frontiers in ICT, 2016, 3, .     3.6     14       11     Decoupling light reflex from pupillary dilation to measure emotional arousal in videos., 2016, , .     13       12     Self-Assessment Through Interactive In-Action Reflections to Improve Interpersonal Skills Training. , 2016, , .     1       13     Advancing virtual patient simulations through design research and InterPLAY: part II&C"Integration and development. Educational Technology Research and Development, 2016, 64, 763-785.     2.8     9       14     Advancing virtual patient simulations through design research and InterPLAY: part II design and development. Educational Technology Research and Development, 2016, 64, 763-785.     2.8     18       15     Do Variations in Agency Indirectly Affect Behavior with Others? An Analysis of Gaze Behavior. IEEE Transactions on Visualization and Computer Graphics, 2015, , .     16       1	6	Perception of Emotion in Body Expressions from Gaze Behavior. , 2019, , .		4
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9     International Journal of Computer Assisted Radiology and Surgery, 2018, 13, 1463-1472.     2.8     12       10     Training Together: How Another Human Traineeâ∈ Ms Presence Affects Behavior during Virtual Human-Based Team Training. Frontiers in ICT, 2016, 3, .     3.6     14       11     Decoupling light reflex from pupillary dilation to measure emotional arousal in videos. , 2016, , .     13       12     Self-Asseessment Through Interactive In-Action Reflections to Improve Interpersonal Skills Training. , 2016, , .     1       13     Advancing virtual patient simulations through design research and interPLAY: part II&C <sup>®</sup> integration and field test. Educational Technology Research and Development, 2016, 64, 1301-1335.     2.8     9       14     Advancing virtual patient simulations through design research and interPLAY: part II design and development. Educational Technology Research and Development, 2016, 64, 763-785.     2.8     18       15     Do Variations in Agency Indirectly Affect Behavior with Others? An Analysis of Gaze Behavior. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1336-1345.     4.4     7       16     Automatic Recognition of Affective Body Expressions. , 2015, , .     16	8	Effects of a Virtual Pointer on Trainees' Cognitive Load and Communication Efficiency in Surgical Training. AMIA Annual Symposium proceedings, 2019, 2019, 1197-1206.	0.2	1
10     Human-Based Team Training. Frontiers in ICT, 2016, 3, .     3.6     14       11     Decoupling light reflex from pupillary dilation to measure emotional arousal in videos., 2016, ,.     13       12     Self-Assessment Through Interactive In-Action Reflections to Improve Interpersonal Skills Training. , 2016, ,.     1       13     Advancing virtual patient simulations through design research and interPLAY: part IIâ€"integration and field test. Educational Technology Research and Development, 2016, 64, 1301-1335.     2.8     9       14     Advancing virtual patient simulations through design research and interPLAY: part I: design and development. Educational Technology Research and Development, 2016, 64, 763-785.     2.8     18       15     Do Variations in Agency Indirectly Affect Behavior with Others? An Analysis of Gaze Behavior. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1336-1345.     4.4     7       16     Automatic Recognition of Affective Body Expressions., 2015, ,.     16	9	A virtual pointer to support the adoption of professional vision in laparoscopic training. International Journal of Computer Assisted Radiology and Surgery, 2018, 13, 1463-1472.	2.8	12
12     Self-Assessment Through Interactive In-Action Reflections to Improve Interpersonal Skills Training. ,     1       13     Advancing virtual patient simulations through design research and interPLAY: part Ilâ€"integration and field test. Educational Technology Research and Development, 2016, 64, 1301-1335.     2.8     9       14     Advancing virtual patient simulations through design research and interPLAY: part I: design and development. Educational Technology Research and Development, 2016, 64, 763-785.     2.8     18       15     Do Variations in Agency Indirectly Affect Behavior with Others? An Analysis of Caze Behavior. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1336-1345.     4.4     7       16     Automatic Recognition of Affective Body Expressions., 2015, ,.     16	10		3.6	14
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15     Transactions on Visualization and Computer Graphics, 2016, 22, 1336-1345.     4.4     7       16     Automatic Recognition of Affective Body Expressions. , 2015, , .     16	14		2.8	18
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17 Understanding empathy training with virtual patients. Computers in Human Behavior, 2015, 52, 151-158. 8.5 98	16	Automatic Recognition of Affective Body Expressions. , 2015, , .		16
	17	Understanding empathy training with virtual patients. Computers in Human Behavior, 2015, 52, 151-158.	8.5	98

18 Towards a Reflective Practicum of Embodied Conversational Agent Experiences. , 2014, , .

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ANDREA KLEINSMITH

#	Article	IF	CITATIONS
19	Customizing by doing for responsive video game characters. International Journal of Human Computer Studies, 2013, 71, 775-784.	5.6	17
20	Affective Body Expression Perception and Recognition: A Survey. IEEE Transactions on Affective Computing, 2013, 4, 15-33.	8.3	457
21	Automatic Recognition of Non-Acted Affective Postures. IEEE Transactions on Systems, Man, and Cybernetics, 2011, 41, 1027-1038.	5.0	129
22	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
23	Multi-score Learning for Affect Recognition: The Case of Body Postures. Lecture Notes in Computer Science, 2011, , 225-234.	1.3	10
24	Recognizing Affective Dimensions from Body Posture. Lecture Notes in Computer Science, 2007, , 48-58.	1.3	98
25	Cross-cultural differences in recognizing affect from body posture. Interacting With Computers, 2006, 18, 1371-1389.	1.5	136
26	Grounding Affective Dimensions into Posture Features. Lecture Notes in Computer Science, 2005, , 263-270.	1.3	20
27	A categorical approach to affective gesture recognition. Connection Science, 2003, 15, 259-269.	3.0	85