Andrea Kleinsmith

List of Publications by Year
in descending order

27 papers	1,202 citations	759233 12 h-index	713466 21 g-index
28 all docs	28 docs citations	28 times ranked	1031 citing authors

#	Article	IF	Citations
1	Virtual pointer for gaze guidance in laparoscopic surgery. Surgical Endoscopy and Other Interventional Techniques, 2020, 34, 3533-3539.	2.4	11
2	Quality of and Attention to Instructions in Telementoring. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-21.	3.3	3
3	Distinguishing Anxiety Subtypes of English Language Learners Towards Augmented Emotional Clarity. Lecture Notes in Computer Science, 2020, , 157-161.	1.3	3
4	Communication Cost of Single-user Gesturing Tool in Laparoscopic Surgical Training. , 2019, , .		4
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 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 laparoscopic training. International Journal of Computer Assisted Radiology and Surgery, 2018, 13, 1463-1472.	2.8	12
10	Training Together: How Another Human Trainee'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—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
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, , .		1

#	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