Catherine Pelachaud

List of Publications by Year
in descending order

90 papers	2,436 citations	279798 23 h-index	233421 45 g-index
95 all docs	95 docs citations	95 times ranked	1368 citing authors

#	Article	IF	Citations
1	Bridging the Gap between Social Animal and Unsocial Machine: A Survey of Social Signal Processing. IEEE Transactions on Affective Computing, 2012, 3, 69-87.	8.3	292
2	The Behavior Markup Language: Recent Developments and Challenges. Lecture Notes in Computer Science, 2007, , 99-111.	1.3	145
3	Building Autonomous Sensitive Artificial Listeners. IEEE Transactions on Affective Computing, 2012, 3, 165-183.	8.3	138
4	Studies on gesture expressivity for a virtual agent. Speech Communication, 2009, 51, 630-639.	2.8	104
5	Modelling multimodal expression of emotion in a virtual agent. Philosophical Transactions of the Royal Society B: Biological Sciences, 2009, 364, 3539-3548.	4.0	97
6	The rise of affectivism. Nature Human Behaviour, 2021, 5, 816-820.	12.0	77
7	How Is Believability of a Virtual Agent Related to Warmth, Competence, Personification, and Embodiment?. Presence: Teleoperators and Virtual Environments, 2011, 20, 431-448.	0.6	62
8	A formal model of emotions for an empathic rational dialog agent. Autonomous Agents and Multi-Agent Systems, 2012, 24, 410-440.	2.1	55
9	Engagement in Human-Agent Interaction: An Overview. Frontiers in Robotics and AI, 2020, 7, 92.	3.2	51
10	MULTIMODAL COMPLEX EMOTIONS: GESTURE EXPRESSIVITY AND BLENDED FACIAL EXPRESSIONS. International Journal of Humanoid Robotics, 2006, 03, 269-291.	1.1	49
11	The NoXi database: multimodal recordings of mediated novice-expert interactions. , 2017, , .		49
12	Evaluation of Four Designed Virtual Agent Personalities. IEEE Transactions on Affective Computing, 2012, 3, 311-322.	8.3	47
13	Intelligent Expressions of Emotions. Lecture Notes in Computer Science, 2005, , 707-714.	1.3	43
14	The Next Step towards a Function Markup Language. Lecture Notes in Computer Science, 2008, , 270-280.	1.3	42
15	Virtual agent multimodal mimicry of humans. Computers and the Humanities, 2007, 41, 367-388.	1.4	41
16	Constraint-Based Model for Synthesis of Multimodal Sequential Expressions of Emotions. IEEE Transactions on Affective Computing, 2011, 2, 134-146.	8.3	41
17	EmotionML â€" An Upcoming Standard for Representing Emotions and Related States. Lecture Notes in Computer Science, 2011, , 316-325.	1.3	41
18	Skin-On Interfaces. , 2019, , .		32

#	ARTICLE	IF	CITATIONS
19	Multimodal Backchannels for Embodied Conversational Agents. Lecture Notes in Computer Science, 2010, , 194-200.	1.3	31
20	AVLaughterCycle. Journal on Multimodal User Interfaces, 2010, 4, 47-58.	2.9	26
21	Model of Facial Expressions Management for an Embodied Conversational Agent. Lecture Notes in Computer Science, 2007, , 12-23.	1.3	26
22	Smiling virtual agent in social context. Cognitive Processing, 2012, 13, 519-532.	1.4	25
23	A User Perception--Based Approach to Create Smiling Embodied Conversational Agents. ACM Transactions on Interactive Intelligent Systems, 2017, 7, 1-33.	3.7	24
24	Expressions of Empathy in ECAs. Lecture Notes in Computer Science, 2008, , 37-44.	1.3	23
25	Warmth, Competence, Believability and Virtual Agents. Lecture Notes in Computer Science, 2010, , 272-285.	1.3	23
26	GRETA. Natural Language Processing, 2010, , 143-156.	0.5	23
27	Searching for Prototypical Facial Feedback Signals. Lecture Notes in Computer Science, 2007, , 147-153.	1.3	22
28	A listener model: introducing personality traits. Journal on Multimodal User Interfaces, 2012, 6, 27-38.	2.9	21
29	The Effects of Interpersonal Attitude of a Group of Agents on Userâ€™s Presence and Proxemics Behavior. ACM Transactions on Interactive Intelligent Systems, 2016, 6, 1-33.	3.7	19
30	Perception of Emotions and Body Movement in the Emilya Database. IEEE Transactions on Affective Computing, 2018, 9, 90-101.	8.3	19
31	MobiLimb. , 2018, , .		19
32	Rhythmic Body Movements of Laughter. , 2014, , .		18
33	Engagement Modeling in Dyadic Interaction. , 2019, , .		18
34	Socially Aware Virtual Characters: The Social Signal of Smiles [Social Sciences]. IEEE Signal Processing Magazine, 2013, 30, 128-132.	5.6	17
35	Is Two Better than One?. , 2018, , .		16
36	Influence of Personality Traits on Backchannel Selection. Lecture Notes in Computer Science, 2010, , 187-193.	1.3	16

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37	How a Virtual Agent Should Smile?. Lecture Notes in Computer Science, 2010, , 427-440.	1.3	16
38	Towards Multimodal Expression of Laughter. Lecture Notes in Computer Science, 2012, , 231-244.	1.3	16
39	Implementing and Evaluating a Laughing Virtual Character. ACM Transactions on Internet Technology, 2017, 17, 1-22.	4.4	15
40	Giving Emotional Contagion Ability to Virtual Agents in Crowds. Lecture Notes in Computer Science, 2017, , 63-72.	1.3	15
41	A Virtual Head Driven by Music Expressivity. IEEE Transactions on Audio Speech and Language Processing, 2007, 15, 1833-1841.	3.2	14
42	Affect expression in ECAs: Application to politeness displays. International Journal of Human Computer Studies, 2010, 68, 851-871.	5.6	14
43	Conversational Behavior Reflecting Interpersonal Attitudes in Small Group Interactions. Lecture Notes in Computer Science, 2015, , 375-388.	1.3	14
44	Automating the Production of Communicative Gestures in Embodied Characters. Frontiers in Psychology, 2018, 9, 1144.	2.1	14
45	Dynamic Behavior Qualifiers for Conversational Agents. Lecture Notes in Computer Science, 2007, , 112-124.	1.3	14
46	Cross-media agent platform. , 2011, , .		13
47	A Computational Model for Managing Impressions of an Embodied Conversational Agent in Real-Time. , 2019, , .		11
48	Generative Model of Agentâ€™s Behaviors in Human-Agent Interaction. , 2019, , .		11
49	Generating distinctive behavior for Embodied Conversational Agents. Journal on Multimodal User Interfaces, 2009, 3, 249-261.	2.9	9
50	Sequence-based multimodal behavior modeling for social agents. , 2016, , .		9
51	Multiâ€Variate Gaussianâ€Based Inverse Kinematics. Computer Graphics Forum, 2017, 36, 418-428.	3.0	9
52	Towards a Socially Adaptive Virtual Agent. Lecture Notes in Computer Science, 2015, , 3-16.	1.3	9
53	Real-Time Visual Prosody for Interactive Virtual Agents. Lecture Notes in Computer Science, 2015, , 139-151.	1.3	9
54	Fuzzy Similarity of Facial Expressions of Embodied Agents. Lecture Notes in Computer Science, 2007, , 86-98.	1.3	9

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55	Perception of Spatial Relations and of Coexistence with Virtual Agents. Lecture Notes in Computer Science, 2011, , 363-369.	1.3	9
56	Expressive MPEG-4 Facial Animation Using Quadratic Deformation Models. , 2010, , .		8
57	Modeling Emotional Expressions as Sequences of Behaviors. Lecture Notes in Computer Science, 2009, , 316-322.	1.3	8
58	The Effect of Wrinkles, Presentation Mode, and Intensity on the Perception of Facial Actions and Full-Face Expressions of Laughter. ACM Transactions on Applied Perception, 2015, 12, 1-21.	1.9	7
59	Audio-Driven Laughter Behavior Controller. IEEE Transactions on Affective Computing, 2017, 8, 546-558.	8.3	7
60	Topic management for an engaging conversational agent. International Journal of Human Computer Studies, 2018, 120, 107-124.	5.6	7
61	Naturalistic Emotion Decoding From Facial Action Sets. Frontiers in Psychology, 2018, 9, 2678.	2.1	7
62	Managing an Agent's Self-Presentational Strategies During an Interaction. Frontiers in Robotics and AI, 2019, 6, 93.	3.2	7
63	Selecting and Expressing Communicative Functions in a SAIBA-Compliant Agent Framework. Lecture Notes in Computer Science, 2017, , 73-82.	1.3	7
64	Evaluation of multimodal sequential expressions of emotions in ECA. , 2009, , .		6
65	Social Touch in Human-agent Interactions in an Immersive Virtual Environment. , 2019, , .		6
66	Animation of Natural Virtual Characters. IEEE Computer Graphics and Applications, 2017, 37, 14-16.	1.2	5
67	An Efficient Energy Transfer Inverse Kinematics Solution. Lecture Notes in Computer Science, 2012, , 278-289.	1.3	5
68	Greta, une plateforme d'agent conversationnel expressif et interactif. Techniques Et Sciences Informatiques, 2010, 29, 751-776.	0.0	5
69	ECA Control using a Single Affective User Dimension. , 2015, , .		4
70	Survey and perspectives of social touch in HCI. , 2017, , .		4
71	Gesture Class Prediction by Recurrent Neural Network and Attention Mechanism. , 2019, , .		4
72	A Methodology for the Automatic Extraction and Generation of Non-Verbal Signals Sequences Conveying Interpersonal Attitudes. IEEE Transactions on Affective Computing, 2019, 10, 585-598.	8.3	4

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73	Basics of Intersubjectivity Dynamics: Model of Synchrony Emergence When Dialogue Partners Understand Each Other. Communications in Computer and Information Science, 2013, , 302-318.	0.5	4
74	A case study of gesture expressivity breaks. Computers and the Humanities, 2007, 41, 341-365.	1.4	3
75	Perception of intensity incongruence in synthesized multimodal expressions of laughter. , 2015, , .		3
76	Towards an Adaptive Regulation Scaffolding through Role-based Strategies. , 2019, , .		3
77	Exploiting Evolutionary Algorithms to Model Nonverbal Reactions to Conversational Interruptions in User-Agent Interactions. IEEE Transactions on Affective Computing, 2022, 13, 485-495.	8.3	3
78	Interpersonal Attitude of a Speaking Agent in Simulated Group Conversations. Lecture Notes in Computer Science, 2014, , 345-349.	1.3	3
79	Integrating Argumentation with Social Conversation between Multiple Virtual Coaches. , 2019, , .		2
80	Contribution of temporal and multi-level body cues to emotion classification. , 2019, , .		2
81	Leveraging the Dynamics of Non-Verbal Behaviors For Social Attitude Modeling. IEEE Transactions on Affective Computing, 2022, 13, 1072-1085.	8.3	2
82	Visualizing the Importance of Medical Recommendations with Conversational Agents. Lecture Notes in Computer Science, 2008, , 380-393.	1.3	2
83	Evaluating Social Attitudes of a Virtual Tutor. Lecture Notes in Computer Science, 2016, , 245-255.	1.3	2
84	Towards the Specification of an ECA with Variants of Gestures. Lecture Notes in Computer Science, 2007, , 366-367.	1.3	2
85	IntroductionÂ: Lâ€™application au dÃ©veloppement dâ€™outils virtuels et physiques. Enfance, 2015, 2015, 5-14.	0.2	1
86	"Hold My Hand, Baby". , 2016, , .		1
87	Laughter Animation Generation. , 2017, , 1-16.		1
88	Guest editorial of the special issue on intelligent virtual agents. Autonomous Agents and Multi-Agent Systems, 2010, 20, 1-2.	2.1	0
89	Guest Editors' Introduction: Digital Human Faces: From Creation to Emotion. IEEE Computer Graphics and Applications, 2010, 30, 18-19.	1.2	0
90	My Presenting Avatar. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 240-242.	0.3	0