Arzu Guneysu Ozgur

List of Publications by Year
in descending order

21	203	1937685 4	1872680 6
papers	citations	h-index	g-index

21	21	21	202
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Leveraging eye tracking to understand childrenâ€™s attention during game-based, tangible robotics activities. International Journal of Child-Computer Interaction, 2022, 31, 100447.	3.5	6
2	Smart Toys, Smart Tangibles, Robots and other Smart Things for Children. International Journal of Child-Computer Interaction, 2022, 33, 100489.	3.5	2
3	Designing Tangible Robot Mediated Co-located Games to Enhance Social Inclusion for Neurodivergent Children. , 2022, , .		5
4	Smart Toys++: Exploiting the Social Connectedness for Playing and Learning. , 2021, , .		1
5	Detecting Compensatory Motions and Providing Informative Feedback During a Tangible Robot Assisted Game for Post-Stroke Rehabilitation. , 2021, , .		3
6	Design of Dynamic Tangible Workspaces for Games: Application on Robot-Assisted Upper Limb Rehabilitation. , 2020, , .		1
7	Iterative Design and Evaluation of a Tangible Robot-Assisted Handwriting Activity for Special Education. Frontiers in Robotics and AI, 2020, 7, 29.	3.2	21
8	Gamified Motor Training With Tangible Robots in Older Adults: A Feasibility Study and Comparison With the Young. Frontiers in Aging Neuroscience, 2020, 12, 59.	3.4	6
9	Smart toys, smart tangibles, robots and other smart things for children. , 2020, , .		4
10	Being Part of the Swarm: Experiencing Human-Swarm Interaction with VR and Tangible Robots. , 2020, , .		3
11	Towards an Adaptive Upper Limb Rehabilitation Game with Tangible Robots. , 2019, 2019, 294-299.		4
12	PREC 2019: Personal Robots for Exercising and Coaching. , 2019, , .		0
13	Designing Configurable Arm Rehabilitation Games: How Do Different Game Elements Affect User Motion Trajectories?. , 2019, 2019, 5326-5330.		5
14	Iterative Design of an Upper Limb Rehabilitation Game with Tangible Robots. , 2018, , .		29
15	Bringing letters to life. , 2018, , .		17
16	Swarm Intelligence. Lecture Notes in Computer Science, 2018, , .	1.3	5
17	Variability Analysis of Therapeutic Movements using Wearable Inertial Sensors. Journal of Medical Systems, 2017, 41, 7.	3.6	4
18	Socially assistive child-robot interaction in physical exercise coaching. , 2017, , .		30

#	Article	IF	Citations
19	Childrenâ€™s Rehabilitation with Humanoid Robots and Wearable Inertial Measurement Units. , 2015, , .		7
20	Auto-evaluation of motion imitation in a child-robot imitation game for upper arm rehabilitation. , 2014, , .		10
21	An SSVEP based BCI to control a humanoid robot by using portable EEG device. , 2013, 2013, 6905-8.		40