Ana M Paiva

List of Publications by Year
in descending order

234 papers	5,508 citations	172207 29 h-index	149479 56 g-index
249 all docs	249 docs citations	249 times ranked	3224 citing authors

#	Article	IF	Citations
1	Social Robots for Long-Term Interaction: A Survey. International Journal of Social Robotics, 2013, 5, 291-308.	3.1	585
2	The influence of empathy in human–robot relations. International Journal of Human Computer Studies, 2013, 71, 250-260.	3.7	221
3	Empathic Robots for Long-term Interaction. International Journal of Social Robotics, 2014, 6, 329-341.	3.1	180
4	Empathy in Virtual Agents and Robots. ACM Transactions on Interactive Intelligent Systems, 2017, 7, 1-40.	2.6	169
5	Automatic analysis of affective postures and body motion to detect engagement with a game companion. , 2011, , .		157
6	Feeling and Reasoning: A Computational Model for Emotional Characters. Lecture Notes in Computer Science, 2005, , 127-140.	1.0	139
7	LEARNING BY FEELING: EVOKING EMPATHY WITH SYNTHETIC CHARACTERS. Applied Artificial Intelligence, 2005, 19, 235-266.	2.0	127
8	Detecting user engagement with a robot companion using task and social interaction-based features. , 2009, , .		113
9	Are emotional robots more fun to play with?. , 2008, , .		100
10	Healthy Apps: Mobile Devices for Continuous Monitoring and Intervention. IEEE Pulse, 2013, 4, 34-40.	0.1	98
11	The illusion of robotic life. , 2012, , .		96
12	The case of classroom robots: teachers' deliberations on the ethical tensions. AI and Society, 2017, 32, 613-631.	3.1	96
13	FAtiMA Modular: Towards an Agent Architecture with a Generic Appraisal Framework. Lecture Notes in Computer Science, 2014, , 44-56.	1.0	79
14	Virtual learning intervention to reduce bullying victimization in primary school: a controlled trial. Journal of Child Psychology and Psychiatry and Allied Disciplines, 2010, 51, 104-112.	3.1	77
15	Modelling empathic behaviour in a robotic game companion for children. , 2012, , .		74
16	Unscripted narrative for affectively driven characters. IEEE Computer Graphics and Applications, 2006, 26, 42-52.	1.0	73
17	Affect recognition for interactive companions: challenges andÂdesign in real world scenarios. Journal on Multimodal User Interfaces, 2010, 3, 89-98.	2.0	69
18	As Time goes by: Long-term evaluation of social presence in robotic companions. , 2009, , .		64

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19	"FearNot!" a computer-based anti-bullying-programme designed to foster peer intervention. European Journal of Psychology of Education, 2011, 26, 21-44.	1.3	64
20	Group-based Emotions in Teams of Humans and Robots. , 2018, , .		61
21	TAGUS ? A user and learner modeling workbench. User Modeling and User-Adapted Interaction, 1995, 4, 197-226.	2.9	58
22	FearNot! â€" An Emergent Narrative Approach to Virtual Dramas for Anti-bullying Education. , 2007, , 202-205.		58
23	Game elements improve performance in a working memory training task. International Journal of Serious Games, 2015, 2, .	0.8	58
24	Learning by Teaching a Robot: The Case of Handwriting. IEEE Robotics and Automation Magazine, 2016, 23, 56-66.	2.2	55
25	Empathic Robot for Group Learning. ACM Transactions on Human-Robot Interaction, 2019, 8, 1-34.	3.2	52
26	Teachers' views on the use of empathic robotic tutors in the classroom. , 2014, , .		51
27	Creating adaptive affective autonomous NPCs. Autonomous Agents and Multi-Agent Systems, 2012, 24, 287-311.	1.3	50
28	When deictic gestures in a robot can harm child-robot collaboration. , 2018, , .		50
29	Teaming up humans with autonomous synthetic characters. Artificial Intelligence, 2009, 173, 80-103.	3.9	45
30	Towards Empathic Virtual and Robotic Tutors. Lecture Notes in Computer Science, 2013, , 733-736.	1.0	42
31	Detecting Engagement in HRI: An Exploration of Social and Task-Based Context. , 2012, , .		41
32	Expressive Lights for Revealing Mobile Service Robot State. Advances in Intelligent Systems and Computing, 2016, , 107-119.	0.5	40
33	Building successful long child-robot interactions in a learning context. , 2016, , .		39
34	Emotion-Based Intrinsic Motivation for Reinforcement Learning Agents. Lecture Notes in Computer Science, 2011, , 326-336.	1.0	38
35	Modelling Empathy in Social Robotic Companions. Lecture Notes in Computer Science, 2012, , 135-147.	1.0	38
36	Using Empathy to Improve Human-Robot Relationships. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2011, , 130-138.	0.2	37

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37	Long-Term Interactions with Empathic Robots: Evaluating Perceived Support in Children. Lecture Notes in Computer Science, 2012, , 298-307.	1.0	37
38	Achieving Empathic Engagement Through Affective Interaction with Synthetic Characters. Lecture Notes in Computer Science, 2005, , 731-738.	1.0	35
39	SenToy in FantasyA: Designing an Affective Sympathetic Interface to a Computer Game. Personal and Ubiquitous Computing, 2002, 6, 378-389.	1.9	34
40	Heroes, villians, magicians, â€¦. , 2001, , .		33
41	SenToy: an affective sympathetic interface. International Journal of Human Computer Studies, 2003, 59, 227-235.	3.7	32
42	Sensors in the wild: Exploring electrodermal activity in child-robot interaction. , 2013, , .		32
43	It's all in the game: Towards an affect sensitive and context aware game companion. , 2009, , .		31
44	Improving social presence in human-agent interaction. , 2014, , .		31
45	Just follow the suit! Trust in human-robot interactions during card game playing. , 2016, , .		31
46	Evolutionary dynamics of group fairness. Journal of Theoretical Biology, 2015, 378, 96-102.	0.8	30
47	MULTIMODAL AFFECT MODELING AND RECOGNITION FOR EMPATHIC ROBOT COMPANIONS. International Journal of Humanoid Robotics, 2013, 10, 1350010.	0.6	29
48	TEATRIX: Virtual Environment for Story Creation. Lecture Notes in Computer Science, 2000, , 464-473.	1.0	29
49	Exploring Prosociality in Human-Robot Teams. , 2019, , .		27
50	Social Robots for Older Adults: Framework of Activities for Aging in Place with Robots. Lecture Notes in Computer Science, 2015, , 11-20.	1.0	27
51	Expression of Emotions in Virtual Humans Using Lights, Shadows, Composition and Filters. Lecture Notes in Computer Science, 2007, , 546-557.	1.0	27
52	Narrative Learning in Technology-Enhanced Environments. , 2009, , 55-69.		26
53	Creating Individual Agents through Personality Traits. Lecture Notes in Computer Science, 2010, , 257-264.	1.0	26
54	Empathic Robotic Tutors for Personalised Learning: A Multidisciplinary Approach. Lecture Notes in Computer Science, 2015, , 285-295.	1.0	25

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55	â€œWhy Canâ€™t We Be Friends?â€•An Empathic Game Companion for Long-Term Interaction. Lecture Notes in Computer Science, 2010, , 315-321.	1.0	25
56	Children Teach Handwriting to a Social Robot with Different Learning Competencies. International Journal of Social Robotics, 2020, 12, 721-748.	3.1	24
57	â€œI can feel it too!â€• Emergent empathic reactions between synthetic characters. , 2009, , .		23
58	A DIMENSIONAL MODEL FOR CULTURAL BEHAVIOR IN VIRTUAL AGENTS. Applied Artificial Intelligence, 2010, 24, 552-574.	2.0	23
59	Computational Modelling of Culture and Affect. Emotion Review, 2012, 4, 253-263.	2.1	23
60	Context-Sensitive Affect Recognition for a Robotic Game Companion. ACM Transactions on Interactive Intelligent Systems, 2014, 4, 1-25.	2.6	23
61	Evolution of Collective Fairness in Hybrid Populations of Humans and Agents. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 6146-6153.	3.6	23
62	Believable groups of synthetic characters. , 2005, , .		22
63	Modeling culture in intelligent virtual agents. Autonomous Agents and Multi-Agent Systems, 2016, 30, 931-962.	1.3	22
64	MAY: My Memories Are Yours. Lecture Notes in Computer Science, 2010, , 406-412.	1.0	22
65	Is the wolf angry or... just hungry?. , 2001, , .		21
66	Guest Editorial: Emotion in Games. IEEE Transactions on Affective Computing, 2014, 5, 1-2.	5.7	21
67	Learning by appraising: an emotion-based approach to intrinsic reward design. Adaptive Behavior, 2014, 22, 330-349.	1.1	21
68	Endowing a Robotic Tutor with Empathic Qualities: Design and Pilot Evaluation. International Journal of Humanoid Robotics, 2018, 15, 1850025.	0.6	21
69	An Empathic Robotic Tutor for School Classrooms: Considering Expectation and Satisfaction of Children as End-Users. Lecture Notes in Computer Science, 2015, , 21-30.	1.0	21
70	Socially Present Board Game Opponents. Lecture Notes in Computer Science, 2012, , 101-116.	1.0	21
71	Affective interactions. , 2005, , .		20
72	The role that an educational robot plays. , 2016, , .		20

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73	A computational approach towards conflict resolution for serious games. , 2011, , .		19
74	A Process Model of Empathy For Virtual Agents. Interacting With Computers, 2015, 27, 371-391.	1.0	19
75	Children's peer assessment and self-disclosure in the presence of an educational robot. , 2016, , .		19
76	How Facial Expressions and Small Talk May Influence Trust in a Robot. Lecture Notes in Computer Science, 2016, , 169-178.	1.0	19
77	Empathy in Social Agents. The International Journal of Virtual Reality, 2019, 10, 1-4.	2.2	19
78	Pathematic agents. , 1999, , .		18
79	Exploring empathy in cyberbullying with serious games. Computers and Education, 2021, 166, 104155.	5.1	18
80	I Know What I Did Last Summer: Autobiographic Memory in Synthetic Characters. Lecture Notes in Computer Science, 2007, , 606-617.	1.0	18
81	Inter-cultural differences in response to a computer-based anti-bullying intervention. Educational Research, 2010, 52, 61-80.	0.9	17
82	Do Children Perceive Whether a Robotic Peer is Learning or Not?. , 2018, , .		17
83	Vincent, an Autonomous Pedagogical Agent for On-the-Job Training. Lecture Notes in Computer Science, 1998, , 584-593.	1.0	17
84	Improving Adaptiveness in Autonomous Characters. Lecture Notes in Computer Science, 2008, , 348-355.	1.0	17
85	On the Need of New Methods to Mine Electrodermal Activity in Emotion-Centered Studies. Lecture Notes in Computer Science, 2013, , 203-215.	1.0	17
86	Multimodal expression in virtual humans. Computer Animation and Virtual Worlds, 2006, 17, 239-248.	0.7	16
87	Long-term socially perceptive and interactive robot companions. , 2011, , .		16
88	â€œI Want to Slay That Dragon!â€• Influencing Choice in Interactive Storytelling. Lecture Notes in Computer Science, 2010, , 26-37.	1.0	16
89	Robots Meet IVAs: A Mind-Body Interface for Migrating Artificial Intelligent Agents. Lecture Notes in Computer Science, 2011, , 282-295.	1.0	16
90	Closing the loop. , 2010, , .		16

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91	Using a Wizard of Oz study to inform the design of SenToy. , 2002, , .		15
92	FearNot!. , 2009, , .		15
93	Disaster Prevention Social Awareness: The Stop Disasters! Case Study. , 2014, , .		15
94	ION Framework â€" A Simulation Environment for Worlds with Virtual Agents. Lecture Notes in Computer Science, 2009, , 418-424.	1.0	15
95	Accessing Emotion Patterns from Affective Interactions Using Electrodermal Activity. , 2013, , .		14
96	Learning to Overcome Cultural Conflict through Engaging with Intelligent Agents in Synthetic Cultures. International Journal of Artificial Intelligence in Education, 2015, 25, 291-317.	3.9	14
97	Child-robot spatial arrangement in a learning by teaching activity. , 2016, , .		14
98	Making It Up as You Go Along â€" Improvising Stories for Pedagogical Purposes. Lecture Notes in Computer Science, 2006, , 304-315.	1.0	14
99	Social Importance Dynamics: A Model for Culturally-Adaptive Agents. Lecture Notes in Computer Science, 2013, , 325-338.	1.0	14
100	ViPleo and PhyPleo. , 2011, , .		13
101	Revive!. , 2012, , .		13
102	Towards dialogue dimensions for a robotic tutor in collaborative learning scenarios. , 2014, , .		13
103	Can a child feel responsible for another in the presence of a robot in a collaborative learning activity?. , 2015, , .		13
104	USING THEORY OF MIND METHODS TO INVESTIGATE EMPATHIC ENGAGEMENT WITH SYNTHETIC CHARACTERS. International Journal of Humanoid Robotics, 2006, 03, 351-370.	0.6	12
105	Discovering social interaction strategies for robots from restricted-perception Wizard-of-Oz studies. , 2016, , .		12
106	Persuasion Based on Personality Traits. , 2017, , .		12
107	A model for emotional contagion based on the emotional contagion scale. , 2009, , .		11
108	Emerging social awareness: Exploring intrinsic motivation in multiagent learning. , 2011, , .		11

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109	A Generic Emotional Contagion Computational Model. Lecture Notes in Computer Science, 2011, , 256-266.	1.0	11
110	Empathy and Prosociality in Social Agents. , 2021, , 385-432.		11
111	Inter-ACT. , 2010, , .		10
112	Follow me: Communicating intentions with a spherical robot. , 2016, , .		10
113	Classification of Children's Handwriting Errors for the Design of an Educational Co-writer Robotic Peer. , 2017, , .		10
114	A Cognitive Approach to Affective User Modeling. Lecture Notes in Computer Science, 2000, , 64-75.	1.0	10
115	Censys: A Model for Distributed Embodied Cognition. Lecture Notes in Computer Science, 2013, , 58-67.	1.0	10
116	Tell Me a Story. Virtual Reality, 2005, 9, 34-48.	4.1	9
117	Migration Between Two Embodiments of an Artificial Pet. International Journal of Humanoid Robotics, 2014, 11, 1450001.	0.6	9
118	More Social and Emotional Behaviour May Lead to Poorer Perceptions of a Social Robot. Lecture Notes in Computer Science, 2015, , 522-531.	1.0	9
119	Dynamics of Fairness in Groups of Autonomous Learning Agents. Lecture Notes in Computer Science, 2016, , 107-126.	1.0	9
120	Picky losers and carefree winners prevail in collective risk dilemmas with partner selection. Autonomous Agents and Multi-Agent Systems, 2020, 34, 1.	1.3	9
121	Machiavellian Characters and the Edutainment Paradox. Lecture Notes in Computer Science, 2003, , 333-340.	1.0	9
122	Towards more humane machines. , 2018, , 125-139.		9
123	Towards empathic artificial tutors. , 2013, , .		8
124	A Study on Trust in a Robotic Suitcase. Lecture Notes in Computer Science, 2016, , 179-189.	1.0	8
125	How Robots Persuasion based on Personality Traits May Affect Human Decisions. , 2017, , .		8
126	Developing Interactive Embodied Characters Using the Thalamus Framework: A Collaborative Approach. Lecture Notes in Computer Science, 2014, , 364-373.	1.0	8

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127	Managing Authorship in Plot Conduction. Lecture Notes in Computer Science, 2003, , 57-64.	1.0	8
128	Environment Expression: Expressing Emotions Through Cameras, Lights and Music. Lecture Notes in Computer Science, 2005, , 715-722.	1.0	8
129	FantasyA and SenToy. , 2003, , .		7
130	Designing a game companion for long-term social interaction. , 2009, , .		7
131	"I'm happy if you are happy.". , 2011, , .		7
132	Nutty tracks. , 2013, , .		7
133	Emergence of emotional appraisal signals in reinforcement learning agents. Autonomous Agents and Multi-Agent Systems, 2015, 29, 537-568.	1.3	7
134	Structural power and the evolution of collective fairness in social networks. PLoS ONE, 2017, 12, e0175687.	1.1	7
135	Reward Seeking or Loss Aversion?. , 2021, , .		7
136	Intelligent Virtual Agents in Collaborative Scenarios. Lecture Notes in Computer Science, 2005, , 317-328.	1.0	7
137	Creating a World for Socio-Cultural Agents. Lecture Notes in Computer Science, 2014, , 27-43.	1.0	7
138	An Interactive Tangram Game for Children with Autism. Lecture Notes in Computer Science, 2016, , 500-504.	1.0	7
139	Using Interactive Storytelling to Identify Personality Traits. Lecture Notes in Computer Science, 2017, , 181-192.	1.0	7
140	Intelligent NPCs for Educational Role Play Game. Lecture Notes in Computer Science, 2009, , 107-118.	1.0	7
141	Serious Game-based Psychosocial Intervention to Foster Prosociality in Cyberbullying Bystanders. Psychosocial Intervention, 2022, 31, 83-96.	1.1	7
142	FearNot! demo. , 2007, , .		6
143	Learning cost function and trajectory for robotic writing motion. , 2014, , .		6
144	Map reading with an empathic robot tutor. , 2016, , .		6

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145	Boosting children's creativity through creative interactions with social robots. , 2016, , .		6
146	Animating the adelino robot with ERIK: the expressive robotics inverse kinematics. , 2017, , .		6
147	Free Your Brain a Working Memory TrainingÂGame. Lecture Notes in Computer Science, 2015, , 132-141.	1.0	6
148	Laugh To Me! Implementing Emotional Escalation on Autonomous Agents for Creating a Comic Sketch. Lecture Notes in Computer Science, 2012, , 162-173.	1.0	6
149	One for All and All in One. CISM International Centre for Mechanical Sciences, Courses and Lectures, 1999, , 211-221.	0.3	6
150	FantasyA â€" The Duel of Emotions. Lecture Notes in Computer Science, 2003, , 62-66.	1.0	5
151	Serious game evaluation as a metaâ€game. Interactive Technology and Smart Education, 2013, 10, 130-146.	3.8	5
152	The Role of Assertiveness in a Storytelling Game with Persuasive Robotic Non-Player Characters. , 2019, , .		5
153	Communicating Assertiveness in Robotic Storytellers. Lecture Notes in Computer Science, 2018, , 442-452.	1.0	5
154	One for All or One for One? The Influence of Cultural Dimensions in Virtual Agentsâ€™ Behaviour. Lecture Notes in Computer Science, 2009, , 272-286.	1.0	5
155	Providing Gender to Embodied Conversational Agents. Lecture Notes in Computer Science, 2011, , 148-154.	1.0	5
156	Generating Norm-Related Emotions in Virtual Agents. Lecture Notes in Computer Science, 2012, , 97-104.	1.0	5
157	FAtiMA Toolkit: Toward an Accessible Tool for the Development of Socio-emotional Agents. ACM Transactions on Interactive Intelligent Systems, 2022, 12, 1-30.	2.6	5
158	Mainstream Games in the Multi-agent Classroom. , 2006, , .		4
159	Agents that remember can tell stories. , 2007, , .		4
160	User Modelling and Adaptive, Natural Interaction for Conflict Resolution. , 2013, , .		4
161	“Let's save resources!”: A dynamic, collaborative AI for a multiplayer environmental awareness game. , 2015, , .		4
162	Looking for Conflict: Gaze Dynamics in a Dyadic Mixed-Motive Game. Autonomous Agents and Multi-Agent Systems, 2016, 30, 112-135.	1.3	4

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163	Learning and Teaching Biodiversity Through a Storyteller Robot. Lecture Notes in Computer Science, 2017, , 367-371.	1.0	4
164	Expressing Emotions on Robotic Companions with Limited Facial Expression Capabilities. Lecture Notes in Computer Science, 2011, , 466-467.	1.0	4
165	Environment Expression: Telling Stories Through Cameras, Lights and Music. Lecture Notes in Computer Science, 2005, , 129-132.	1.0	4
166	Watch and Feel: An Affective Interface in a Virtual Storytelling Environment. Lecture Notes in Computer Science, 2005, , 915-922.	1.0	4
167	A Story About Gesticulation Expression. Lecture Notes in Computer Science, 2006, , 270-281.	1.0	4
168	A Model for Embodied Cognition in Autonomous Agents. Lecture Notes in Computer Science, 2012, , 505-507.	1.0	4
169	Exploring the Role of Perspective Taking in Educational Child-Robot Interaction. Lecture Notes in Computer Science, 2020, , 346-351.	1.0	4
170	The user in the group. , 2007, , .		3
171	What can i do with this?. , 2007, , .		3
172	Emotion Modeling for Social Robots. , 2015, , .		3
173	Editorial: IEEE Transactions on Computational Intelligence and AI in Games. IEEE Transactions on Games, 2015, 7, 1-2.	1.7	3
174	Building a social robot as a game companion in a card game. , 2016, , .		3
175	Emotional sharing behavior for a social robot in a competitive setting. , 2016, , .		3
176	Workshop on Robots for Learning. , 2017, , .		3
177	Detecting perceived quality of interaction with a robot using contextual features. Autonomous Robots, 2017, 41, 1245-1261.	3.2	3
178	The Role of Tangibles in Interactive Storytelling. Lecture Notes in Computer Science, 2005, , 225-228.	1.0	3
179	A Semi-Supervised Learning Approach for Acoustic-Prosodic Personality Perception in Under-Resourced Domains. , 0, , .		3
180	Virtual Agents in Conflict. Lecture Notes in Computer Science, 2012, , 105-111.	1.0	3

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181	Would You Follow the Suggestions of a Storyteller Robot?. Lecture Notes in Computer Science, 2018, , 489-493.	1.0	3
182	What Makes a Good Robotic Advisor? The Role of Assertiveness in Human-Robot Interaction. Lecture Notes in Computer Science, 2019, , 144-154.	1.0	3
183	â€œSequencing Mattersâ€: Investigating Suitable Action Sequences in Robot-Assisted Autism Therapy. Frontiers in Robotics and AI, 2022, 9, 784249.	2.0	3
184	Towards the next generation of board game opponents. , 2011, , .		2
185	Persu. , 2011, , .		2
186	Learning Effective Models of Emotions from Physiological Signals: The Seven Principles. Lecture Notes in Computer Science, 2014, , 137-155.	1.0	2
187	I know how that feels â€" An empathic robot tutor. , 2015, , .		2
188	Bidirectional Learning of Handwriting Skill in Human-Robot Interaction. , 2015, , .		2
189	Creating Interactive Robotic Characters. , 2015, , .		2
190	Hurry Up, We Need to Find the Key! How Regulatory Focus Design Affects Childrenâ€™s Trust in a Social Robot. Frontiers in Robotics and AI, 2021, 8, 652035.	2.0	2
191	The Practice of Animation in Robotics. , 2020, , 237-269.		2
192	A Game Prototype with Emotional Contagion. Lecture Notes in Computer Science, 2011, , 315-316.	1.0	2
193	SARA: Social Affective Relational Agent: A Study on the Role of Empathy in Artificial Social Agents. Lecture Notes in Computer Science, 2011, , 507-516.	1.0	2
194	A Model for Social Regulation of User-Agent Relationships. Lecture Notes in Computer Science, 2012, , 319-326.	1.0	2
195	An Associative State-Space Metric for Learning in Factored MDPs. Lecture Notes in Computer Science, 2013, , 163-174.	1.0	2
196	A Personal Approach: The Persona Technique in a Companionâ€™s Design Lifecycle. Lecture Notes in Computer Science, 2011, , 73-90.	1.0	2
197	Acoustic-Prosodic Automatic Personality Trait Assessment for Adults and Children. Lecture Notes in Computer Science, 2016, , 192-201.	1.0	2
198	Letâ€™s Learn Biodiversity with a Virtual â€œRobotâ€?. Lecture Notes in Computer Science, 2020, , 194-206.	1.0	2

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199	Preliminary validation of the European Portuguese version of the Robotic Social Attributes Scale () Tj ETQq1 1 0.784314 rgBT /Overlook	2.5	2
200	Non-Player Characters and Artificial Intelligence. Advances in Game-based Learning Book Series, 0, , 127-152.	0.2	2
201	Human Dishonesty in the Presence of a Robot: The Effects of Situation Awareness. International Journal of Social Robotics, 2022, 14, 1211-1222.	3.1	2
202	The influence of social display in competitive multiagent learning. , 2014, , .		1
203	Emotion in Games. , 2015, , .		1
204	Developing Learning Scenarios to Foster Children's Handwriting Skills with the Help of Social Robots. , 2017, , .		1
205	Multiplayer Ultimatum Games and Collective Fairness in Networked Communities. , 2018, , .		1
206	Walk the Talk! Exploring (Mis)Alignment of Words and Deeds by Robotic Teammates in a Public Goods Game. , 2019, , .		1
207	ORIENT. , 0, , 65-88.		1
208	Playing with Agents â€" Agents in Social and Dramatic Games. Cognitive Technologies, 2004, , 361-376.	0.5	1
209	Modeling Gesticulation Expression in Virtual Humans. Studies in Computational Intelligence, 2008, , 133-151.	0.7	1
210	An Immersive Approach to Evaluating Role Play. Lecture Notes in Computer Science, 2009, , 498-499.	1.0	1
211	â€œIâ€™m Sure I Made the Right Choice!â€• Towards an Architecture to Influence Playerâ€™s Behaviors in Interactive Stories. Lecture Notes in Computer Science, 2011, , 152-157.	1.0	1
212	A New Dynamic Model for a Multi-Agent Formation. Lecture Notes in Computer Science, 1998, , 88-100.	1.0	1
213	Explainable Agency by Revealing Suboptimality in Child-Robot Learning Scenarios. Lecture Notes in Computer Science, 2020, , 23-35.	1.0	1
214	Telling Stories with a Synthetic Character: Understanding Inter-modalities Relations. , 2007, , 310-323.		1
215	Social Intelligence in Virtual Groups. Studies in Computational Intelligence, 2008, , 113-132.	0.7	1
216	Happy Characters Donâ€™t Feel Well in Sad Bodies!. Lecture Notes in Computer Science, 2003, , 72-79.	1.0	0

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217	User Modelling and Adaptive, Natural Interaction for Conflict Resolution. , 2012, , .		0
218	Reply to Comments by Bainbridge, Gratch, and Nishida. Emotion Review, 2012, 4, 271-272.	2.1	0
219	The development of cooperation in evolving populations through social importance. , 2015, , .		0
220	Mimicking a robot: Facial EMG in response to emotional robotic facial expressions. International Journal of Psychophysiology, 2016, 108, 152-153.	0.5	0
221	HRI'16 chairs' welcome. , 2016, , .		0
222	The Role of Execution Errors in Populations of Ultimatum Bargaining Agents. Lecture Notes in Computer Science, 2017, , 36-50.	1.0	0
223	From IVAs to Comics Generating Comic Strips from Emergent Stories with Autonomous Characters. Lecture Notes in Computer Science, 2007, , 350-351.	1.0	0
224	From Pencil to Magic Wand: Tangibles as Gateways to Virtual Stories. Lecture Notes in Computer Science, 2008, , 162-171.	1.0	0
225	Something's Gotta Give - Towards Distributed Autonomous Story Appraisal in Improv. Lecture Notes in Computer Science, 2010, , 198-203.	1.0	0
226	A Serious Game for Teaching Conflict Resolution to Children. Lecture Notes in Computer Science, 2012, , 705-706.	1.0	0
227	Social Presence and Artificial Opponents. Human-computer Interaction Series, 2014, , 115-135.	0.4	0
228	Non-Player Characters and Artificial Intelligence. , 2015, , 488-514.		0
229	The Empathic Robotic Tutor. , 2015, , .		0
230	The Importance of the Person's Assertiveness in Persuasive Human-Robot Interactions. Lecture Notes in Computer Science, 2020, , 516-528.	1.0	0
231	Humans and robots together. , 2020, , .		0
232	ORIENT. , 0, , 282-314.		0
233	Me, My Character and the Others. , 2002, , 197-204.		0
234	Evolutionary Expression of Emotions in Virtual Humans Using Lights and Pixels. , 2009, , 311-334.		0