

# Dana Hughes

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9333090/publications.pdf>

Version: 2024-02-01

16  
papers

214  
citations

1478505

6  
h-index

1588992

8  
g-index

16  
all docs

16  
docs citations

16  
times ranked

204  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Robotic Skin for Collision Avoidance and Affective Touch Recognition. IEEE Robotics and Automation Letters, 2018, 3, 1386-1393.	5.1	56
2	Texture recognition and localization in amorphous robotic skin. Bioinspiration and Biomimetics, 2015, 10, 055002.	2.9	42
3	Detecting and Identifying Tactile Gestures using Deep Autoencoders, Geometric Moments and Gesture Level Features. , 2015, , .		20
4	Recognizing social touch gestures using recurrent and convolutional neural networks. , 2017, , .		19
5	Materials that make robots smart. International Journal of Robotics Research, 2019, 38, 1338-1351.	8.5	16
6	A soft, amorphous skin that can sense and localize textures. , 2014, , .		13
7	Deep Interpretable Models of Theory of Mind. , 2021, , .		10
8	Individualized Mutual Adaptation in Human-Agent Teams. IEEE Transactions on Human-Machine Systems, 2021, 51, 706-714.	3.5	8
9	Intelligent RF-Based Gesture Input Devices Implemented Using e-Textiles. Sensors, 2017, 17, 219.	3.8	6
10	Planning and Monitoring Multi-Job Type Swarm Search and Service Missions. Journal of Intelligent and Robotic Systems: Theory and Applications, 2021, 101, 1.	3.4	6
11	Transfer Learning for Human Navigation and Triage Strategies Prediction in a Simulated Urban Search and Rescue Task. , 2021, , .		6
12	Designing Context-Sensitive Norm Inverse Reinforcement Learning Framework for Norm-Compliant Autonomous Agents. , 2020, , .		4
13	Distributed Convolutional Neural Networks for Human Activity Recognition in Wearable Robotics. Springer Proceedings in Advanced Robotics, 2018, , 619-631.	1.3	2
14	Hybrid Model for A Priori Performance Prediction of Multi-Job Type Swarm Search and Service Missions. , 2019, , .		2
15	Inferring Non-Stationary Human Preferences for Human-Agent Teams. , 2020, , .		2
16	Team Synchronization and Individual Contributions in Coop-Space Fortress. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 82-86.	0.3	2