

Publikationen

Forschungsschwerpunkt

Emotional Computing and Intelligent Interaction

Prof. Dr. Dirk M. Reichardt

Ahmed Elnaggar, Dirk Reichardt: "Analyzing Hand Therapy Success in a Web-Based Therapy System", in: Proceedings of the ABIS 2016, Aachen, September 2016

M. Sourial, A. Elnaggar, and D. Reichardt, "Development of a virtual coach scenario for hand therapy using leap motion," in Proceedings of the 2016 Future Technologies Conference (FTC), IEEE, San Francisco, December 2016

M. Anis, A. Elnaggar, and D. Reichardt, "Exploring Interactive Teaching of a Multi-Modal Emotional Expression of a Humanoid Robot," in Proceedings of the 2016 Future Technologies Conference (FTC). IEEE, San Francisco, December 2016

Ahmed Elnaggar, Dirk Reichardt, "Digitizing The Hand Rehabilitation Using the Serious Games Methodology With a User-Centered Design Approach," in Proceedings of the 2016 International Conference on Computational Science and Computational Intelligence (CSCI'16). IEEE, Las Vegas, December 2016

Menah EL Bastawisy, Dirk Reichardt, and Slim Abdennadher, "Towards a Human Machine Interface Concept for Performance Improvement of Cycling", Proceedings of the GALA Conference 2016, 5th International Conference, GALA 2016, Utrecht, The Netherlands, December 5–7, 2016

Dirk M. Reichardt (Editor), Proceedings of the 7th Workshop Emotion and Computing - Current Research and Future Impact, Saarbrücken, Germany, September 2013, ISSN 1865-6374

Dirk M. Reichardt (Editor), Proceedings of the 6th Workshop Emotion and Computing - Current Research and Future Impact, Saarbrücken, Germany, September 2012, ISSN 1865-6374

Y.Zajontz, V.Kollmann, M.Kuhn, D.Reichardt , "An experimental triangulative research design for analyzing consumer behavior", in Proceedings of the 5th Workshop Emotion and Computing - Current Research and Future Impact, Berlin, Germany, October 2011, ISSN 1865-6374

Dirk M. Reichardt (Guest Editor), KI - Künstliche Intelligenz (2011), Springer Verlag, Special Issue on Emotion and Computing, 2011

Dirk M. Reichardt (Editor), Proceedings of the 5th Workshop Emotion and Computing - Current Research and Future Impact, Berlin, Germany, October 2011, ISSN 1865-6374

Dirk M. Reichardt (Editor), Proceedings of the 4th Workshop Emotion and Computing – Current Research and Future Impact, Paderborn, Germany, September 15th, 2009, ISSN 1865-6374

K. Göttlicher, S.Stein, D.Reichardt, „Effects of Emotional Agents on Human Players in the Public Goods Game“, in: Proceedings of the International Conference on Affective Computing & Intelligent Interaction (ACII), 10-12 Sep 2009, Amsterdam, The Netherlands. IEEE Computer Society Press. ISBN 978-1-4244-4800-5

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Dirk M. Reichardt (Editor), Proceedings of the 4th Workshop Emotion and Computing – Current Research and Future Impact, Paderborn, Germany, September 15th, 2009, ISSN 1865-6374

K. Göttlicher, S. Stein, D. Reichardt, „Effects of Emotional Agents on Human Players in the Public Goods Game“, in: Proceedings of the International Conference on Affective Computing & Intelligent Interaction (ACII), 10-12 Sep 2009, Amsterdam, The Netherlands. IEEE Computer Society Press. ISBN 978-1-4244-4800-5

Dirk M. Reichardt, "Towards Virtual Emotions and Emergence of Social Behaviour", in: Proceedings of the 8th International Conference on Intelligent Virtual Agents (IVA'08), Tokyo, Japan, 2008

Dirk M. Reichardt, "Approaching Driver Models Which Integrate Models Of Emotion And Risk", in: Proceedings of the Intelligent Vehicles Symposium 2008, Eindhoven, The Netherlands, 2008

Dirk M. Reichardt, "Emotion and Personality in Driver Assistance Systems", in: Weghorn (ed.), Proceedings of the 4th Annual Meeting for Information Technology and Computer Science at the BA – University of Cooperative Education, Stuttgart, Germany, 2008

Dirk M. Reichardt, "A Definition Approach for an ‚Emotional Turing Test‘", in: Proceedings of the Second International Conference on Affective Computing and Intelligent Interaction, ACII 2007, Ana Paiva, Rui Prada, Rosalind W. Picard (Editors), Lisbon, Portugal, September 2007, LNCS 4738, Springer Verlag, 2007

Dirk M. Reichardt, "Interpretation of Intensity Variables for an Emotional Agent in the Public Goods Game", in: Proceedings of the 2nd Workshop Emotion and Computing – Current Research and Future Impact, Dirk Reichardt, Paul Levi (Editors), Osnabrück, Germany, September 10th, 2007, ISSN 1865-6374

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Dirk M. Reichardt, "Will Artificial Emotional Agents Show Altruistic Punishment In The Public Goods Game?", in Proceedings of the 1st Workshop Emotion and Computing Current Research and Future Impact, Reichardt, D., Levi P., Meyer, J.-J. Chr. (Editors), 29th Annual German Conference on Artificial Intelligence, Bremen, 2006, ISBN 3-88722-664-X

S. Maoro, Dirk M. Reichardt: "Approaches to Vision Based Emotion Recognition Using Neural Networks", in: Weghorn (ed.), Proceedings of the 2nd Annual Meeting for Information Technology & Computer Science at the BA-University of Cooperative Education, Stuttgart, Germany, 2005

S. Belgardt, N. Schwan, Dirk M. Reichardt: "Towards a Presentation Mirror: First Steps in Using the BlueWand Technology for Gesture Analysis", in: Weghorn (ed.), Proceedings of the 2nd Annual Meeting for Information Technology & Computer Science at the BA-University of Cooperative Education, Stuttgart, Germany, 2005

Dirk M. Reichardt: "Applying Computer Science Methods to User Emotion Recognition", in: Weghorn (ed.), Proceedings of the 1st Annual Meeting for Information Technology & Computer Science at the BA-University of Cooperative Education, Stuttgart, Germany, 2004, ISSN 1614-2519