



PUBLICATIONS & PRESENTATIONS

Particularly significant titles marked with an asterisk.

Machines in the image of man. Peter Robinson. St Andrew the Great, Cambridge, July 2023.

Adaptive accessible AR/VR systems. Pradipta Biswas, Pilar Orero, Kavita Krishnaswamy, Manohar Swaminathan, Peter Robinson. ACM Transactions on Accessible Computing, 15(3), November 2022.

God and robots. Peter Robinson. All things considered, BBC Radio Wales, July 2022.

Affective avatars in the Metaverse. Peter Robinson. Invesco, April 2022.

Will we love robots? Peter Robinson. 42 – The answer to almost everything, ARTE, February 2022.

Introduction: A computer technology perspective. Peter Robinson. The robot will see you now: Artificial Intelligence and Christian faith (editors John Wyatt & Stephen Williams), SPCK, July 2021.

Adaptive accessible AR/VR systems. Pradipta Biswas, Pilar Orero, Kavita Krishnaswamy, Manohar Swaminathan, Peter Robinson. ACM Conference on Human factors in Computing Systems, May 2021.

Intelligence in serious games. Björn Schuller, Lucas Paletta, Peter Robinson Nicolas Sabouret, Georgios Yannakakis. IEEE Transactions on Games 11(4), December 2019.

Estimation of pain in sheep using computer vision. Marwa Mahmoud, Yiting Lu, Xijie Hou, Krista McLennan, Peter Robinson. Handbook of pain and palliative care (editor Rohonda Moore), Springer, October 2019.

The rise of AI: Are we different from machines? Peter Robinson, Tom Cozens. Owl in Space, March 2019.

Cam3D. Marwa Mahmoud, Tadas Baltrušaitis, Peter Robinson. Open access dataset, Cambridge, March 2019.

Des machines à l'image de l'homme. Peter Robinson. Réseau des Scientifiques Evangéliques, Paris, France, January 2019.

Technology and the changing role of the driver. Peter Robinson, Quentin Stafford-Fraser. UKM Integrated International Conference, Kuala Lumpur, Malaysia, November 2018.

Machines in the image of man. Peter Robinson. Christians in Science Southern Conference, Bristol, UK, November 2018.

The ASC-Inclusion perceptual serious gaming platform for autistic children. Erik Marchi, et al.. IEEE Transactions on Computational Intelligence and AI in Games, 2018.

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Enhanced traffic simulation for improved realism in driving simulators. Bihao Wang, Marwa Mahmoud, Hannah Close, Lee Skrypchuk, Javier Echevaria Cuesta, Peter Robinson. ACM Conference on Automotive User Interfaces, Toronto, Canada, September 2018.

Technology and the changing role of the driver. Quentin Stafford-Fraser, Peter Robinson. BMW Summer School, Burghausen, Germany, July 2018.

Analysis of yawning behaviour in spontaneous expressions of drowsy drivers. Zhuoni Jie, Marwa Mahmoud, Quentin Stafford-Fraser, Peter Robinson, Eduardo Dias, Lee Skrypchuk. Workshop on Human Behavior Understanding, IEEE Conference on Automatic Face and Gesture Recognition, Xi'an, China, May 2018.

**GazeDirector: Fully articulated eye gaze redirection in video.* Erroll Wood, Tadas Baltrušaitis, Louis-Philippe Morency, Peter Robinson, Andreas Bulling. Eurographics, Delft, The Netherlands, April 2018.

God, artificial intelligence and humans: Could robots replace humans made in the image of God? John Wyatt, Peter Robinson. Faraday Institute, Cambridge, UK, February 2018.

Fixed points in a changing world. Peter Robinson. Spiritualities of Human Enhancement and Artificial Intelligence, Vancouver, Canada, December 2017.

Multimodal classification of driver glance. Daniel Baumann, Marwa Mahmoud, Peter Robinson, Eduardo Dias, Lee Skrypchuk. Affective Computing and Intelligent Interaction, San Antonio, Texas, October 2017.

Landmarks based human-like guidance for driving navigation in an urban environment. Bihao Wang, Quentin Stafford-Fraser, Peter Robinson, Eduardo Dias, Lee Skrypchuk. IEEE Intelligent Transportation Systems Conference, Yokohama, Japan, October 2017.

Intelligent scheduling for in-car notifications. Jonathan Wright, Quentin Stafford-Fraser, Marwa Mahmoud, Peter Robinson, Lee Skrypchuk, Eduardo Dias. IEEE Forum on Research and Technologies for Society and Industry, Modena, Italy, September 2017.

Automatic detection of a driver's complex mental states. Zhiyi Ma, Marwa Mahmoud, Peter Robinson. International Conference on Computational Science and its Applications, Trieste, Italy, July 2017.

**Estimating sheep pain level using facial action unit detection.* Yiting Lu, Marwa Mahmoud, Peter Robinson. IEEE Conference on Automatic Face and Gesture Recognition, Washington DC, May 2017.

Measuring head posture with the Cambridge face tracker. Peter Thomas, Tadas Baltrušaitis, Peter Robinson, Andrew Vivian. Investigative Ophthalmology & Visual Science, October 2016.

Pain in the Machine. Beth Singler, Ewan St John Smith, Colin Ramsay, James Uren. Festival of Ideas, University of Cambridge, October 2016.

Towards a user-centric in-vehicle navigational system. Olivia Wiles, Marwa Mahmoud, Peter Robinson. Automotive User Interfaces and Interactive Vehicular Applications, Ann Arbor, MI, October 2016.

A 3D morphable eye region model for gaze estimation. Erroll Wood, Tadas Baltrušaitis, Louis-Philippe Morency, Peter Robinson, Andreas Bulling. European Conference on Computer Vision, Amsterdam, The Netherlands, October 2016.

Computers that know how you feel. Peter Robinson. New Scientist Live, September 2016.

The Cambridge Face Tracker: accurate, low cost measurement of head posture using computer vision and face recognition software. Peter Thomas, Tadas Baltrušaitis, Peter Robinson, Anthony Vivian. Translational Vision Science & Technology, September 2016.

Ethical implications of emotionally responsive machines. Peter Robinson. Robots, Reality and Religion, Faraday Institute, September 2016.

Is there anything constant in our ever-changing world. Peter Robinson. Parks at One, September 2016.

Computation of emotions. Peter Robinson. SAI Computing Conference, July 2016.

Emotionally intelligent computers. Peter Robinson. Cambridge International Summer School, July 2016.

**Automatic analysis of naturalistic hand-over-face gestures.* Marwa Mahmoud, Tadas Baltrušaitis, Peter Robinson. ACM Transactions on Interactive Intelligent Systems, July 2016.

The science and detection of tilting. Xingjie Wei, Jussi Palomäki, Jeff Yan, Peter Robinson. ACM International Conference on Multimedia Retrieval, New York, NY, June 2016.

Así es el robot emocional. Peter Robinson, Ian Davies. El Hormiguero 3.0, June 2016.

Towards automatic analysis of gestures and body expressions in depression. Marwa Mahmoud, Peter Robinson. EAI Workshop on Affective Interaction with Virtual Assistants, Cancun, Mexico, May 2016.

Towards automatic analysis of gestures and body expressions in depression. Marwa Mahmoud, Peter Robinson. CHI Workshop on Mental Health, San Jose, CA, May 2016.

A 3D morphable model of the eye region. Erroll Wood, Tadas Baltrušaitis, Louis-Philippe Morency, Peter Robinson, Andreas Bulling. Eurographics, Lisbon, Portugal, May 2016.

Learning an appearance-based gaze estimator from one million synthesised images. Erroll Wood, Tadas Baltrušaitis, Louis-Philippe Morency, Peter Robinson, Andreas Bulling. ACM Symposium on Eye Tracking Research & Applications, Charleston, SC, March 2016. (Emerging investigator award.)

Human and sheep facial landmarks localisation by triplet interpolated features. Andy Zhang, Heng Yang, Peter Robinson. IEEE Winter Conference on Applications of Computer Vision, Lake Placid, NY, March 2016.

**OpenFace: an open source facial behavior analysis toolkit.* Tadas Baltrušaitis, Peter Robinson, Louis-Philippe Morency. IEEE Winter Conference on Applications of Computer Vision, Lake Placid, NY, March 2016.

Eye gaze technology and deep learning. Erroll Wood, Peter Robinson. nVidia, February 2016.

Feature reduction for dimensional emotion recognition in human-robot interaction. Ntombi Banda, Andries Engelbrecht, Peter Robinson. IEEE Symposium Series on Computational Intelligence, Cape Town, South Africa, December 2015.

**Rendering of eyes for eye-shape registration and gaze estimation.* Erroll Wood, Tadas Baltrušaitis, Xucong Zhang, Yusuke Sugano, Peter Robinson, Andreas Bulling. IEEE International Conference on Computer Vision, Santiago, Chile, December 2015.

Peter Robinson. Peter Robinson. FortyTwo Evolution, October 2015.

Computing with emotions. Peter Robinson. Aldebaran Robotics, October 2015.

Expression training to convey complex emotions. Andra Adams, Tadas Baltrušaitis, Peter Robinson. Affective Computing and Intelligent Interaction, Xi'an, China, September 2015.

Decoupling facial expressions and head motions in complex emotions. Andra Adams, Marwa Mahmoud, Tadas Baltrušaitis, Peter Robinson. Affective Computing and Intelligent Interaction, Xi'an, China, September 2015.

**Empirical analysis of dimensional affect.* Peter Robinson, Tadas Baltrušaitis. Affective Computing and Intelligent Interaction, Xi'an, China, September 2015.

Continuous emotion recognition using a particle swarm optimised NARX neural network. Ntombi Banda, Andries Engelbrecht, Peter Robinson. Affective Computing and Intelligent Interaction, Xi'an, China, September 2015.

Automated recognition of complex categorical emotions from facial expressions and head motions. Andra Adams, Tadas Baltrušaitis, Peter Robinson. Affective Computing and Intelligent Interaction, Xi'an, China, September 2015.

Face alignment assisted by head pose estimation. Heng Yang, Wenxuan Mou, Yichi Zhang, Ioannis Patras, Hatice Gunes, Peter Robinson. British Machine Vision Conference, Swansea, UK, September 2015.

Measuring head posture in 3 dimensions with the Cambridge Face Tracker. Peter Thomas, Tadas Baltrušaitis, Peter Robinson, Antony Vivian. World Congress of Pediatric Ophthalmology and Strabismus, Barcelona, Spain, September 2015.

**Cross-dataset learning and person-specific normalisation for automatic Action Unit detection.* Tadas Baltrušaitis, Marwa Mahmoud, Peter Robinson. Facial Expression Recognition and Analysis Challenge, Ljubljana, Slovenia, May 2015. (Winner of segmented emotional intensity challenge.)

Automatic face analysis tools for interactive digital games. Marwa Mahmoud, Tadas Baltrušaitis, Vlad Gavrilă, Mariusz Rozycki, Leonardo Impett, Peter Robinson. Intelligent Digital Games for Empowerment and Inclusion, Atlanta, GA, March 2015.

Recent developments and results of ASC-Inclusion. Erik Marchi, et al. Intelligent Digital Games for Empowerment and Inclusion, Atlanta, GA, March 2015.

Emotion data collection and its implications for affective computing. Shazia Afzal, Peter Robinson. Oxford handbook of affective computing (ed Raphael Calvo, Sidney D'Mello, Jonathan Gratch and Arvid Kappas), Oxford University Press, December 2014, pp 359-370, ISBN 978-0199942237.

NetBoards: Investigating a collection of personal noticeboard displays in the workplace. Erroll Wood, Peter Robinson. ACM Conference on Interactive Tabletops and Surfaces, Dresden, Germany, November 2014.

Automatic detection of naturalistic hand-over-face gesture descriptors. Marwa Mahmoud, Tadas Baltrušaitis, Peter Robinson. International Conference on Multimodal Interaction, Istanbul, Turkey, November 2014. (Best student paper award.)

Computation of emotions. Peter Robinson. International Conference on Multimodal Interaction, Istanbul, Turkey, November 2014.

Modelling emotions in an on-line educational game. Peter Robinson. International Conference on Control, Decision and Information Technologies, Metz, France, November 2014.

Music emotion tracking with continuous conditional neural fields and relative representation. Vaiva Imbrasaitė, Peter Robinson. CEUR Multimedia Benchmark Workshop, Barcelona, Spain, October 2014.

Evolution of robots. Peter Robinson. Are there limits to evolution, Templeton Foundation Conference, Cambridge, UK, September 2014.

Computers with emotional intelligence. Peter Robinson. Interacción, Tenerife, Spain, September 2014.

Continuous conditional neural fields for structured regression. Tadas Baltrušaitis, Louis-Philippe Morency, Peter Robinson. European Conference on Computer Vision, Zurich, Switzerland, September 2014.

CCNF for continuous emotion tracking in music. Vaiva Imbrasaitė, Tadas Baltrušaitis, Peter Robinson. Multimedia Affective Computing, Chengdu, China, July 2014.

ASC-Inclusion - a virtual environment teaching children with ASC to understand and express emotions. Shai Newman, et al. International Meeting for Autism Research, Atlanta, Georgia, May 2014.

Demonstration of a facial affect mapping engine. Leonardo Impett, Tadas Baltrušaitis, Peter Robinson. ACM Conference on Intelligent User Interfaces, Haifa, Israel, February 2014.

The state of play of ASC-Inclusion. Björn Schuller, et al. Intelligent Digital Games for Empowerment and Inclusion, Haifa, Israel, February 2014.

A facial affect mapping engine. Leonardo Impett, Tadas Baltrušaitis, Peter Robinson. Intelligent Digital Games for Empowerment and Inclusion, Haifa, Israel, February 2014.

Emotionally intelligent interfaces. Peter Robinson. Human computer confluence (ed Alois Ferscha), Johannes Kepler University Linz, 2013, pp 53-54, ISBN 978-3-200-03344-3.

Automatic multimodal descriptors of rhythmic body movement. Marwa Mahmoud, Louis-Philippe Morency, Peter Robinson. International Conference on Multimodal Interaction, Sydney Australia, December 2013.

**Constrained local neural fields for robust facial landmark detection in the wild.* Tadas Baltrušaitis, Peter Robinson, Louis-Philippe Morency. International Conference on Computer Vision, Sydney, Australia, December 2013.

Advances in Visual Informatics. Halema Badioze Zaman, Peter Robinson, Patrick Olivier, Timothy Shih, Sergio Velastin. Springer, November 2013, ISBN 978-3-319-02957-3.

What really matters? A study into people's instinctive evaluation metrics for continuous emotion prediction in music. Vaiva Imbrasaitė, Tadas Baltrušaitis, Peter Robinson. Affective Computing and Intelligent Interaction, Geneva, Switzerland, September 2013.

The cluster scanning system. Pradipta Biswas, Peter Robinson. Universal Access in the Information Society, 12(3) pp237-245, Springer, August 2013.

Designing inclusive interactions. Patrick Langdon, John Clarkson, Peter Robinson. Universal Access in the Information Society, 12(3) pp233-235, Springer, August 2013.

Emotional computers. Peter Robinson. Dara O Briain's Science Club, BBC 2 TV, July 2013.

Emotion tracking in music using continuous conditional random fields and baseline feature representation. Vaiva Imbrasaitė, Tadas Baltrušaitis, Peter Robinson. IEEE International Conference on Multimedia, San Jose, CA, July 2013.

Absolute or relative? A new approach to building feature vectors for emotion tracking in music. Vaiva Imbrasaitė, Peter Robinson. International Conference on Music & Emotion, Jyväskylä, Finland, June 2013.

ASC-Inclusion: Interactive emotion games for social inclusion of children with Autism Spectrum Conditions. Björn Schuller, et al.. Intelligent Digital Games for Empowerment and Inclusion, Chania, Crete, May 2013.

Teaching emotion recognition from facial expressions using a realistic robotic head. Andra Adams, Peter Robinson. International Meeting for Autism Research, San Sebastián, Spain, May 2013.

Graphics and Interaction Group. Neil Dodgson, Peter Robinson, Alan Blackwell. Eurographics, Girona, Spain, May 2013.

Dimensional affect recognition using continuous conditional random fields. Tadas Baltrušaitis, Ntombikayise Banda, Peter Robinson. IEEE Conference on Automatic Face and Gesture Recognition, Shanghai, China, April 2013.

Spreading the word: Teaching computer science and technology. Peter Robinson. Cambridge computing - the first 75 years (ed Haroon Ahmed), Third Millennium, 2013, pp 94-103, ISBN 978-1-906507-83-1.

Machines in the image of God?. Peter Robinson. Faraday Institute, Cambridge, UK, March 2013.

Crowdsourcing in emotion studies across time and culture. Marwa Mahmoud, Tadas Baltrušaitis, Peter Robinson. Workshop on Crowdsourcing for Multimedia, ACM Multimedia, Nara, Japan, October 2012.

**3D Constrained local model for rigid and non-rigid facial tracking.* Tadas Baltrušaitis, Peter Robinson, Louis-Philippe Morency. Computer Vision and Pattern Recognition, Providence, RI, June 2012.

Designing inclusive systems. Patrick Langdon, John Clarkson, Peter Robinson, Jonathan Lazar, Ann Heylinghen. Springer, March 2012, ISBN 978-1-4471-2866-3.

**Designing inclusive interfaces through user modelling and simulation.* Pradipta Biswas, Peter Robinson, Patrick Langdon. International Journal of Human-Computer Interaction, 28(1), January 2012.

Evaluating interface layout for visually and mobility impaired users through simulation. Pradipta Biswas, Peter Robinson. Universal Access in the Information Society, 12(1), Springer, January 2012.

Noise analysis in audio-visual emotion recognition. Ntombikayise Banda, Peter Robinson. International Conference on Multimodal Interaction, Alicante, Spain, November 2011.

Visual Informatics: Sustaining Research and innovations. Halema Badioze Zaman, Peter Robinson, Maria Petrou, Patrick Olivier, Timothy Shih, Sergio Velastin, Ingela Nyström. Springer, November 2011, ISBN 978-3-642-25199-3.

Designing for automatic affect inference in learning environments. Shazia Afzal, Peter Robinson. Journal of Educational Technology and Society, 14(4), October 2011. (ISSN: 1176-3647.)

Analysis and expression of emotions by computers. Peter Robinson. International Conference on Affective Computing and Intelligent Interaction, Memphis, TN, October 2011.

3D corpus of spontaneous complex mental states. Marwa Mahmoud, Tadas Baltrušaitis, Peter Robinson, Laurel Riek. International Conference on Affective Computing and Intelligent Interaction, Memphis, TN, October 2011.

Guess What? A game for affective annotation of video using crowd sourcing. Laurel Riek, Maria O'Connor, Peter Robinson. International Conference on Affective Computing and Intelligent Interaction, Memphis, TN, October 2011.

Emotional investment in naturalistic data collection. Ian Davies, Peter Robinson. International Conference on Affective Computing and Intelligent Interaction, Memphis, TN, October 2011.

An android head for social-emotional intervention for children with autism spectrum conditions. Andra Adams, Peter Robinson. International Conference on Affective Computing and Intelligent Interaction, Memphis, TN, October 2011.

Multimodal affect recognition in intelligent tutoring systems. Ntombikayise Banda, Peter Robinson. International Conference on Affective Computing and Intelligent Interaction, Memphis, TN, October 2011.

Interpreting hand-over-face gestures. Marwa Mahmoud, Peter Robinson. International Conference on Affective Computing and Intelligent Interaction, Memphis, TN, October 2011.

Affective Robotics: Human motion and behavioural inspiration for safe cooperation between humans and humanoid assistive robots. Tony Pipe, Ravi Vaidyanathan, Chris Melhuish, Paul Bremner, Peter Robinson, Rob Clark, Alex Lenz, Kerstin Eder, Nick Hawes, Zoubin Ghahramani, Mike Fraser, Majid Mirmehdi, Pat Healey, Sergey Skachek. Biomimetics: Nature-Based Innovation (ed Yoseph Bar-Cohen), CRC Press, September 2011.

Natural affect data: Collection and annotation. Shazia Afzal, Peter Robinson. New perspectives on affect and learning technologies (ed Rafael Calvo and Sidney D'Mello), Springer Verlag, 2011, pp 55-70, ISBN 978-1-44199-624-4.

Computation of emotions. Peter Robinson. International Summer School in Affective Sciences, Geneva, Switzerland, August 2011.

Using robots to help people habituate to visible disabilities. Laurel Riek, Peter Robinson. International Conference on Rehabilitation Robotics, Zurich, Switzerland, June 2011.

The emotional computer. Peter Robinson, Tadas Baltrušaitis, Ian Davies, Tomas Pfister, Laurel Riek, Kevin Hull. International Conference on Pervasive Computing, San Francisco, CA, June 2011. (Best video award.)

Challenges and opportunities in building socially intelligent machines. Laurel Riek, Peter Robinson. IEEE Signal Processing Magazine, 28(3), May 2011.

Real-time recognition of affective states from non-verbal features of speech and its application for public speaking skill analysis. Tomas Pfister, Peter Robinson. IEEE Transactions on Affective Computing, April 2011.

Real-time inference of mental states from facial expressions and upper body gestures. Tadas Baltrušaitis, Daniel McDuff, Ntombi Banda, Marwa Mahmoud, Rana el Kaliouby, Peter Robinson,

Rosalind Picard. International Conference on Automatic Face and Gesture Recognition, Santa Barbara, CA, March 2011.

Exposure to cinematic depictions of robots and attitudes towards them. Laurel Riek, Andra Adams, Peter Robinson. ACM/IEEE Conference on Human-robot Interaction, Lausanne, Switzerland, March 2011.

Planning based service composition. Maja Vukovic, Peter Robinson. Electronic business interoperability: concepts, opportunities and challenges, IGI Global, 2011.

The emotional computer. Peter Robinson. Cambridge Ideas, December 2010.

Synthesizing expressions using facial feature point tracking: How emotion is conveyed. Tadas Baltrušaitis, Laurel Riek, Peter Robinson. ACM Workshop on Affective Interaction in Natural Environments, Florence, Italy, October 2010.

Analysis of colour space transforms for person independent AAMs. Tadas Baltrušaitis, Peter Robinson. International symposium on facial analysis and animation, Edinburgh, Scotland, October 2010.

Decoding emotions from facial animations. Shazia Afzal, Metin Sezgin, Peter Robinson. International symposium on facial analysis and animation, Edinburgh, Scotland, October 2010.

Synthesizing head and facial movement disorders on android robots. Laurel Riek, Peter Robinson. International symposium on facial analysis and animation, Edinburgh, Scotland, October 2010.

Speech emotion classification and public speaking skill assessment. Tomas Pfister, Peter Robinson. Workshop on Human Behaviour Understanding, International Conference on Pattern Recognition, Istanbul, Turkey, Springer-Verlag, August 2010, ISBN: 978-3-642-14714-2.

Measuring affect in learning environments - motivation and methods. Shazia Afzal, Peter Robinson. IEEE International Conference on Advanced Learning Technologies, Sousse, Tunisia, July 2010. (Best paper award.)

Teaching clinical communication with expressive robots. Laurel Riek, Peter Robinson. Theory and Method in Gesture Studies, Frankfurt an der Oder, Germany, July 2010.

When my robot smiles at me: enabling human-robot rapport via real-time head gesture mimicry. Laurel Riek, Philip Paul, Peter Robinson. Journal on Multimodal User Interfaces 3(1-2), pp 99-108, July 2010.

**Classification of complex information: inference of co-occurring affective states from their expressions in speech.* Tal Sobol-Shikler, Peter Robinson. IEEE Transactions on Pattern Analysis and Machine Intelligence 32(7), pp 1284-1297, July 2010.

Designing inclusive futures. Patrick Langdon, John Clarkson, Peter Robinson. Universal Access in the Information Society, 9(3), Springer, July 2010.

Computation of emotions in man and machines. Peter Robinson. International Symposium on Information Technology, Universiti Teknologi Petronas, Kuala Lumpur, Malaysia, June 2010.

Coordination and awareness in remote tabletop collaboration. Philip Tuddenham, Peter Robinson. Tabletops - horizontal interactive displays, Christian Muller-Tomfelde, Springer Verlag, pp 407-434, May 2010, ISBN 978-1-84996-112-7.

High-resolution interactive displays. Mark Ashdown, Philip Tuddenham, Peter Robinson. Tabletops - horizontal interactive displays, Christian Muller-Tomfelde, Springer Verlag, May 2010, pp 71-100, ISBN 978-1-84996-112-7.

The effects of hand strength on pointing performance. Pradipta Biswas, Peter Robinson. Cambridge Workshop on Universal Access and Assistive Technology, Cambridge, March 2010, pp 3-12.

Evaluating the cluster scanning system. Pradipta Biswas, Peter Robinson. Cambridge Workshop on Universal Access and Assistive Technology, Cambridge, March 2010, pp 113-122.

Designing inclusive interactions. Patrick Langdon, John Clarkson, Peter Robinson. Springer, March 2010, ISBN 978-1-84996-165-3.

Cooperative gestures: Effective signaling for humanoid robots. Laurel Riek, Tal-Chen Rabinowitch, Paul Bremner, Anthony Pipe, Mike Fraser, Peter Robinson. ACM/IEEE Conference on Human-robot Interaction, Osaka, Japan, March 2010.

Evaluating the design of inclusive interfaces by simulation. Pradipta Biswas, Peter Robinson. International Conference on Intelligent User Interfaces, Hong Kong, February 2010.

A brief survey of user modelling for HCI. Pradipta Biswas, Peter Robinson. IEEE Conference on Intelligent Human Computer Interaction, Allahabad, India, January 2010.

Computation of emotions in man and machines. Peter Robinson, Rana El Kaliouby. Philosophical Transactions of the Royal Society, Biological Sciences 364(1535), December 2009.

WebSurface: an interface for co-located collaborative information gathering. Phil Tuddenham, Ian Davies, Peter Robinson. Tabletops and Interactive Surfaces, Banff, Alberta, November 2009.

Detecting emotions from connected action sequences. Daniel Bernhardt, Peter Robinson. International Visual Informatics Conference, Kuala Lumpur, November 2009.

Visual Informatics: Bridging Research and Practice. Halema Badioze Zaman, Peter Robinson, Maria Petrou, Patrick Olivier, Heiko Schröder, Timothy Shih. Springer, November 2009, ISBN 978-3-642-05035-0.

Multimodal inference for driver-vehicle interaction. Metin Sezgin, Ian Davies, Peter Robinson. International Conference on Multimodal Interfaces, Cambridge, MA, November 2009.

Fusion engines for multimodal input. Denis Lalanne, Peter Robinson, Laurence Nigay, Jean Vanderdonckt, Philippe Palanque, Jean-Francois Ladry. International Conference on Multimodal Interfaces, Cambridge, MA, November 2009.

Perception of emotional expressions in different representations using facial feature points. Shazia Afzal, Metin Sezgin, Yujian Gao, Peter Robinson. International Conference on Affective Computing and Intelligent Interaction, Amsterdam, September 2009, ISBN 978-1-4244-4799-2.

Natural affect data - collection & annotation in a learning context. Shazia Afzal, Peter Robinson. International Conference on Affective Computing and Intelligent Interaction, Amsterdam, September 2009, ISBN 978-1-4244-4799-2.

**Empathizing with robots: Fellow feeling along the anthropomorphic spectrum.* Laurel Riek, Tal-Chen Rabinowitch, Bhismadev Chakrabarti, Peter Robinson. International Conference on Affective Computing and Intelligent Interaction, Amsterdam, September 2009, ISBN 978-1-4244-4799-2.

Modelling perception using image processing algorithms. Pradipta Biswas, Peter Robinson. British HCI, Cambridge, September 2009.

Intentional affect: an alternative notion of affective interaction with a machine. Shazia Afzal, Cecily Morrison, Peter Robinson. British HCI, Cambridge, September 2009.

Intelligent Books: combining reactive learning exercises with extensible and adaptive content in an open access Web application. William Billingsley, Peter Robinson. Cognitive and Emotional Processes in Web-based Education, Constantinos Mourlas, Nikos Tsianos & Panagiotis Germanakos, IGI Global, 2009, pp 229-244, ISBN 978-1-60566-392-0.

Effects of physical capabilities on interaction. Pradipta Biswas, Peter Robinson. Workshop on next generation inclusive television, European Interactive Television Conference, Leuven, Belgium, June 2009.

Do affect-sensitive machines influence user behaviour?. Laurel Riek, Shazia Afzal, Peter Robinson. Workshop on Social understanding of AI, Artificial Intelligence and the Simulation of Behaviour Convention, Edinburgh, Scotland, April 2009.

Affective-centered design for interactive robots. Laurel Riek, Peter Robinson. Workshop on New frontiers in human-robot interaction, Artificial Intelligence and the Simulation of Behaviour Convention, Edinburgh, Scotland, April 2009.

**Territorial coordination and workspace awareness in remote tabletop collaboration.* Phil Tuddenham, Peter Robinson. ACM Conference on Human Factors in Computer Systems, Boston, MA, April 2009. (Nominee for best paper.)

How anthropomorphism affects empathy towards robots. Laurel Riek, Tal-Chen Rabinowitch, Bhismadev Chakrabarti, Peter Robinson. ACM/IEEE Conference on Human-Robot Interaction, La Jolla, CA, March 2009.

Multimodal inference for driver-vehicle interaction. Metin Sezgin, Ian Davies, Peter Robinson. Workshop on multimodal interfaces for automotive applications, International Conference on Intelligent User Interfaces, Sanibel, FL, February 2009.

A multimodal interface for road design. Alexander Blessing, Metin Sezgin, Relja Arandjelovic, Peter Robinson. Workshop on sketch recognition, International Conference on Intelligent User Interfaces, Sanibel, FL, February 2009.

Comparison of international learning outcomes and development of engineering curricula. Ashraf Alkhairy, Lee Blank, Duane Boning, David Cardwell, W Craig Carter, Nick Collings, Alan Hayhurst, Bill Milne, Peter Robinson, Warren Seering, Sallie Sheppard, Ken Smith, Bill Stronge. ASEE Annual Conference and Exposition, January 2009.

Real-time empathy: facial mimicry on a robot. Laurel Riek, Peter Robinson. AFFINE Workshop, Crete, October 2008.

Computing: building the future bit by bit. Peter Robinson. in Cambridge - an 800th anniversary portrait, Third Millennium Publishing, November 2008, ISBN 978-1-903942-65-9.

A new screen scanning system based on clustering screen objects. Pradipta Biswas, Peter Robinson. Journal of Assistive Technologies 2(3), September 2008, pp 24-31, ISSN: 1754-9450.

Perception model for people with visual impairments. Pradipta Biswas, Metin Sezgin, Peter Robinson. International Conference on Visual Information Systems, Salerno, Italy, September 2008, pp 279-290, DOI 10.1007/978-3-540-85891-1_31.

Modelling user interfaces for special needs. Pradipta Biswas, Peter Robinson. Accessible Design in the Digital World, York, UK, September 2008.

Dispositional expressivity and HCI. Shazia Afzal, Peter Robinson. Workshop on Emotion in HCI, Liverpool, UK, September 2008.

Affect decoding measures and human-computer interaction. Laurel Riek, Shazia Afzal, Peter Robinson. Measuring Behaviour, Maastricht, August 2008.

Robot, rabbit, or red herring? Societal acceptance as a function of classification ease. Laurel Riek, Peter Robinson. IEEE RO-MAN 08, Munich, August 2008.

An interface to simplify annotation of emotional behaviour. Shazia Afzal, Peter Robinson. Workshop on emotional corpora, Language Resources and Evaluation Conference, Morocco, May 2008.

A motor behaviour model for physically challenged users. Pradipta Biswas, Peter Robinson. Cambridge Workshop on Universal Access and Assistive Technology, Cambridge, April 2008, pp 5-9, ISSN 0963-5432.

Photonote: The making of a classroom adaptation system. Gregory Hughes, Peter Robinson. Cambridge Workshop on Universal Access and Assistive Technology, Cambridge, April 2008, pp 197-206, ISBN 978-1-84800-210-4.

A case study of simulating HCI for special needs. Pradipta Biswas, Peter Robinson. Cambridge Workshop on Universal Access and Assistive Technology, Cambridge, April 2008, pp 175-184, ISBN 978-1-84800-210-4.

The Resolution Race: Perpetuating inaccessible computing. Gregory Hughes, Peter Robinson. Cambridge Workshop on Universal Access and Assistive Technology, Cambridge, April 2008, pp 163-171, ISBN 978-1-84800-210-4.

Designing inclusive futures. Patrick Langdon, John Clarkson, Peter Robinson. Springer, April 2008, ISBN 978-1-84800-210-4.

Interactive control of music using emotional body expressions. Daniel Bernhardt, Jo Osborne, Peter Robinson. ACM Conference on Computer-Human Interaction, Florence, Italy, April 2008.

Automatic evaluation of assistive interfaces. Pradipta Biswas, Peter Robinson. International Conference on Intelligent User Interfaces, Canary Islands, January 2008, pp 247-256.

An architecture for rapid, on-demand service composition. Maja Vukovic, Evangelos Kotsovinos, Peter Robinson. Journal of Service-Oriented Computing and Applications 1(4), Springer, December 2007, pp 197-212, ISSN: 1863-2386, DOI 10.1007/s11761-007-0016-x.

Simulating HCI for all. Pradipta Biswas, Peter Robinson. IET Conference on Recent Advances in Assistive Technology and Engineering, Sheffield, November 2007.

Tabletop interfaces for remote document review meetings. Philip Tuddenham, Peter Robinson. Workshop on Collaborating over Paper and Digital Documents, London, November 2007.

Simulation to predict performance of assistive interfaces. Pradipta Biswas, Peter Robinson. ACM Conference on Computers and Accessibility, Tempe AZ, October 2007, pp 827-828.

Photonote evaluation: aiding students with disabilities in a lecture environment. Gregory Hughes, Peter Robinson. ACM Conference on Computers and Accessibility, Tempe AZ, October 2007.

T3: Rapid prototyping of high-resolution and mixed-presence tabletop applications. Philip Tuddenham, Peter Robinson. IEEE Tabletop Workshop, Newport RI, October 2007.

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