

# IOLANDA LEITE

## CURRICULUM VITAE

KTH Royal Institute of Technology  
School of Electrical Engineering and Computer Science  
Division of Robotics, Perception and Learning  
Lindstedtsvägen 24, 4<sup>th</sup> floor, SE-10044 Stockholm, Sweden

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## RESEARCH INTERESTS

**Mission:** Developing social robots that can perceive, learn from and respond appropriately to people in real-world situations, allowing for truly efficient and engaging long-term interactions with people

**Interests:** Human-Robot Interaction, Artificial Intelligence, Social Robotics, Multimodal Interaction

## EMPLOYMENT

2020–present	<b>KTH Royal Institute of Technology</b> Associate Professor (with tenure) Division of Robotics, Perception and Learning	Stockholm, Sweden
2017–2020	<b>KTH Royal Institute of Technology</b> Assistant Professor (tenure-track) Division of Robotics, Perception and Learning	Stockholm, Sweden
2015–2016	<b>Disney Research</b> Associate Research Scientist Language-based Character Interaction Group	Pittsburgh, Pennsylvania
2013–2015	<b>Yale University</b> Postdoctoral Associate Yale Social Robotics Lab	New Haven, Connecticut
fall 2012	<b>Disney Research</b> Research Intern Language-based Character Interaction Group	Pittsburgh, Pennsylvania
2008–2013	<b>INESC-ID</b> Research Associate Group on AI for People and the Society (GAIPS)	Lisbon, Portugal

## EDUCATION

June 2013	<b>PhD</b> in Information Systems and Computer Engineering Instituto Superior Técnico, University of Lisbon Dissertation Title: “Long-term Interactions with Empathic Social Robots” Advisors: Carlos Martinho and Ana Paiva Committee: Rodrigo Ventura, Teresa Chambel and Vanessa Evers	Lisbon, Portugal
Nov 2007	<b>MSc</b> in Information Systems and Computer Engineering Instituto Superior Técnico, University of Lisbon Area of Specialization: Multimedia and Intelligent Systems	Lisbon, Portugal
Sept 2005	<b>BSc</b> in Information Systems and Computer Engineering Instituto Superior Técnico, University of Lisbon	Lisbon, Portugal

# FUNDING

**Deep Learning for Emotional Alignment in Human-Robot Interaction**, Co-Principal Investigator  
with Ginevra Castellano and Gustaf Gredebäck  
Funded by the Swedish Research Council (VR)  
2021 – 2025 | SEK 3, 800, 000

**SSF Future Research Leaders 7**, Principal Investigator  
Funded by the Swedish Foundation for Strategic Research (SSF)  
2020 – 2025 | SEK 12, 000, 000

**Advanced Adaptive Intelligent Systems**, Principal Investigator  
with Co-PIs Jonas Beskow, Joakim Gustafson, Christian Smith, Donald McMillan and Britt Östlund  
Funded by the KTH Digital Futures Center  
2020 – 2024 | SEK 30, 000, 000

**TECOSA: Center on Trustworthy Edge Computing**, Co-Principal Investigator with Martin Törngren, James Gross, Jana Tumová, Elena Dubrova, Elena Fersman, Lei Feng, David Broman and György Dán  
Funded by the Swedish Innovation Agency (VINNOVA)  
2020 – 2024 | SEK 36, 000, 000

**RESCALE: Robots for rEal-world SoCiAL Environments**, Principal Investigator  
Funded by the Wallenberg AI, Autonomous Systems and Software Program (WASP)  
2020 – 2023 | SEK 4, 000, 000

**CorSA: Correct-by-design and Socially Acceptable Autonomy**, Co-Principal Investigator with Jana Tumova  
Funded by the Wallenberg AI, Autonomous Systems and Software Program (WASP)  
2019 – 2021 | SEK 3, 600, 000

**Gathering Collective Intelligence through Crowdsourcing for Social Robotics**, Principal Investigator  
Funded by the Swedish Research Council (VR), Starting Grant  
2018 – 2021 | SEK 3, 800, 000

**Robust Non-Verbal Expression in Virtual Agents and Humanoid Robots: New Methods for Augmenting Stylized Gestures with Sound**, Co-Principal Investigator with Roberto Bresin  
Funded by the Swedish Research Council (VR)  
2018 – 2021 | SEK 3, 820, 000

**Jacobs Foundation Early Career Research Fellowship**, Principal Investigator  
Funded by the Jacobs Foundation  
2018 – 2020 | CHF 165, 000

**AMIGOS: Affect Modeling for robots In GrOup Social interactions**, Principal Investigator  
Funded by the Portuguese Agency for Science, Technology and Innovation  
2016 – 2018 | € 198,430

## Conference Travel Grants

ACM SIGAI Career and Network Conference, 2015  
International Conference on Human-Robot Interaction (HRI), 2013, 2012  
International Conference on User Modeling, Adaptation and Personalization (UMAP), 2011  
International Symposium on Robot and Human Interactive Communication (RO-MAN), 2009

# HONORS & AWARDS

2020 **Best Paper Award**  
ACM International Conference on Multimodal Interaction

2020 **Best Late Breaking Report Award, Honorable Mentions**  
The 15th ACM/IEEE International Conference on Human-Robot Interaction, Cambridge, UK

- 2019 **Ten-Year Technical Impact Award**  
ACM International Conference on Multimodal Interaction, Suzhou, China
- 2017 **Best Technical Paper Award**  
ACM/IEEE International Conference on Human-Robot Interaction, Vienna, Austria
- 2015 **ACM SIGAI Best Submission Award**  
Best Submission Award at the ACM Special Interest Group on Artificial Intelligence (SIGAI) Career Network and Conference co-located with AAAI 2015
- 2014 **Honorable Mention**  
IFAAMAS-13 Victor Lesser Distinguished Doctoral Dissertation Award
- 2013 **HRI Pioneer**  
Selected to participate in the Human-Robot Interaction (HRI) Pioneers, a highly selective workshop to foster creativity, communication and collaboration between young researchers
- 2012 **Best Student Paper Award**  
4<sup>th</sup> International Conference on Social Robotics (ICSR), Chengdu, China
- 2008-2011 **Graduate Research Fellowship ref. SFRH/BD/41358/2007**  
FCT – Portuguese Funding Agency for Science, Technology and Innovation

## SUPERVISION

### Postdocs

- from 02/2020 **Ilaria Torre** KTH  
Postdoctoral researcher in the WASP CorSA Project
- from 04/2020 **Sylvaine Tuncer** KTH  
Postdoctoral researcher in the AAIS Project
- from 09/2020 **Katie Winkle** KTH  
Postdoctoral researcher funded by Digital Futures

### PhD Students

I am the **main supervisor** of the following PhD students:

- from 02/2020 **Daniel Marta** PhD student in Computer Science, KTH  
Robots for Real-world Social Environments  
Funding: WASP AI, Autonomous Systems and Software Program
- from 09/2018 **Sarah Gillet** PhD student in Computer Science, KTH  
Long-Term Human-Robot Interaction in Educational Environments  
Funding: KTH starting package and Jacobs Foundation Fellowship
- from 04/2018 **Sanne van Waveren** PhD student in Computer Science, KTH  
Gathering Collective Intelligence: Long-term Human-Robot Interaction through Crowdsourcing  
Funding: VR Starting Grant
- from 01/2018 **Fethiye Irmak Dogan** PhD student in Computer Science, KTH  
Social Robots that Understand Natural Language Instructions  
Funding: KTH starting package

I am **co-supervisor** of the following PhD students:

- 07/2020 **Anna Deichler** PhD student in Speech and Music Communication, KTH  
Adaptation of Non-verbal Behaviour for Interactive Social Robots  
Main supervisor: Jonas Beskow

06/2019	<b>Wei Wang</b> Safe Reinforcement Learning for Human-in-the-loop Systems Main supervisor: Jana Tumova	PhD student in Computer Science, KTH
02/2019	<b>Ronald Cumbal</b> Studies in Collaborative Robot-Assisted Language Learning Main supervisor: Olov Engwall	PhD student in Speech and Music Communication, KTH
from 01/2019	<b>Adrian Latupeirissa</b> Robust Non-Verbal Expression in Virtual Agents and Humanoid Robots: New Methods for Augmenting Gestures with Sound and Music Main supervisor: Roberto Bresin	PhD student in Media and Communication Technology, KTH
from 01/2019	<b>Claudio Panariello</b> Adaptation and interactive feedback in musical systems Main supervisor: Roberto Bresin	PhD student in Media and Communication Technology, KTH
from 09/2018	<b>Taras Kucherenko</b> Machine Learning Models for Production of Human-Like Non-Verbal Communicative Behavior Main supervisor: Hedvig Kjellström	PhD student in Computer Science, KTH

### Supervision at first and second cycle level

I have been the main supervisor for several master and bachelor thesis projects. These are some of the recent bachelor and master level students that completed their projects under my supervision:

2020	<b>Gaspar Melsion Perez</b> Leveraging Explainable Machine Learning to Raise Awareness among Preadolescents about Gender Bias in Supervised Learning Examiner: Jonas Beskow	Degree project in computer science and engineering, second cycle, 30 credits
2019	<b>Sandra Picó Oristrell</b> Investigating deep learning algorithms for end-to-end language-based interaction with domestic robots Examiner: Olov Engwall	Degree project in computer science and engineering, second cycle, 30 credits
2019	<b>Emmeli Hansson</b> Investigating Augmented Reality for Improving Child-Robot Interaction Examiner: Haibo Li	Degree project in computer science and engineering, second cycle, 30 credits
2018	<b>Linnea Björklund</b> Knock on Wood: Does Material Choice Change the Social Perception of Robots? Examiner: Haibo Li This work originated publication [C.40]	Degree project in information and communication technology, second cycle, 30 credits
2018	<b>Rui lee</b> Comparing Human-Robot Proxemics between Virtual Reality and the Real World Examiner: Christopher Peters This work originated publication [C.38]	Degree project in information and communication technology, second cycle, 30 credits
2018	<b>Svante Rollenhagen</b> Classification of social gestures: Recognizing waving using supervised machine learning Examiner: Hedvig Kjellström	Degree project in technology, first cycle, 15 credits
2018	<b>Beata Rystedt and Mia Zdybek</b> A conversational agent as kitchen assistant Examiner: Hedvig Kjellström	Degree project in technology, first cycle, 15 credits
2017	<b>Claudia Kanter</b> Extraction of Driving Modes for Dynamic Speed Adaptation in Curves Examiner: Danica Kragic Industrial master thesis with Volvo	Degree project in computer science and engineering, second cycle, 30 credits

- 2017 **Alexander Koski and Jennifer Persson** Degree project in technology, first cycle, 15 credits  
And the winner is... Predicting the outcome of Melodifestivalen by analyzing the sentiment value of Tweets  
Examiner: Örjan Ekeberg
- 2017 **Sara Engelhardt and Emmeli Hansson** Degree project in technology, first cycle, 15 credits  
A comparison of three robot recovery strategies to minimize the negative impact of failure in social HRI  
Examiner: Örjan Ekeberg  
This work originated publication [W.14]

## TEACHING

### Teaching Experience

- 2019, 2020 **DD2380 Artificial Intelligence** KTH, second cycle, 6 credits  
Number of students: 113 (spring 2019), 454 (fall 2019), 116 (spring 2020), 402 (fall 2020)  
Teaching Format: Lectures, labs and tutorial sessions  
Examination format: Essay, quizzes, programming assignments and a project  
Role: Lecturer, course responsible and examiner (spring 2019), lecturer (fall 2019), lecturer, course responsible and examiner (spring 2020)  
Teaching extent: As a lecturer, delivering aprox. 5 lectures; as course responsible, recruiting and training the course TAs, communicating with the students, developing and/or editing existing assignments, grading, and conducting the course evaluation and analysis.
- fall 2019 **DD3353 Topics in Robotics, Social Robotics** KTH, third cycle, 3 credits  
Number of students: 21  
Teaching Format: Lectures and seminars  
Examination format: Project  
Role: Lecturer and course responsible  
Teaching extent: Designing the structure of the module, developing and delivering 4 lectures, supervising and grading student projects.
- 2018, 2019 **DD3353 Topics in Robotics, Visionary Robotics Hackathon** KTH, third cycle, 3 credits  
Number of students: aprox. 10 per round  
Teaching Format: Own group work  
Examination format: Project  
Role: Course responsible  
Teaching extent: Mentoring students during the project.
- fall 2017 **DM2350 Human Perception for Information Technology** KTH, second cycle, 7.5 credits  
Number of students: 84  
Teaching Format: Lectures and seminars  
Examination format: Labs, individual assignments and project  
Role: Lecturer  
Teaching extent: Delivering one lecture, supervising and grading projects.  
Course evaluation: Course survey
- fall 2017 **DT2140 Multimodal Interaction and Interfaces** KTH, second cycle, 7.5 credits  
Number of students: 80  
Teaching Format: Lectures, and seminars  
Examination format: Labs, individual assignment and project  
Role: Lecturer  
Teaching extent: Supervising and grading projects

fall 2017	<p><b>DD2325 Applied Programming and Computer Science</b>          Number of students: 43          Teaching Format: Lectures          Examination format: Lab assignments and exam          Role: Lecturer, course responsible and examiner          Teaching extent: Delivering all the lectures, developing and grading the exam, recruiting and training the course TAs, communicating with the students, developing or editing lab assignments, and conducting the course evaluation and analysis.</p>	KTH, second cycle, 7.5 credits
2017	<p><b>DD3316 Robotics Reading Group</b>          Number of students: aprox. 15          Teaching Format: Seminar-based course where students read and discuss papers in different areas of robotics.          Examination format: Active involvement in the discussion sessions and presenting at least two papers.          Role: Examiner          Teaching extent: Participating in the reading group sessions, organizing the overall topic structure, assisting with course logistics.</p>	KTH, third cycle, 6 credits
2013, 2015	<p><b>CS473 Intelligent Robotics</b>          Number of students: aprox. 70          Teaching Format: Lectures          Examination format: Lab assignments and project          Role: Guest lecturer          Teaching extent: Delivering aprox. 2 guest lectures per round.</p>	Yale University, first cycle, 6 credits
fall 2006	<p><b>Object Oriented Programming</b>          Number of students: aprox. 140          Teaching Format: Lectures          Examination format: Lab assignments, project and exam          Role: Teaching Assistant          Teaching extent: Developing course materials, preparing and delivering lab sessions, grading lab assignments and exams.</p>	IST University of Lisbon, first cycle, 7.5 credits

### Production and development of teaching and learning material

- **DD2413 Social Robotics**, KTH, second cycle, 6 credits  
 Developed the course plan, Intended Learning Outcomes and course format. Currently working on other course materials such as lecture slides. The course will be offered from period 2 of 2021 as part of the Systems, Control and Robotics Master Program.
- **DD2380 Artificial Intelligence**, KTH, second cycle, 6 credits  
 Developed new lecture slides for the Making Decisions under Uncertainty module, including the POMPD and Reinforcement Learning lectures.  
 Updated other existing material in the course, including the essay assignment, online quizzes, and the lecture slides on Introduction to AI, Probabilistic Reasoning and Hidden Markov Models.  
 Lead the efforts of developing a whole new set of programming assignments that were introduced in the fall of 2020.
- **DD3353 Topics in Robotics, Social Robotics**, KTH, third cycle, 3 credits  
 Developed the format and Intended Learning Outcomes for this module, as well as lecture slides for the main course topics: Perceiving human social signals; Decision-making, verbal communication and social reasoning; Nonverbal expression: motion and animation; and Experimental design and data analysis methods for Human-Robot Interaction.
- **DM2350 Human Perception for Information Technology**, KTH, second cycle, 7.5 credits  
 Updated slides of the lecture on vision, including perception of objects and scenes.
- **DD2325 Applied Programming and Computer Science**, KTH, second cycle, 7.5 credits  
 Updated existing material such as the lecture slides and assignments. Developed and graded the course exam.

## INVITED TALKS

2020	<b>Women in Data Science Sweden</b> Human-centered AI: Challenges and Opportunities	Digital event
2020	<b>7<sup>th</sup> GESPIN: Gesture and Speech in Interaction Conference</b> The Role of Multimodal Behavior in Human-Robot Interaction (Keynote)	Digital event
2029	<b>Cyber-Physical Systems (CPS) Summer School</b> Some Perspectives on Human-Robot Collaboration	Stockholm, Sweden
2017	<b>INESC-ID Seminar Series</b> Toward Autonomous Social Robots in the Wild	Porto Salvo, Portugal
2017	<b>TEDxKTH</b> The Power of Socially Intelligent Robots	Stockholm, Sweden
2017	<b>3<sup>rd</sup> International Summer School on Social Human-Robot Interaction</b> Toward Autonomous Social Robots in the Wild	Vila Nova de Milfontes, Portugal
2017	<b>3<sup>rd</sup> Workshop on Child-Robot Interaction at HRI 2017</b> Age Differences in Child-Robot Interaction: Evidence and Lessons Learned	Vienna, Austria
2016	<b>University of Southern California</b> Long-term Human-Robot Interaction in the Real-World	Los Angeles, CA, USA
2015	<b>Royal Institute of Technology (KTH)</b> Long-term Human-Robot Interaction in the Real World	Stockholm, Sweden
2015	<b>8<sup>th</sup> Intelligent Narrative Technologies (INT) Workshop</b> Robotic Characters for Long-term Interaction	Santa Cruz, CA, USA
2015	<b>Italian Institute of Technology (IIT)</b> Social Mechanisms for Long-term Human-Robot Interaction	Genova, Italy
2014	<b>Yale Center for Emotional Intelligence</b> Affective Interactions with Social Robots	New Haven, CT, USA
2013	<b>University of Aalborg</b> Towards Artificial Companions	Denmark

## ACADEMIC SERVICE

### Co-Editor in Chief

AI Matters, the quarterly newsletter of the ACM Special Interest Group in Artificial Intelligence (SIGAI), 2019–Present

### Associate Editor

IEEE Robotics and Automation Letters (RA-L) Associate Editor (HRI area), 2020–present

Frontiers in Robotics and AI, Human-Robot Interaction Editorial Board, 2018–present

ACM Transactions on Human-Robot Interaction (THRI) 2017–Present

### Program Co-Chair

International Conference of Intelligent Virtual Agents (IVA) 2017

### Subcommittee Co-Chair

ACM/IEEE International Conference on Human-Robot Interaction (HRI) 2018, Studies Subcommittee

### Demo Co-Chair

ACM/IEEE International Conference on Human-Robot Interaction (HRI) 2018

International Conference on Autonomous Agents and Multi-agent Systems (AAMAS) 2018

### Video Co-Chair

ACM/IEEE International Conference on Human-Robot Interaction (HRI) 2015

### **Workshops and Special Sessions Organization**

Co-Organiser of the 2020 Future Digileaders 2020 Career Workshop (digital event)  
Co-Organizer of the Workshop on Personalization in Long-Term Human-Robot Interaction at HRI 2019  
Co-Organizer of the IV Women in Robotics Workshop at RSS 2018  
Special Session Co-Chair of the Seventh ISCA Workshop on Speech and Language Technology in Education (SLaTE) 2017  
Co-Organizer of the IEEE Ro-Man 2016 Workshop on Long-term Child-Robot Interaction  
Co-Organizer of the 2<sup>nd</sup> Workshop on Evaluating Child-Robot Interaction at HRI 2016  
Co-Organizer of the Affective Agents Workshop at IVA 2014  
Co-Chair of the Special Session on recognition Of Affect Signals from physiological data for Social robots (OASIS) at PhyCS 2014

### **Senior Program Committee/Area Chair**

ACM/IEEE International Conference on Human-Robot Interaction (HRI), 2016, 2017, 2018, 2020, 2021  
16<sup>th</sup> International Conference on Persuasive Technologies – Persuasive Affective Technology Track Co-chair, 2021  
Robotics: Science and Systems, 2020  
International Conference on Autonomous Agents and Multi-agent Systems (AAMAS), 2019  
International Conference on Affective Computing & Intelligent Interaction (ACII), 2019  
ACM/IEEE International Conference on Interaction Design and Children (IDC), 2018  
IEEE Int. Symp. on Robot and Human Interactive Communication (RO-MAN), 2016, 2017

### **PhD Committee Member**

Kim Baraka, Carnegie Mellon University, USA  
Katie Winkle, University of Bristol, UK  
Joao Avelino, Instituto Superior Tecnico, Portugal

### **Referee for Granting Agencies**

Primus program at University West in Trollhättan, Sweden, 2019  
National Science Foundation (NSF), 2015

### **Referee for Journal Articles (past five years)**

International Journal of Human-Computer Studies (1)  
IEEE Transactions on Robotics (2)  
ACM Transactions on Internet of Things (1)  
ACM Transactions on Human-Computer Interaction (1)  
ACM Transactions on Interactive Intelligent Systems (2)  
Frontiers in Psychology, Human-Media Interaction (2)  
Frontiers in Psychology, Cognitive Science (1)  
International Journal of Social Robotics (2)  
International Journal of Robotics Research (1)  
IEEE Transactions on Affective Computing (2)

### **Referee for Conference Proceedings (past five years)**

Robotics: Science and Systems (RSS), 2015–2018  
ACM/IEEE International Conference on Human-Robot Interaction (HRI), 2019  
IEEE International Conference on Robotics and Automation (ICRA), 2018  
IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS), 2015–2017  
International Joint Conferences on Artificial Intelligence (IJCAI), 2017  
AAAI Conference on Artificial Intelligence, 2015–2016

### **Student Volunteer**

International Conference on Human-Robot Interaction (HRI), 2012, 2013  
International Conference on User Modeling, Adaptation and Personalization (UMAP), 2011  
International Symposium on Robot and Human Interactive Communication (RO-MAN), 2009  
International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS), 2008  
International Conference on Affective Computing & Intelligent Interaction (ACII), 2007

### **Memberships**

IEEE Institute of Electrical and Electronics Engineers  
ACM Association for Computing Machinery  
ACM – SIGAI Special interest Group on Artificial Intelligence  
Human-Robot Interaction Steering Committee (elected member in 2019)



# OUTREACH

## Selected general public presentations

2017	<b>TEDxKTH</b> The Power of Socially Intelligent Robots	Stockholm, Sweden
2017	<b>KTH Campus 100 Years Celebration Seminar</b> Toward Autonomous Social Robots in the Wild	Stockholm, Sweden
2017	<b>International Womens Forum Satellite Event</b> Robots that Care	Stockholm, Sweden

## Outreach activities to encourage students to pursue a STEM education

2019	<b>Royal Swedish Academy of Engineering Sciences 100-years celebration</b> Presenting research demos on social robotics to over 600 high school students at the National Museum of Science and Technology.	Stockholm, Sweden
2017-2019	<b>The Future Need Giants</b> Responsible for organizing tutorials on how to program robots delivered to aprox. 300 high school girls each edition.	Stockholm, Sweden
2015	<b>Blue Heron School</b> Led a virtual tour at the Yale Social Robotics Lab to around 50 students from the Blue Heron School in Littleton, Colorado, to foster their interest in science and technology and motivate them to participate in their upcoming science fair.	Littleton, CO, USA
2014	<b>World Science Festival Street Fair</b> Demonstration of two Keepon robots playing interactive stories to over 3,000 visitors; selected as a stage demo.	NYU Kimmel Center, New York, USA
2014	<b>GEMS Club (Girls Excelling in Math &amp; Science)</b> Demonstration and Q&A about robots to 30 girls ages 9-12 from an after-school science club at Bethany Community School in Connecticut.	Bethany, CT, USA
2013	<b>Yale Social Robotics Lab open house</b> Demonstration of the DragonBot robot to over 120 visitors.	New Haven, CT, USA
2011	<b>Futurália</b> Demonstration of the iCat robot playing chess in the largest education and training fair in Portugal, to over 10,000 high-school and undergraduate students.	Lisbon, Portugal
2010	<b>Portugal Tecnológico</b> Demonstration of the iCat robot playing chess to over 5,000 visitors in an event hosted by the Portuguese Industrial Association.	Lisbon, Portugal
2009	<b>Innovation Days</b> Demonstration of the iCat robot playing chess to over 5,000 visitors in a fair to promote the results of successful R&D projects.	Lisbon, Portugal

# SELECTED MEDIA COVERAGE

**Robots learn social skills at KTH**, Framtidens Forskning, 2020, print and online (in Swedish)

**A Woman's Place, episode six. Jana, Iolanda, and the future of robots**, Podcast produced by The Local SE in cooperation with Invest Stockholm 2018, online

**How social should a robot be?** Elektronik Tidningen 2018, print and online (in Swedish)

**Teachers inspire research** KTH Campi Magazine 2017, online (in Swedish)

**Disney experiments look to make kid-robot interactions more natural** TechCrunch 2017, online

**Crowd workers help robot keep conversation fresh** Science Newsline Technology 2016, online

**Working with Robots: Our Friends Electric** *The Economist*, Sept. 7<sup>th</sup> 2013, print edition

**A cat that plays chess and changes mood** *Diário Económico Newspaper*, Sept 30 2010, print edition (in Portuguese)

**Robotic Companions** *Exame Informática Magazine*, March 2010, print edition (in Portuguese)

## PUBLICATIONS

### Edited Proceedings

- E.1 Beskow, J., Peters, C., Castellano, G., O'Sullivan, C., **Leite, I.**, Kopp, S. (Eds.) (2017). Proc. of the 17<sup>th</sup> International Conference on Intelligent Virtual Agents (IVA 2017), Stockholm, Sweden, August 27-30, 2017, Vol. 10498. Springer.

### Journal Articles

- J.12 Doğan, I., Gillet, S., Carter, E., **Leite, I.** (2020). The impact of adding perspective-taking to spatial referencing during human–robot interaction. *Robotics and Autonomous Systems*, Vol 134, ISSN 0921-8890, doi: <https://doi.org/10.1016/j.robot.2020.103654>.  
[Impact factor: 2.83]
- J.11 Vinuesa, R., Azizpour, H., **Leite, I.**, Balaam, M., Dignum, V., Domisch, S., Felländer, A., Langhans, S., Tegmark, M., Nerini, F.F. (2020). The role of artificial intelligence in achieving the Sustainable Development Goals. *Nature Communications*, 11(1), doi: <https://doi.org/10.1038/s41467-019-14108-y>.  
[Impact factor: 11.88]
- J.10 **Leite, I.**, McCoy, M., Lohani, M., Ullman, D., Salomons, N., Stokes, C., Rivers, S., Scassellati, B., (2017). Narratives with Robots: The Impact of Interaction Context and Individual Differences on Story Recall and Emotional Understanding. *Frontiers in Robotics and AI*, Vol. 4. doi: 10.3389/frobt.2017.00029
- J.9 Paiva, A., **Leite, I.**, Boukricha, H., Wachsmuth, I. (2017). Empathy in Virtual Agents and Robots: A Survey. *ACM Transactions in Interactive Intelligent Systems*, 7(3). doi: <https://doi.org/10.1145/2912150>
- J.8 Lehman, J. F., **Leite, I.** (2017). Turn-Taking, Children, and the Unpredictability of Fun. *AI Magazine*, 37(4).
- J.7 Castellano, C., **Leite, I.**, Paiva, A. (2016). Detecting Perceived Quality of Interaction with a Robot Using Contextual Features. *Journal of Autonomous Robots*, 41(1245), Springer US. doi: <https://doi.org/10.1007/s10514-016-9592-y>  
[Impact factor: 4.27]
- J.6 **Leite, I.**, Castellano, G., Pereira, A., Martinho, C., Paiva, A. (2014). Empathic Robots for Long-term Interaction: Evaluating Social Presence, Engagement and Perceived Support in Children. *International Journal of Social Robotics*, 6(3): 329–34. doi: 10.1007/s12369-014-0227-1  
[Impact factor: 2.87]
- J.5 Castellano, C., **Leite, I.**, Pereira, A., Martinho, C., Paiva, A., McOwan, P. (2014) Context-Sensitive Affect Recognition for a Robotic Game Companion. *ACM Transactions on Interactive Intelligent Systems (TiiS)*, 4(2):10. doi: 10.1145/2622615.
- J.4 **Leite, I.**, Pereira, A., Mascarenhas, S., Martinho, C., Prada, R., Paiva, A. (2013). The Influence of Empathy in Human-Robot Relations. *International Journal of Human-Computer Studies*, 71(3), 250–260, doi: 10.1016/j.ijhcs.2012.09.005.  
[Impact factor: 2.22]
- J.3 **Leite, I.**, Martinho, C., Paiva, A. (2013). Social Robots for Long-term Interaction: a Survey. *International Journal of Social Robotics*, 5(2), 1875–4791. doi: 10.1007/s12369-013-0178-y.
- J.2 Castellano, G., **Leite, I.**, Pereira, A., Martinho, C., Paiva, A., McOwan, P. (2013). Multimodal Affect Modelling and Recognition for Empathic Robot Companions. *International Journal of Humanoid Robotics*, 10(1). doi: 10.1142/S0219843613500102.
- J.1 Castellano, G., **Leite, I.**, Pereira, A., Paiva, A., McOwan, P. (2009). Affect Recognition for Interactive Companions: Challenges and Design in Real World Scenarios. *Journal on Multimodal User Interfaces*, 3(1), 89–98. doi: 10.1007/s12193-009-0033-5.

## Book Chapters

- B.3 Paiva, A., **Leite, I.**, Ribeiro, T. (2015). Emotion Modeling for Robots. Calvo, R. A., D’Mello, S. K., Gratch, J., Kappas, A. (Eds.) Handbook of Affective Computing, Oxford University Press: New York.
- B.2 Pereira, G., Brisson, A., Dias, J., Carvalho, A., Dimas, J., Mascarenhas, S., Campos, J., Vala, M., **Leite, I.**, Martinho, C., Prada, R., Paiva, A. (2014) Non-Player Characters and Artificial Intelligence. Psychology, Pedagogy, and Assessment in Serious Games.
- B.1 **Leite, I.**, Pereira, A., Castellano, G., Mascarenhas, S., Martinho, C., Paiva, A. (2012). Modelling Empathy in Social Robotic Companions. Advances in User Modeling: Selected papers from UMAP 2011 Workshops, Springer LNCS, No. 7138, 135–147.

## Refereed Conference Publications

- C.44 Kucherenko, T., Jonell, P., van Waveren, S., Henter, G., Alexandersson, S., **Leite, I.**, Kjellström., H. (2020). Gesticulator: A framework for semantically-aware speech-driven gesture generation. Proceedings of the 2020 International Conference on Multimodal Interaction (ICMI). ACM, New York, NY, USA, 242–250.  
[Best Paper Award]
- C.43 Gillet, S., van den Bos, W., **Leite, I.** (2020). A social robot mediator to foster collaboration and inclusion among children. Proceedings of Robotics : Science and Systems XVI, MIT Press.
- C.42 Kontogiorgos, D., van Waveren, S., Wallberg, O., Pereira, A., **Leite, I.**, Gustafson, J. (2020). Embodiment Effects in Interactions with Failing Robots. Proceedings of the ACM CHI Conference on Human Factors in Computing Systems ’20, April 25–30, 2020, Honolulu, HI, USA. ACM.  
[Acceptance rate: 25%]
- C.41 Doğan, F. I., Kalkan, S., Carter, E. J., **Leite, I.** (2019). Learning to Generate Unambiguous Spatial Referring Expressions for Real-World Environments. Proceedings of the IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS 2019), Macau, China, IEEE.
- C.40 van Waveren, S., Björklund, L., Carter, E. J., **Leite, I.** (2019). Knock on Wood: The Effects of Material Choice on the Perception of Social Robots. Proceedings of the International Conference on Social Robotics, 211-221. Springer.
- C.39 van Waveren, S., Carter, E. J., **Leite, I.** (2019). Take one for the team: The effects of error severity in collaborative tasks with social robots. Proceedings of the 19<sup>th</sup> ACM International Conference on Intelligent Virtual Agents. ACM.  
[Acceptance rate: 24%]
- C.38 Li, R., van Almkerk, M., van Waveren, S., Carter, E. J., **Leite, I.**, (2019). Comparing human-robot proxemics between virtual reality and the real world. In 2019 14<sup>th</sup> ACM/IEEE International Conference on Human-Robot Interaction (HRI), Daegu, Korea, 431–439. IEEE.  
[Acceptance rate: 25%]
- C.37 Correia, F., Mascarenhas, S.F., Gomes, S., Arriaga, P., **Leite, I.**, Prada, R., Melo, F.S. and Paiva, A., (2019). Exploring prosociality in human-robot teams. In 2019 14<sup>th</sup> ACM/IEEE International Conference on Human-Robot Interaction (HRI), Daegu, Korea, 143–151. IEEE.  
[Acceptance rate: 25%]
- C.36 Sibirtseva, E., Kontogiorgos, D., Nykvist, O., Karaoguz, H., **Leite, I.**, Gustafson, J., Kragic, D. (2018). A Comparison of Visualisation Methods for Disambiguating Verbal Requests in Human-Robot Interaction. Proceedings of the 27<sup>th</sup> IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), Nanjing, China, 43–50, IEEE.
- C.35 Vijayan, A., Alexanderson, S., Beskow, J., **Leite, I.** (2018). Using Constrained Optimization for Real-Time Synchronization of Verbal and Nonverbal Robot Behavior. Proceedings of the 2018 IEEE International Conference on Robotics and Automation (ICRA), Brisbane, Australia, 1955–1961, IEEE.  
[Acceptance rate: 41%]
- C.34 Pereira, A., Carter, E. J., **Leite, I.**, Mars, J., Lehman, J. F. (2017, August). Augmented reality dialog interface for multimodal teleoperation. Proceedings of the 26<sup>th</sup> IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), Lisbon, Portugal, 764–771, IEEE.
- C.33 Kennedy, J., **Leite, I.**, Pereira, A., Sun, M., Li, B., Jain, R., Cheng, R., Pincus, E., Carter, E.J., Lehman, J.F. (2017). Learning and Reusing Dialog for Repeated Interactions with a Situated Social Agent. Proceedings of the 17<sup>th</sup> International Conference

on Intelligent Virtual Agents (IVA), Stockholm, Sweden, 192–204, Springer.  
[Acceptance rate: 26%]

- C.32 **Leite, I.**, Pereira, A., Lehman, J.F. (2017). Persistent Memory in Repeated Child-Robot Conversations. Proceedings of the 16<sup>th</sup> International Conference on Interaction Design and Children (IDC), Stanford, CA, USA, 238–247, ACM.  
[Acceptance rate: 21%]
- C.31 Sun, M., **Leite, I.**, Lehman, J.F., Li, B. (2017). Sociable Collaborative Storytelling with Children: A Feasibility Study. Proceedings of the 16<sup>th</sup> International Conference on Interaction Design and Children (IDC), Stanford, CA, USA, 205–214, ACM.  
[Acceptance rate: 21%]
- C.30 Sadoughi, N., Pereira, A., Jain, R., **Leite, I.**, Lehman, J. F. (2017). Creating Prosodic Synchrony for a Robot Co-player in a Speech-controlled Game for Children. Proceedings of the 2017 ACM/IEEE International Conference on Human-Robot Interaction (HRI), Vienna, Austria, 91–99, ACM.  
[Acceptance rate: 24%] **[Best Technical Paper Award]**
- C.29 **Leite, I.**, Pereira, A., Funkhouser, A., Li, B., Lehman, J. F. (2016). Semi-situated learning of verbal and nonverbal content for repeated human-robot interaction. Proceedings of the 18<sup>th</sup> ACM International Conference on Multimodal Interaction (ICMI), Tokyo, Japan, 13–20, ACM.  
[Acceptance rate: 43%]
- C.28 **Leite, I.**, Lehman, J. F. (2016). The Robot Who Knew Too Much: Toward Understanding the Privacy/Personalization Trade-Off in Child-Robot Conversation. Proceedings of the 15<sup>th</sup> International Conference on Interaction Design and Children (IDC), Manchester, UK, 379–387, ACM.  
[Acceptance rate: 47%]
- C.27 **Leite, I.**, McCoy, M., Lohani, M., Salomons, N., McElvaine, K., Stokes, C., Rivers, S., Scassellati, B. (2016). Autonomous disengagement classification and repair in multiparty child-robot interaction. Proceedings of 25<sup>th</sup> IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), New York, USA, 525–532, IEEE.  
[Acceptance rate: 48%]
- C.26 Boccanfuso, L., Wang, Q., **Leite, I.**, Li, B., Torres, C., Chen, L., Salomons, N., Foster, C., Barney, E., Ahn, Y., Scassellati, B., Schic, F. (2016). A thermal emotion classifier for improved human-robot interaction. Proceedings of 25<sup>th</sup> IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), New York, USA, 718–723, IEEE.  
[Acceptance rate: 48%]
- C.25 Kim, J., Alspach, A., **Leite, I.**, Yamane, K. (2016). Study of children’s hugging for interactive robot design. Proceedings of 25<sup>th</sup> International Symposium on Robot and Human Interactive Communication (RO-MAN), New York, USA, 557–561, IEEE.  
[Acceptance rate: 48%]
- C.24 Strohkorb, S., **Leite, I.**, Warren, N., Scassellati, B. (2015). Classification of Children’s Social Dominance in Group Interactions with Robots. Proceedings of the 17<sup>th</sup> ACM International Conference on Multimodal Interaction (ICMI), Seattle, USA.  
[Acceptance rate: 29%]
- C.23 **Leite, I.**, McCoy, M., Ullman, D., Salomons, N., Scassellati, B. (2015). Comparing Models of Disengagement in Individual and Group Interactions. Proceedings of the 10<sup>th</sup> ACM/IEEE International Conference on Human-Robot Interaction (HRI), Portland, USA.  
[Acceptance rate: 25%]
- C.22 **Leite, I.**, McCoy, M., Lohani, M., Ullman, D., Salomons, N., Stokes, C., Rivers, S., Scassellati, B. (2015). Emotional Storytelling in the Classroom: Individual versus Group Interaction between Children and Robots. Proceedings of the 10<sup>th</sup> ACM/IEEE International Conference on Human-Robot Interaction (HRI), Portland, USA.  
[Acceptance rate: 25%]
- C.21 Ullman, D., **Leite, I.**, Phillips, J., Kim-Cohen, J., Scassellati, B. (2014). Smart Human, Smarter Robot: How Cheating Affects Perceptions of Social Agency. Proceedings of the 36<sup>th</sup> Annual Conference of the Cognitive Science Society (CogSci), Quebec City, Canada.  
[Acceptance rate: 41%]
- C.20 Sherlot, S., Barendregt, W., **Leite, I.**, Hastie, H., Jones, A., Paiva, A., Vasalou, A., Castellano, G. (2014). Teachers’ Views on the Use of Empathic Robotic Tutors in the Classroom. Proceedings of the 23<sup>rd</sup> IEEE International Symposium on Robot

and Human Interactive Communication (RO-MAN), Edinburgh, Scotland.

- C.19 **Leite, I.**, Hajishirzi, H., Andrist, S., Lehman, J. (2013). Managing Chaos: Models of Turn-taking in Character-multichild Interactions. Proceedings of the 15<sup>th</sup> ACM International Conference on Multimodal Interaction (ICMI), Sidney, Australia, 43–50.  
[Acceptance rate: 37%]
- C.18 Andrist, S., **Leite, I.**, Lehman, J. (2013). Fun and Fair: Influencing Turn-taking in a Multi-party Game with a Virtual Agent. Proceedings of the 12<sup>th</sup> International Conference on Interaction Design and Children (IDC), New York, USA, 352–355.  
[Acceptance rate: 31%]
- C.17 **Leite, I.**, Henriques, R., Martinho, C., Paiva, A. (2013). Sensors in the Wild: Exploring Electrodermal Activity in Child-Robot Interaction. Proceedings of the 8<sup>th</sup> ACM/IEEE international conference on Human-robot interaction (HRI), Tokyo, Japan.  
[Acceptance rate: 24%]
- C.16 **Leite, I.**, Castellano, G., Pereira, A., Martinho, C., Paiva, A. (2012). Long-term Interactions with Empathic Robots: Evaluating Perceived Support in Children. Proceedings of the 4<sup>th</sup> International Conference on Social Robotics (ICSR), Chengdu, China. [**Best Student Paper Award**]
- C.15 Castellano, G., **Leite, I.**, Pereira, A., Martinho, C., Paiva, A. (2012). Detecting Engagement in HRI: An Exploration of Social and Task-based Context. Proceedings of the IEEE/ASE International Conference on Social Computing (SocialCom), Amsterdam, The Netherlands.  
[Acceptance rate: 23%]
- C.14 **Leite, I.**, Castellano, G., Pereira, A., Martinho, C., Paiva, A. (2012). Modelling empathic behaviour in a robotic game companion for children: an ethnographic study in real-world settings. Proceedings of the 7<sup>th</sup> ACM/IEEE International Conference on Human-Robot Interaction (HRI), Boston, MA, USA, 367–374.  
[Acceptance rate: 25%]
- C.13 Ribeiro, T., **Leite, I.**, Kedzierski, J., Oleksy, A., Paiva, A. (2011). Expressing Emotions on Robotic Companions with Limited Facial Expression Capabilities. Proceedings of the 11<sup>th</sup> International Conference on Intelligent Virtual Agents (IVA), Reykjavik, Iceland.
- C.12 Sanghvi, J., Castellano, G., **Leite, I.**, Pereira, A., McOwan, P. W., Paiva, A. (2011). Automatic Analysis of Affective Postures and Body Motion to Detect Engagement with a Game Companion. Proceedings of the 6<sup>th</sup> ACM/IEEE International Conference on Human-Robot Interaction (HRI), Lausanne, Switzerland.  
[Acceptance rate: 22%]
- C.11 Pereira, A., **Leite, I.**, Mascarenhas, S., Martinho, C., Paiva, A. (2011) Using Empathy to Improve Human-Robot Relationships. Proceedings of the 3<sup>rd</sup> International Conference on Human-Robot Personal Relationships, Leiden, The Netherlands, 130–138.
- C.10 **Leite, I.**, Mascarenhas, S., Pereira, A., Martinho, C., Prada, R., Paiva, A. (2010). “Why Can’t We Be Friends?” An Empathic Game Companion for Long-Term Interaction. Proceedings of the 10<sup>th</sup> International Conference on Intelligent Virtual Agents (IVA), Philadelphia, PA, USA, 315–321.
- C.9 Castellano, G., **Leite, I.**, Pereira, A., Martinho, C., Paiva, A., McOwan, P. W. (2010). Inter-ACT: An Affective and Contextually Rich Multimodal Video Corpus for Studying Interaction with Robots. Proceedings of the ACM International Conference on Multimedia, Florence, Italy.  
[Acceptance rate: 41%]
- C.8 **Leite, I.**, Martinho, C., Pereira, A., Paiva, A. (2009). As Time Goes by: Long-term Evaluation of Social Presence in Robotic Companions. Proceedings of the 18<sup>th</sup> IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), Toyama, Japan, 669–674.
- C.7 Castellano, G., Pereira, A., **Leite, I.**, Paiva, A., McOwan, P. (2009). Detecting User Engagement with a Robot Companion Using Task and Social Interaction-based Features. Proceedings of the International Conference on Multimodal Interaction (ICMI), Cambridge, USA, 119–126.  
[Acceptance rate: 35%, **2019 Ten-Year Technical Impact Award**]
- C.6 Hudlicka, E., Payr, S., Ventura, R., Becker-Asano, C., Fischer, K., **Leite, I.**, Paiva, A., Von Scheve, C. (2009). Social interaction with robots and agents: where do we stand, where do we go? Proceedings of the 3<sup>rd</sup> International Conference on Affective Computing & Intelligent Interaction (ACII), Amsterdam, Netherlands.

- C.5 Castellano, G., **Leite, I.**, Pereira, A., Martinho, C., Paiva, A., McOwan, P. (2009). It's All in the Game: Towards an Affect Sensitive and Context Aware Game Companion. Proceedings of the 3<sup>rd</sup> International Conference on Affective Computing & Intelligent Interaction (ACII), Amsterdam, Netherlands.
- C.4 **Leite, I.**, Pereira, A., Martinho, C., Paiva, A. (2008). Are emotional robots more fun to play with? Proceedings of the 17<sup>th</sup> IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), Munich, Germany, 77–82.
- C.3 **Leite, I.**, Pereira, A., Martinho, C., Paiva, A. (2008). iCat: an Affective Game Buddy Based on Anticipatory Mechanisms. Proceedings of the 7<sup>th</sup> International Conference on Autonomous Agents and Multiagent Systems (AAMAS), Estoril, Portugal, 1253-1256.
- C.2 Pereira, A., **Leite, I.**, Martinho, C., Paiva, A. (2008). iCat, the chess player: the influence of embodiment in the enjoyment of a game. Proceedings of the 7<sup>th</sup> International Conference on Autonomous Agents and Multiagent Systems (AAMAS), Estoril, Portugal, 1253–1256.
- C.1 Pereira, A., Martinho, C., **Leite, I.**, Prada, R., Paiva, A. (2008). Designing a pervasive chess game. Digital Games 2008, Porto, Portugal, ISBN: 978-989-95500-2-5.

### Refereed Workshop and Poster Publications

- W.14 Engelhardt, S., Hansson, E., **Leite, I.** (2017). Better Faulty than Sorry: Investigating Social Recovery Strategies to Minimize the Impact of Failure in Human-Robot Interaction. In 1<sup>st</sup> Workshop on Conversational Interruptions in Human-Agent Interactions, WCIIAI 2017, Stockholm, Sweden, Vol. 1943, 19–27. CEUR-WS.
- W.13 Zaga, C., Lohse, M., Charisi, V., Evers, V., Neerincx, M., Kanda, T., **Leite, I.** (2016) 2<sup>nd</sup> Workshop on Evaluating Child-Robot Interaction. Proceedings of the 11<sup>th</sup> International Conference on Human-Robot Interaction (HRI), 587-588, IEEE.
- W.12 **Leite, I.** (2015). Long-term Interactions with Empathic Social Robots. AI Matters, 1(3): 13–15, ACM.
- W.11 **Leite, I.** (2015) Social Mechanisms to Support Long-term Interaction between Users and Robots, ACM SIGAI Career and Network Conference, co-located with AAAI 2015, Austin, TX. [**Best Submission Award**]
- W.10 **Leite, I.**, Hajishirzi, H., Andrist, S., Lehman, J. (2013). Take or Wait? Learning Turn-Taking from Multiparty Data. 27th AAAI Conference on Artificial Intelligence (Late-Breaking Developments), Bellevue, WA, USA.
- W.9 Deshmukh, A., Castellano, G., Kappas, A., Barendregt, W., Nabais, F., Paiva, A., Ribeiro, T., **Leite, I.**, Aylett, R. (2013) Towards empathic artificial tutors. Proceedings of the 8<sup>th</sup> ACM/IEEE International Conference on Human-Robot Interaction (HRI '13), Tokyo, Japan, 113–114.
- W.8 **Leite, I.** (2013) Robots as bandits! Using Reinforcement Learning Techniques for Personalized HRI Experiences. HRI Pioneers Workshop 2013, Tokyo, Japan.
- W.7 **Leite, I.**, Using Adaptive Empathic Responses to Improve Long-term Interaction with Social Robots (2011). Proceedings of the International Conference on User Modeling, Adaptation and Personalization (UMAP '11) – Doctoral Consortium, Girona, Spain, 446–449.
- W.6 **Leite, I.**, Pereira, A., Castellano, G., Mascarenhas, S., Martinho, C., Paiva, A. (2011). Social Robots in Learning Environments: a Case Study of an Empathic Chess Companion. Proceedings of the International Workshop on Personalization Approaches in Learning Environments (PALE), Girona, Spain, CEUR Workshop Proceedings (ISSN 1613-0073).
- W.5 **Leite, I.**, Pereira, A., Mascarenhas, S., Castellano, G., Martinho, C., Prada, R., Paiva, A. (2010). Closing the Loop: from Affect Recognition to Empathic Interaction. Proceedings of the 3rd International Workshop on Affect Interaction in Natural Environments (AFFINE '10), ACM Multimedia 2010, Florence, Italy.
- W.4 Dimas, J., **Leite, I.**, Pereira, A., Cuba, P., Prada, R., Paiva, A. (2010). Pervasive Pleo: Long-term Attachment with Artificial Pets. Please enjoy!: Workshop on playful experiences at Mobile HCI, Lisbon, Portugal.
- W.3 **Leite, I.**, Castellano, G., Pereira, A., Martinho, C., Paiva, A., McOwan, P. (2009). Designing a Game Companion for Long-Term Social Interaction, Proceedings of the International Workshop on Affective Interaction in Natural Environments (AFFINE '09), Boston, MA, USA.
- W.2 **Leite, I.**, Pereira, A., Martinho, C., Paiva, A., McOwan, P., Castellano, G. (2009). Towards and Empathic Chess Companion. Workshop on Empathic Agents, AAMAS '09, Budapest.
- W.1 **Leite, I.**, Martinho, C., Paiva, A., Pereira, A. (2008). Social Presence in Long-Term Human-Computer Relationships. Fourth International Workshop on Human-Computer Conversation, Bellagio, Italy.

## Granted Patents

- P.1 Lehman, J. F., Li., B., Pereira, A., **Leite, I.**, Sun, M., Pincus, E. (2017). Dialog Knowledge Acquisition: System and Method. US Patent App. 10/162,815.