Alexis Maldonado  
List of Publications

[C1] Ulrich Klank, Lorenz Mösenlechner, Alexis Maldonado and Michael Beetz,  
Robots that Validate Learned Perceptual Models,  

[C2] Alexis Maldonado, Humberto Alvarez-Heredia and Michael Beetz,  
Improving robot manipulation through fingertip perception,  

[C1] Michael Beetz, Ulrich Klank, Alexis Maldonado, Dejan Pangeric and Thomas Rühr,  
Robotic Roommates Making Pancakes - Look Into Perception-Manipulation Loop,  

[C2] Michael Beetz, Ulrich Klank, Ingo Kresse, Alexis Maldonado, Lorenz Mösenlechner, Dejan Pangeric, Thomas Rühr and Moritz Tenorth,  
Robotic Roommates Making Pancakes,  

[J1] Michael Beetz, Freek Stulp, Piotr Esden-Tempski, Andreas Fedrizzi, Ulrich Klank, Ingo Kresse, Alexis Maldonado and Federico Ruiz,  
Generality and Legibility in Mobile Manipulation,  

[J2] Wykowska, Agnieszka, Maldonado, Alexis, Beetz, Michael, Schuboe and Anna,  
How Humans Optimize Their Interaction with the Environment: The Impact of Action Context on Human Perception,  

[C1] Alexis Maldonado, Ulrich Klank and Michael Beetz,  
Robotic grasping of unmodeled objects using time-of-flight range data and finger torque information,  

[BC1] Wykowska, Agnieszka, Maldonado, Alexis, Beetz, Michael, Schuboe and Anna,  
How Humans Optimize Their Interaction with the Environment: The Impact of Action Context on Human Perception,  
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[C1] Freek Stulp, Ingo Kresse, Alexis Maldonado, Federico Ruiz, Andreas Fedrizzi and Michael Beetz,
Compact Models of Human Reaching Motions for Robotic Control in Everyday Manipulation Tasks,
Proceedings of the 8th International Conference on Development and Learning (ICDL), 2009.

[C2] Jun Li, Alexis Maldonado, Michael Beetz and Anna Schuboe,
Obstacle avoidance in a pick-and-place task,

[C3] Agnieszka Wykowska, Alexis Maldonado, Michael Beetz and Anna Schuboe,
How humans optimize their interaction with the environment: The impact of action context on human perception,

[C1] Michael Beetz, Freek Stulp, Bernd Radig, Jan Bandouch, Nico Blodow, Mihai Dolha, Andreas Fedrizzi, Dominik Jain, Uli Klank, Ingo Kresse, Alexis Maldonado, Zoltan Marton, Lorenz Mösenlechner, Federico Ruiz, Radu Bogdan Rusu and Moritz Tenorth,
The Assistive Kitchen – A Demonstration Scenario for Cognitive Technical Systems,
IEEE 17th International Symposium on Robot and Human Interactive Communication (RO-MAN), Muenchen, Germany, 1-8, 2008.

[C2] Anna Schubö, Alexis Maldonado, Sonja Stork and Michael Beetz,
Subsequent Actions Influence Motor Control Parameters of a Current Grasping Action,
IEEE 17th International Symposium on Robot and Human Interactive Communication (RO-MAN), Muenchen, Germany, 2008.

[C1] Freek Stulp, Wolfram Koska, Alexis Maldonado and Michael Beetz,
Seamless Execution of Action Sequences,

[C2] Matthias Kranz, Alexis Maldonado, Benedikt Hoernler, Radu Bogdan Rusu, Michael Beetz, Gerhard Rigoll and Albrecht Schmidt,
A Knife and a Cutting Board as Implicit User Interface - Towards Context-Aware Kitchen Utilities,

[C3] Matthias Kranz, Alexis Maldonado, Radu Bogdan Rusu, Benedikt Hoernler, Gerhard Rigoll, Michael Beetz and Albrecht Schmidt,
Sensing Technologies and the Player-Middleware for Context-Awareness in Kitchen Environments,
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[C4] Radu Bogdan Rusu, Alexis Maldonado, Michael Beetz and Brian Gerkey,
Extending Player/Stage/Gazebo towards Cognitive Robots Acting in Ubiquitous Sensor-equipped Environments,

[C5] Michael Beetz, Jan Bandouch, Alexandra Kirsch, Alexis Maldonado, Armin Müller and Radu Bogdan Rusu,
The Assistive Kitchen — A Demonstration Scenario for Cognitive Technical Systems,

[C1] Radu Bogdan Rusu, Alexis Maldonado, Michael Beetz, Matthias Kranz, Lorenz Mösenlechner, Paul Holleis and Albrecht Schmidt,
Player/Stage as Middleware for Ubiquitous Computing,

[C2] Matthias Kranz, Radu Bogdan Rusu, Alexis Maldonado, Michael Beetz and Albrecht Schmidt,
A Player/Stage System for Context-Aware Intelligent Environments,

[C3] Michael Beetz, Jan Bandouch, Suat Gedikli, Nico von Hoyningen-Huene, Bernhard Kirchlechner and Alexis Maldonado,
Camera-based Observation of Football Games for Analyzing Multi-agent Activities,