Ernest Edmonds

List of Publications by Year
in descending order

49 papers	1,287 citations	516710 16 h-index	414414 32 g-index
51 all docs	51 docs citations	51 times ranked	533 citing authors

#	ARTICLE	IF	CITATIONS
1	Creativity Support Tools: Report From a U.S. National Science Foundation Sponsored Workshop. International Journal of Human-Computer Interaction, 2006, 20, 61-77.	4.8	173
2	Practice-Based Research in the Creative Arts: Foundations and Futures from the Front Line. Leonardo, 2018, 51, 63-69.	0.3	114
3	A study in play, pleasure and interaction design. , 2007, , .		112
4	The Creative Process Where the Artist Is Amplified or Superseded by the Computer. Leonardo, 1973, 6, 11.	0.3	83
5	Creative design of the Lotus bicycle: implications for knowledge support systems research. Design Studies, 1996, 17, 71-90.	3.1	80
6	Designing for creative engagement. Design Studies, 2008, 29, 525-540.	3.1	70
7	On creative engagement. Visual Communication, 2006, 5, 307-322.	1.3	68
8	Using memory for events in the design of personal filing systems. International Journal of Man-Machine Studies, 1992, 36, 97-126.	0.7	59
9	The man—computer interface: a note on concepts and design. International Journal of Man-Machine Studies, 1982, 16, 231-236.	0.7	47
10	Creativity, art practice, and knowledge. Communications of the ACM, 2002, 45, 91-95.	4.5	47
11	The art of interaction. Digital Creativity, 2010, 21, 257-264.	1.6	37
12	Artist, evaluator and curator: three viewpoints on interactive art, evaluation and audience experience. Digital Creativity, 2009, 20, 141-151.	1.6	32
13	Cellular automata in generative electronic music and sonic art: a historical and technical review. Digital Creativity, 2005, 16, 165-185.	1.6	30
14	Designing and evaluating virtual musical instruments: facilitating conversational user interaction. Design Studies, 2008, 29, 556-571.	3.1	25
15	The cognitive basis of emergence: implications for design support. Design Studies, 1996, 17, 451-463.	3.1	23
16	Relating Theory, Practice and Evaluation in Practitioner Research. Leonardo, 2010, 43, 470-476.	0.3	20
17	Logics for constructing generative art systems. Digital Creativity, 2003, 14, 23-28.	1.6	19
18	An architecture for knowledge-based front ends. Knowledge-Based Systems, 1990, 3, 221-224.	7.1	17

#	ARTICLE	IF	CITATIONS
19	Separation anxiety: Stresses of developing a modern day separable User Interface. , 2009, , .		16
20	Human-computer interface evaluation: not user-friendliness but design for operation. Medical Informatics = Medecine Et Informatique, 1990, 15, 253-260.	0.8	13
21	On physiological computing with an application in interactive art. Interacting With Computers, 2004, 16, 897-915.	1.5	13
22	The Art of Interaction: What HCI Can Learn from Interactive Art. Synthesis Lectures on Human-Centered Informatics, 2018, 11, i-73.	0.5	13
23	Structure in Art Practice: Technology as an Agent for Concept Development. Leonardo, 2002, 35, 65-71.	0.3	10
24	Adaptation, response and knowledge. Knowledge-Based Systems, 1987, 1, 3-10.	7.1	9
25	Emergence and the art system 'plus minus now'. Design Studies, 2008, 29, 541-555.	3.1	9
26	Algorithmic Art Machines. Arts, 2018, 7, 3.	0.3	8
27	Art Systems for Interactions between Members of a Small Group of People. Leonardo, 1975, 8, 225.	0.3	7
28	Explorations in Art and Technology. Springer Series on Cultural Computing, 2018, , .	0.6	7
29	Art, Interaction and Engagement. , 2011, , .		6
30	The arts, HCI, and innovation policy discourse. , 2012, , .		6
31	Articulating lines of research in digital arts, HCI, and interaction (invited SIG). , 2012, , .		4
32	Digital arts. , 2013, , .		4
33	Logic and Time-Based Art Practice. , 1988, , 19-20.		4
34	Independence of Rose's axioms for m-valued implication. Journal of Symbolic Logic, 1969, 34, 283-284.	0.5	3
35	Art.CHI. , 2015, , .		3
36	Art.CHI II. , 2016, , .		3

#	Article	IF	Citations
37	Art Gallery. Leonardo, 2018, 51, 426-445.	0.3	2
38	Communication Machines as Art. Arts, 2019, 8, 22.	0.3	2
39	Logic and Time-Based Art Practice. Leonardo Supplemental Issue, 1988, 1, 19.	0.0	1
40	Interactive film and the multiplied self. Computers in Entertainment, 2008, 6, 1-9.	1.1	1
41	Shaping Form S17. , 2017, , .		1
42	Cybernetic Serendipity Revisited. Studies in Cognitive Systems, 1994, , 335-342.	0.1	1
43	Structure in Art Practice. Springer Series on Cultural Computing, 2018, , 51-57.	0.6	1
44	Art systems. , 2018, , .		1
45	A Strategy and technology for front end system development. Advances in Human Factors/Ergonomics, 1995, , 103-108.	0.1	0
46	Structure in Art Practice. , 2002, , 105-110.		0
47	An experimental knowledge-based user interface management system. Lecture Notes in Computer Science, 1993, , 13-24.	1.3	0
48	Theme: History. Springer Series on Cultural Computing, 2018, , 3-29.	0.6	0
49	Theme: Research. Springer Series on Cultural Computing, 2018, , 185-201.	0.6	0