

Ernest Edmonds

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10647285/publications.pdf>

Version: 2024-02-01

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	Communication Machines as Art. Arts, 2019, 8, 22.	0.3	2
2	The Art of Interaction: What HCI Can Learn from Interactive Art. Synthesis Lectures on Human-Centered Informatics, 2018, 11, i-73.	0.5	13
3	Practice-Based Research in the Creative Arts: Foundations and Futures from the Front Line. Leonardo, 2018, 51, 63-69.	0.3	114
4	Explorations in Art and Technology. Springer Series on Cultural Computing, 2018, , .	0.6	7
5	Algorithmic Art Machines. Arts, 2018, 7, 3.	0.3	8
6	Art Gallery. Leonardo, 2018, 51, 426-445.	0.3	2
7	Structure in Art Practice. Springer Series on Cultural Computing, 2018, , 51-57.	0.6	1
8	Theme: History. Springer Series on Cultural Computing, 2018, , 3-29.	0.6	0
9	Theme: Research. Springer Series on Cultural Computing, 2018, , 185-201.	0.6	0
10	Art systems. , 2018, , .		1
11	Shaping Form S17. , 2017, , .		1
12	Art.CHI II. , 2016, , .		3
13	Art.CHI. , 2015, , .		3
14	Digital arts. , 2013, , .		4
15	Articulating lines of research in digital arts, HCI, and interaction (invited SIG). , 2012, , .		4
16	The arts, HCI, and innovation policy discourse. , 2012, , .		6
17	Art, Interaction and Engagement. , 2011, , .		6
18	Relating Theory, Practice and Evaluation in Practitioner Research. Leonardo, 2010, 43, 470-476.	0.3	20

#	ARTICLE	IF	CITATIONS
19	The art of interaction. <i>Digital Creativity</i> , 2010, 21, 257-264.	1.6	37
20	Separation anxiety: Stresses of developing a modern day separable User Interface. , 2009, , .		16
21	Artist, evaluator and curator: three viewpoints on interactive art, evaluation and audience experience. <i>Digital Creativity</i> , 2009, 20, 141-151.	1.6	32
22	Emergence and the art system "plus minus now"™. <i>Design Studies</i> , 2008, 29, 541-555.	3.1	9
23	Designing and evaluating virtual musical instruments: facilitating conversational user interaction. <i>Design Studies</i> , 2008, 29, 556-571.	3.1	25
24	Designing for creative engagement. <i>Design Studies</i> , 2008, 29, 525-540.	3.1	70
25	Interactive film and the multiplied self. <i>Computers in Entertainment</i> , 2008, 6, 1-9.	1.1	1
26	A study in play, pleasure and interaction design. , 2007, , .		112
27	On creative engagement. <i>Visual Communication</i> , 2006, 5, 307-322.	1.3	68
28	Creativity Support Tools: Report From a U.S. National Science Foundation Sponsored Workshop. <i>International Journal of Human-Computer Interaction</i> , 2006, 20, 61-77.	4.8	173
29	Cellular automata in generative electronic music and sonic art: a historical and technical review. <i>Digital Creativity</i> , 2005, 16, 165-185.	1.6	30
30	On physiological computing with an application in interactive art. <i>Interacting With Computers</i> , 2004, 16, 897-915.	1.5	13
31	Logics for constructing generative art systems. <i>Digital Creativity</i> , 2003, 14, 23-28.	1.6	19
32	Structure in Art Practice: Technology as an Agent for Concept Development. <i>Leonardo</i> , 2002, 35, 65-71.	0.3	10
33	Creativity, art practice, and knowledge. <i>Communications of the ACM</i> , 2002, 45, 91-95.	4.5	47
34	Structure in Art Practice. , 2002, , 105-110.		0
35	Creative design of the Lotus bicycle: implications for knowledge support systems research. <i>Design Studies</i> , 1996, 17, 71-90.	3.1	80
36	The cognitive basis of emergence: implications for design support. <i>Design Studies</i> , 1996, 17, 451-463.	3.1	23

#	ARTICLE	IF	CITATIONS
37	A Strategy and technology for front end system development. <i>Advances in Human Factors/Ergonomics</i> , 1995, , 103-108.	0.1	0
38	Cybernetic Serendipity Revisited. <i>Studies in Cognitive Systems</i> , 1994, , 335-342.	0.1	1
39	An experimental knowledge-based user interface management system. <i>Lecture Notes in Computer Science</i> , 1993, , 13-24.	1.3	0
40	Using memory for events in the design of personal filing systems. <i>International Journal of Man-Machine Studies</i> , 1992, 36, 97-126.	0.7	59
41	An architecture for knowledge-based front ends. <i>Knowledge-Based Systems</i> , 1990, 3, 221-224.	7.1	17
42	Human-computer interface evaluation: not user-friendliness but design for operation. <i>Medical Informatics = Medecine Et Informatique</i> , 1990, 15, 253-260.	0.8	13
43	Logic and Time-Based Art Practice. <i>Leonardo Supplemental Issue</i> , 1988, 1, 19.	0.0	1
44	Logic and Time-Based Art Practice. , 1988, , 19-20.		4
45	Adaptation, response and knowledge. <i>Knowledge-Based Systems</i> , 1987, 1, 3-10.	7.1	9
46	The manâ€™ computer interface: a note on concepts and design. <i>International Journal of Man-Machine Studies</i> , 1982, 16, 231-236.	0.7	47
47	Art Systems for Interactions between Members of a Small Group of People. <i>Leonardo</i> , 1975, 8, 225.	0.3	7
48	The Creative Process Where the Artist Is Amplified or Superseded by the Computer. <i>Leonardo</i> , 1973, 6, 11.	0.3	83
49	Independence of Rose's axioms for m-valued implication. <i>Journal of Symbolic Logic</i> , 1969, 34, 283-284.	0.5	3