Oliver Bown

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/10824737/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	Ten Questions Concerning Generative Computer Art. Leonardo, 2014, 47, 135-141.	0.3	36
2	Understanding Interaction in Contemporary Digital Music: from instruments to behavioural objects. Organised Sound, 2009, 14, 188-196.	0.2	32
3	An Introduction to Musical Metacreation. Computers in Entertainment, 2016, 14, 1-14.	1.1	22
4	Experiments in Modular Design for the Creative Composition of Live Algorithms. Computer Music Journal, 2011, 35, 73-85.	0.1	20
5	Taming nature: tapping the creative potential of ecosystem models in the arts. Digital Creativity, 2010, 21, 215-231.	1.6	15
6	Live Algorithms: Towards Autonomous Computer Improvisers. , 2012, , 147-174.		13
7	Computational Social Creativity. Artificial Life, 2015, 21, 366-378.	1.3	10
8	From maladaptation to competition to cooperation in the evolution of musical behaviour. Musicae Scientiae, 2009, 13, 387-411.	2.9	9
9	Plecto: A Low-Level Interactive Genetic Algorithm for the Evolution of Audio. Lecture Notes in Computer Science, 2016, , 63-78.	1.3	6
10	Sociocultural and Design Perspectives on Al-Based Music Production: Why Do We Make Music and What Changes if Al Makes It for Us?. , 2021, , 1-20.		3
11	Interaction Design for Metacreative Systems. Human-computer Interaction Series, 2018, , 67-87.	0.6	3
12	Performer interaction and expectation with live algorithms: experiences withZamyatin. Digital Creativity, 2018, 29, 37-50.	1.6	2
13	The Machine as Autonomous Performer. Springer Series on Cultural Computing, 2014, , 75-90.	0.6	2
14	Design and Evaluation of Agents that Sequence and Juxtapose Short Musical Patterns in Real Time. Computer Music Journal, 2018, 41, 45-63.	0.1	0
15	Biologically Inspired and Agent-Based Algorithms for Music. , 2018, , .		0