

# Oliver Bown

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10824737/publications.pdf>

Version: 2024-02-01

15  
papers

173  
citations

1307594

7  
h-index

1281871

11  
g-index

15  
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15  
docs citations

15  
times ranked

97  
citing authors

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