

Philippe Pasquier

List of Publications by Year in descending order

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Version: 2024-02-01

98
papers

1,095
citations

686830

13
h-index

642321

23
g-index

100
all docs

100
docs citations

100
times ranked

731
citing authors

#	ARTICLE	IF	CITATIONS
1	The 2010 Mario AI Championship: Level Generation Track. IEEE Transactions on Games, 2011, 3, 332-347.	1.7	88
2	Towards a Generic Framework for Automated Video Game Level Creation. Lecture Notes in Computer Science, 2010, , 131-140.	1.0	57
3	Attending to Breath. , 2018, , .		56
4	A Generic Approach to Challenge Modeling for the Procedural Creation of Video Game Levels. IEEE Transactions on Games, 2011, 3, 229-244.	1.7	55
5	Synesketch: An Open Source Library for Sentence-Based Emotion Recognition. IEEE Transactions on Affective Computing, 2013, 4, 312-325.	5.7	48
6	Complete and robust cooperative robot area coverage with limited range. , 2010, , .		33
7	Designing for movement. , 2014, , .		33
8	Automatic Soundscape Affect Recognition Using A Dimensional Approach. AES: Journal of the Audio Engineering Society, 2016, 64, 646-653.	0.8	31
9	Inhaling and Exhaling: How Technologies Can Perceptually Extend our Breath Awareness. , 2020, , .		29
10	An empirical study of interest-based negotiation. Autonomous Agents and Multi-Agent Systems, 2011, 22, 249-288.	1.3	28
11	Automatic Prediction of Cybersickness for Virtual Reality Games. , 2018, , .		28
12	Articulating Experience. , 2020, , .		28
13	Assessing the reliability of the Laban Movement Analysis system. PLoS ONE, 2019, 14, e0218179.	1.1	27
14	Musical agents: A typology and state of the art towards Musical Metacreation. Journal of New Music Research, 2019, 48, 56-105.	0.6	27
15	JeL. , 2020, , .		26
16	An Introduction to Musical Metacreation. Computers in Entertainment, 2016, 14, 1-14.	1.2	22
17	Generative music in video games: State of the art, challenges, and prospects. Entertainment Computing, 2020, 33, 100337.	1.8	20
18	Mova. , 2014, , .		18

#	ARTICLE	IF	CITATIONS
19	The cognitive coherence approach for agent communication pragmatics. , 2003, , .		17
20	Modelling Flexible Social Commitments and Their Enforcement. Lecture Notes in Computer Science, 2005, , 139-151.	1.0	17
21	A formal analysis of interest-based negotiation. Annals of Mathematics and Artificial Intelligence, 2009, 55, 253-276.	0.9	17
22	Emo-soundscapes: A dataset for soundscape emotion recognition. , 2017, , .		15
23	JeL. , 2019, , .		15
24	Agent communication pragmatics: the cognitive coherence approach. Cognitive Systems Research, 2005, 6, 364-395.	1.9	14
25	Conversational semantics sustained by commitments. Autonomous Agents and Multi-Agent Systems, 2007, 14, 165-186.	1.3	14
26	Affect-expressive movement generation with factored conditional Restricted Boltzmann Machines. , 2015, , .		13
27	Automatic Synthesizer Preset Generation with <i>PresetGen</i>. Journal of New Music Research, 2016, 45, 124-144.	0.6	13
28	EmoStory. , 2018, , .		13
29	Brain-Computer Interfaces in Contemporary Art: A State of the Art and Taxonomy. , 2019, , 65-115.		13
30	An empirical study of interest-based negotiation. , 2007, , .		11
31	Evolving structures for electronic dance music. , 2013, , .		11
32	Soundscape Audio Signal Classification and Segmentation Using Listeners Perception of Background and Foreground Sound. AES: Journal of the Audio Engineering Society, 2016, 64, 484-492.	0.8	11
33	Multi-Agent Area Coverage Using a Single Query Roadmap: A Swarm Intelligence Approach. Studies in Computational Intelligence, 2010, , 95-112.	0.7	11
34	DIAGAL: An Agent Communication Language Based on Dialogue Games and Sustained by Social Commitments. Autonomous Agents and Multi-Agent Systems, 2006, 13, 61-95.	1.3	10
35	Automatic design of sound synthesizers as pure data patches using coevolutionary mixed-typed cartesian genetic programming. , 2014, , .		10
36	Music Matters: An empirical study on the effects of adaptive music on experienced and perceived player affect. , 2019, , .		10

#	ARTICLE	IF	CITATIONS
37	Respire. , 2018, , .		9
38	Conversational Semantics with Social Commitments. Lecture Notes in Computer Science, 2005, , 18-32.	1.0	8
39	Character Alive. , 2019, , .		8
40	Populations of Populations: Composing with Multiple Evolutionary Algorithms. Lecture Notes in Computer Science, 2012, , 72-83.	1.0	7
41	Interest-Based Negotiation as an Extension of Monotonic Bargaining in 3APL. Lecture Notes in Computer Science, 2006, , 327-338.	1.0	7
42	EMVIZ. , 2011, , .		6
43	Elements of Consumption: An Abstract Visualization of Household Consumption. Lecture Notes in Computer Science, 2011, , 194-198.	1.0	6
44	Context Machines: A Series of Situated and Self-Organizing Artworks. Leonardo, 2013, 46, 114-122.	0.2	6
45	MoComp. , 2016, , .		6
46	Latent Timbre Synthesis. Neural Computing and Applications, 2021, 33, 67-84.	3.2	6
47	The Pulse Breath Water System: Exploring Breathing as an Embodied Interaction for Enhancing the Affective Potential of Virtual Reality. Lecture Notes in Computer Science, 2017, , 153-172.	1.0	6
48	Automatic Affect Classification of Human Motion Capture Sequences in the Valence-Arousal Model. , 2016, , .		5
49	Textual Affect Communication and Evocation Using Abstract Generative Visuals. IEEE Transactions on Human-Machine Systems, 2016, 46, 370-379.	2.5	5
50	REVIVE. , 2018, , .		5
51	A framework for computer-assisted sound design systems supported by modelling affective and perceptual properties of soundscape. Journal of New Music Research, 2019, 48, 264-280.	0.6	5
52	An Exploration in Using Cognitive Coherence Theory to Automate BDI Agentsâ€™ Communicational Behavior. Lecture Notes in Computer Science, 2004, , 37-58.	1.0	5
53	How Situated Is Your Agent? A Cognitive Perspective. Lecture Notes in Computer Science, 2009, , 136-151.	1.0	5
54	DIAGAL: A Generic ACL for Open Systems. Lecture Notes in Computer Science, 2005, , 152-165.	1.0	4

#	ARTICLE	IF	CITATIONS
55	Real-Time Timbral Organisation: Selecting samples based upon similarity. Organised Sound, 2010, 15, 159-166.	0.1	4
56	Reasoning about Goal Revelation in Human Negotiation. IEEE Intelligent Systems, 2013, 28, 74-80.	4.0	4
57	An integrative theory of visual mentation and spontaneous creativity. , 2013, , .		4
58	Automatic Recognition of Eventfulness and Pleasantness of Soundscape. , 2015, , .		4
59	m+m. , 2016, , .		4
60	Techniques and Approaches in Static Visualization of Motion Capture Data. , 2016, , .		4
61	A Comparative Study of Western and Chinese Classical Music Based on Soundscape Models. , 2020, , .		4
62	A Sonic Eco-System of Self-Organising Musical Agents. Lecture Notes in Computer Science, 2011, , 283-292.	1.0	4
63	BF-Classifier. , 2015, , .		4
64	EMVIZ (flow): An Artistic Tool for Visualising Movement Quality. , 0, , .		4
65	Reinforcement Learning of Listener Response for Mood Classification of Audio. , 2009, , .		3
66	<i>Auditory Tactics:</i> A Sound Installation in Public Space Using Beamforming Technology. Leonardo, 2010, 43, 426-433.	0.2	3
67	Digital eco-art: transformative possibilities. Digital Creativity, 2015, 26, 3-15.	0.8	3
68	Respire: Virtual Reality Art with Musical Agent Guided by Respiratory Interaction. Leonardo Music Journal, 2019, 29, 19-24.	0.1	3
69	Shadow agent. , 2008, , .		3
70	Towards a Model of Social Coherence in Multi-agent Organizations. Lecture Notes in Computer Science, 2011, , 114-131.	1.0	3
71	Argumentation and Persuasion in the Cognitive Coherence Theory: Preliminary Report. , 2006, , 193-210.		3
72	Eavesdropping. , 2008, , .		2

#	ARTICLE	IF	CITATIONS
73	Can a paper-based sketching interface improve the gamer experience in strategy computer games?. , 2012, , .		2
74	Hearing movement. , 2015, , .		2
75	Reports of the Workshops Held at the Tenth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment. AI Magazine, 2015, 36, 99-102.	1.4	2
76	DJ-MVP. , 2016, , .		2
77	WalkNet: A Neural-Network-Based Interactive Walking Controller. Lecture Notes in Computer Science, 2017, , 15-24.	1.0	2
78	Liminal Tones: Swarm Aesthetics and Materiality in Sound Art. Lecture Notes in Computer Science, 2021, , 46-57.	1.0	2
79	Integrating Social Commitment-Based Communication in Cognitive Agent Modeling. Lecture Notes in Computer Science, 2006, , 76-92.	1.0	2
80	BeatBender. , 2008, , .		2
81	movingstories, Simon Fraser University. Interactions, 2015, 22, 16-19.	0.8	2
82	MediaScape: Towards a Video, Music, and Sound Metacreation. Journal of Science and Technology of the Arts, 2014, 6, 61.	0.4	2
83	Modelling the links between social commitments and individual intentions. , 2006, , .		1
84	An ontology of social control tools. , 2006, , .		1
85	Biometric tendency recognition and classification system. , 2008, , .		1
86	Dreaming machine #3 (prototype 2). , 2013, , .		1
87	Ranking-Based Affect Estimation of Motion Capture Data in the Valence-Arousal Space. , 2018, , .		1
88	MAVi. , 2018, , .		1
89	Multi-Label Sound Event Retrieval Using A Deep Learning-Based Siamese Structure With A Pairwise Presence Matrix. , 2020, , .		1
90	ViVid: A Video Feature Visualization Engine. Lecture Notes in Computer Science, 2017, , 42-53.	1.0	1

#	ARTICLE	IF	CITATIONS
91	On the Benefits of Exploiting Hierarchical Goals in Bilateral Automated Negotiation. , 2007, , 18-30.		1
92	Heterogenesis: Collectively emergent autonomy. , 2010, , .		0
93	Workshops Held at the Ninth Annual AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE): A Report. AI Magazine, 2014, 35, 65-68.	1.4	0
94	Special Issue on Musical Metacreation, Part I. Computers in Entertainment, 2016, 14, 1-2.	1.2	0
95	Never Alone. , 2017, , .		0
96	Taksim: A Constrained Graph Partitioning Framework for Procedural Content Generation. , 2019, , .		0
97	Exploiting Hierarchical Goals in Bilateral Automated Negotiation: Empirical Study. Lecture Notes in Business Information Processing, 2008, , 46-61.	0.8	0
98	Reports on the 2012 AIIDE Workshops. AI Magazine, 2013, 34, 90.	1.4	0