

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	Latent Timbre Synthesis. Neural Computing and Applications, 2021, 33, 67-84.	3.2	6
2	Liminal Tones: Swarm Aesthetics and Materiality in Sound Art. Lecture Notes in Computer Science, 2021, , 46-57.	1.0	2
3	Generative music in video games: State of the art, challenges, and prospects. Entertainment Computing, 2020, 33, 100337.	1.8	20
4	Multi-Label Sound Event Retrieval Using A Deep Learning-Based Siamese Structure With A Pairwise Presence Matrix. , 2020, , .		1
5	A Comparative Study of Western and Chinese Classical Music Based on Soundscape Models. , 2020, , .		4
6	Inhaling and Exhaling: How Technologies Can Perceptually Extend our Breath Awareness. , 2020, , .		29
7	Articulating Experience. , 2020, , .		28
8	JeL. , 2020, , .		26
9	Assessing the reliability of the Laban Movement Analysis system. PLoS ONE, 2019, 14, e0218179.	1.1	27
10	Taksim: A Constrained Graph Partitioning Framework for Procedural Content Generation. , 2019, , .		0
11	Brain-Computer Interfaces in Contemporary Art: A State of the Art and Taxonomy. , 2019, , 65-115.		13
12	JeL. , 2019, , .		15
13	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
14	Character Alive. , 2019, , .		8
15	Respire: Virtual Reality Art with Musical Agent Guided by Respiratory Interaction. Leonardo Music Journal, 2019, 29, 19-24.	0.1	3
16	Music Matters: An empirical study on the effects of adaptive music on experienced and perceived player affect. , 2019, , .		10
17	Musical agents: A typology and state of the art towards Musical Metacreation. Journal of New Music Research, 2019, 48, 56-105.	0.6	27
18	EmoStory. , 2018, , .		13

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19	Respire. , 2018, , .		9
20	Automatic Prediction of Cybersickness for Virtual Reality Games. , 2018, , .		28
21	Attending to Breath. , 2018, , .		56
22	REVIVE. , 2018, , .		5
23	Ranking-Based Affect Estimation of Motion Capture Data in the Valence-Arousal Space. , 2018, , .		1
24	MAVi. , 2018, , .		1
25	WalkNet: A Neural-Network-Based Interactive Walking Controller. Lecture Notes in Computer Science, 2017, , 15-24.	1.0	2
26	Never Alone. , 2017, , .		0
27	Emo-soundscapes: A dataset for soundscape emotion recognition. , 2017, , .		15
28	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
29	ViVid: A Video Feature Visualization Engine. Lecture Notes in Computer Science, 2017, , 42-53.	1.0	1
30	Automatic Soundscape Affect Recognition Using A Dimensional Approach. AES: Journal of the Audio Engineering Society, 2016, 64, 646-653.	0.8	31
31	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
32	DJ-MVP. , 2016, , .		2
33	Automatic Affect Classification of Human Motion Capture Sequences in the Valence-Arousal Model. , 2016, , .		5
34	MoComp. , 2016, , .		6
35	Special Issue on Musical Metacreation, Part I. Computers in Entertainment, 2016, 14, 1-2.	1.2	0
36	An Introduction to Musical Metacreation. Computers in Entertainment, 2016, 14, 1-14.	1.2	22

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37	Automatic Synthesizer Preset Generation with <i>PresetGen</i> . Journal of New Music Research, 2016, 45, 124-144.	0.6	13
38	m+m. , 2016, , .		4
39	Techniques and Approaches in Static Visualization of Motion Capture Data. , 2016, , .		4
40	Textual Affect Communication and Evocation Using Abstract Generative Visuals. IEEE Transactions on Human-Machine Systems, 2016, 46, 370-379.	2.5	5
41	Hearing movement. , 2015, , .		2
42	Automatic Recognition of Eventfulness and Pleasantness of Soundscape. , 2015, , .		4
43	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
44	Affect-expressive movement generation with factored conditional Restricted Boltzmann Machines. , 2015, , .		13
45	Digital eco-art: transformative possibilities. Digital Creativity, 2015, 26, 3-15.	0.8	3
46	movingstories, Simon Fraser University. Interactions, 2015, 22, 16-19.	0.8	2
47	BF-Classifer. , 2015, , .		4
48	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
49	Automatic design of sound synthesizers as pure data patches using coevolutionary mixed-typed cartesian genetic programming. , 2014, , .		10
50	Designing for movement. , 2014, , .		33
51	Mova. , 2014, , .		18
52	MediaScape: Towards a Video, Music, and Sound Metacreation. Journal of Science and Technology of the Arts, 2014, 6, 61.	0.4	2
53	Reasoning about Goal Revelation in Human Negotiation. IEEE Intelligent Systems, 2013, 28, 74-80.	4.0	4
54	Synesketch: An Open Source Library for Sentence-Based Emotion Recognition. IEEE Transactions on Affective Computing, 2013, 4, 312-325.	5.7	48

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55	Dreaming machine #3 (prototype 2). , 2013, , .		1
56	An integrative theory of visual mentation and spontaneous creativity. , 2013, , .		4
57	Evolving structures for electronic dance music. , 2013, , .		11
58	Context Machines: A Series of Situated and Self-Organizing Artworks. Leonardo, 2013, 46, 114-122.	0.2	6
59	Reports on the 2012 AIIDE Workshops. AI Magazine, 2013, 34, 90.	1.4	0
60	Can a paper-based sketching interface improve the gamer experience in strategy computer games?. , 2012, , .		2
61	Populations of Populations: Composing with Multiple Evolutionary Algorithms. Lecture Notes in Computer Science, 2012, , 72-83.	1.0	7
62	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
63	The 2010 Mario AI Championship: Level Generation Track. IEEE Transactions on Games, 2011, 3, 332-347.	1.7	88
64	An empirical study of interest-based negotiation. Autonomous Agents and Multi-Agent Systems, 2011, 22, 249-288.	1.3	28
65	EMVIZ. , 2011, , .		6
66	Elements of Consumption: An Abstract Visualization of Household Consumption. Lecture Notes in Computer Science, 2011, , 194-198.	1.0	6
67	A Sonic Eco-System of Self-Organising Musical Agents. Lecture Notes in Computer Science, 2011, , 283-292.	1.0	4
68	Towards a Model of Social Coherence in Multi-agent Organizations. Lecture Notes in Computer Science, 2011, , 114-131.	1.0	3
69	<i>Auditory Tactics:</i> A Sound Installation in Public Space Using Beamforming Technology. Leonardo, 2010, 43, 426-433.	0.2	3
70	Heterogenesis: Collectively emergent autonomy. , 2010, , .		0
71	Real-Time Timbral Organisation: Selecting samples based upon similarity. Organised Sound, 2010, 15, 159-166.	0.1	4
72	Complete and robust cooperative robot area coverage with limited range. , 2010, , .		33

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73	Towards a Generic Framework for Automated Video Game Level Creation. Lecture Notes in Computer Science, 2010, , 131-140.	1.0	57
74	Multi-Agent Area Coverage Using a Single Query Roadmap: A Swarm Intelligence Approach. Studies in Computational Intelligence, 2010, , 95-112.	0.7	11
75	Reinforcement Learning of Listener Response for Mood Classification of Audio. , 2009, , .		3
76	A formal analysis of interest-based negotiation. Annals of Mathematics and Artificial Intelligence, 2009, 55, 253-276.	0.9	17
77	How Situated Is Your Agent? A Cognitive Perspective. Lecture Notes in Computer Science, 2009, , 136-151.	1.0	5
78	Biometric tendency recognition and classification system. , 2008, , .		1
79	Eavesdropping. , 2008, , .		2
80	BeatBender. , 2008, , .		2
81	Shadow agent. , 2008, , .		3
82	Exploiting Hierarchical Goals in Bilateral Automated Negotiation: Empirical Study. Lecture Notes in Business Information Processing, 2008, , 46-61.	0.8	0
83	An empirical study of interest-based negotiation. , 2007, , .		11
84	Conversational semantics sustained by commitments. Autonomous Agents and Multi-Agent Systems, 2007, 14, 165-186.	1.3	14
85	On the Benefits of Exploiting Hierarchical Goals in Bilateral Automated Negotiation. , 2007, , 18-30.		1
86	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
87	Modelling the links between social commitments and individual intentions. , 2006, , .		1
88	An ontology of social control tools. , 2006, , .		1
89	Integrating Social Commitment-Based Communication in Cognitive Agent Modeling. Lecture Notes in Computer Science, 2006, , 76-92.	1.0	2
90	Interest-Based Negotiation as an Extension of Monotonic Bargaining in 3APL. Lecture Notes in Computer Science, 2006, , 327-338.	1.0	7

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91	Argumentation and Persuasion in the Cognitive Coherence Theory: Preliminary Report. , 2006, , 193-210.		3
92	Modelling Flexible Social Commitments and Their Enforcement. Lecture Notes in Computer Science, 2005, , 139-151.	1.0	17
93	Conversational Semantics with Social Commitments. Lecture Notes in Computer Science, 2005, , 18-32.	1.0	8
94	Agent communication pragmatics: the cognitive coherence approach. Cognitive Systems Research, 2005, 6, 364-395.	1.9	14
95	DIAGAL: A Generic ACL for Open Systems. Lecture Notes in Computer Science, 2005, , 152-165.	1.0	4
96	An Exploration in Using Cognitive Coherence Theory to Automate BDI Agentsâ€™ Communicational Behavior. Lecture Notes in Computer Science, 2004, , 37-58.	1.0	5
97	The cognitive coherence approach for agent communication pragmatics. , 2003, , .		17
98	EMVIZ (flow): An Artistic Tool for Visualising Movement Quality. , 0, , .		4