

Diaa Ahmed Mohamed Ahmedi

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1805763/publications.pdf>

Version: 2024-02-01

13
papers

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2682572

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citing authors

#	ARTICLE	IF	CITATIONS
1	New-media arts-based public engagement projects could reshape the future of the generative biology. <i>Medical Humanities</i> , 2021, 47, 283-291.	1.2	7
2	Manipulating Stem Cells in New Media Labs: Developing a Protocol Template Toward an Innovative Understanding of Cancer. <i>Leonardo</i> , 2021, 54, 212-214.	0.3	0
3	Bio-pixels: A stem cell-based interactive“generative interface designed to redefine technologies of self-making in new media arts. <i>Convergence</i> , 2020, 26, 1367-1390.	2.7	4
4	Three and one chair: an analytic investigation into the Holo-Art. <i>Journal of Visual Art Practice</i> , 2018, 17, 1-21.	0.5	1
5	Reactivating the Neural Dimension Role in Interactive Arts. <i>Leonardo</i> , 2017, 50, 182-183.	0.3	5
6	Towards a unique artistic constitution of light: an aesthetic investigation of laser sciences. <i>International Journal of Arts and Technology</i> , 2017, 10, 256.	0.1	0
7	Towards a unique artistic constitution of light: an aesthetic investigation of laser sciences. <i>International Journal of Arts and Technology</i> , 2017, 10, 256.	0.1	0
8	Designing an artificial environment to create contemporary experimental drawings: An analytical and experimental study. <i>The Drawing: Researchory, Practice</i> , 2016, 1, 79-96.	0.1	0
9	Holographic Recording through Tiny Chamber’s Vacuum as a Microscopic Installation Art. <i>IOSR Journal of Humanities and Social Science</i> , 2014, 19, 42-46.	0.0	0
10	The modern use of optics design techniques to production visual Art works. <i>IOSR Journal of Humanities and Social Science</i> , 2012, 2, 1-7.	0.0	2
11	Physics of Laser in Contemporary Visual Arts: the research protocol. <i>Research Ideas and Outcomes</i> , 0, 2, .	1.0	2
12	Manual-to-digital approach to reprocessing waste: a practice-based perspective towards redefining the environmental role of the arts. <i>AI and Society</i> , 0, , 1.	4.6	0
13	Analysing bio-art’s epistemic landscape: from metaphoric to post-metaphoric structure. <i>BioSocieties</i> , 0, , 1.	1.3	1