

Rodrigo F Cadiz

List of Publications by Year in descending order

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Version: 2024-02-01

16
papers

93
citations

1937685

4
h-index

1474206

9
g-index

17
all docs

17
docs citations

17
times ranked

70
citing authors

#	ARTICLE	IF	CITATIONS
1	A Fuzzy-Logic Mapper for Audiovisual Media. <i>Computer Music Journal</i> , 2006, 30, 67-82.	0.1	41
2	Creación musical en la era postdigital. <i>Aisthesis</i> , 2012, , 449-475.	0.0	7
3	Fuzzy logic in the arts: applications in audiovisual composition and sound synthesis. , 0, , .		5
4	Volume visualization using a spatially aware mobile display device. <i>Computerized Medical Imaging and Graphics</i> , 2012, 36, 66-71.	5.8	5
5	Generating music from flocking dynamics. , 2012, , .		4
6	Sound Synthesis with Auditory Distortion Products. <i>Computer Music Journal</i> , 2014, 38, 5-23.	0.1	4
7	Designing a Musical Instrument: Enlivening Theory Through Practice-Based Research. <i>Design Issues</i> , 2014, 30, 83-96.	0.4	4
8	Creating Music With Fuzzy Logic. <i>Frontiers in Artificial Intelligence</i> , 2020, 3, 59.	3.4	4
9	A Fuzzy-Logic Mapper for Audiovisual Media. <i>Computer Music Journal</i> , 2006, 30, 67-82.	0.1	4
10	Sound Synthesis of a Gaussian Quantum Particle in an Infinite Square Well. <i>Computer Music Journal</i> , 2014, 38, 53-67.	0.1	3
11	Creativity in Generative Musical Networks: Evidence From Two Case Studies. <i>Frontiers in Robotics and AI</i> , 2021, 8, 680586.	3.2	3
12	Quantization error in magnetic resonance imaging. <i>Concepts in Magnetic Resonance Part A: Bridging Education and Research</i> , 2014, 43A, 79-89.	0.5	2
13	Wheels Within Wheels: Brain-Computer Interfaces as Tools for Artistic Practice as Research. <i>Lecture Notes in Computer Science</i> , 2017, , 266-281.	1.3	2
14	Understanding the Quality of Subject-Object Interaction: A Disciplinary Model for Design Validation. <i>Design Journal</i> , 2017, 20, 67-86.	0.8	1
15	Personal Meaning Organization (PMO): A Hermeneutic Approach to Design. <i>Design Journal</i> , 2020, 23, 735-753.	0.8	0
16	Towards Maximizing a Perceptual <i>Sweet Spot</i> for Spatial Sound with Loudspeakers. <i>IEEE/ACM Transactions on Audio Speech and Language Processing</i> , 2022, , 1-16.	5.8	0