## Rodrigo F Cadiz

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/431756/publications.pdf

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		1937685	1474206	
16	93	4	9	
papers	citations	h-index	g-index	
17	17	17	70	
all docs	docs citations	times ranked	citing authors	

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