

Sandra Pauletto

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6895438/publications.pdf>

Version: 2024-02-01

16
papers

163
citations

1683354

5
h-index

1372195

10
g-index

17
all docs

17
docs citations

17
times ranked

127
citing authors

#	ARTICLE	IF	CITATIONS
1	The studio as laboratory: Combining creative practice and digital technology research. International Journal of Human Computer Studies, 2005, 63, 452-481.	3.7	57
2	Sonic interaction design. , 2008, , .		28
3	Interactive sonification of complex data. International Journal of Human Computer Studies, 2009, 67, 923-933.	3.7	28
4	Exploring expressivity and emotion with artificial voice and speech technologies. Logopedics Phoniatrics Vocology, 2013, 38, 115-125.	0.5	13
5	The sound design of cinematic voices. The New Soundtrack, 2012, 2, 127-142.	0.1	8
6	Sonification and music as support to the communication of alcohol-related health risks to young people. Journal on Multimodal User Interfaces, 2016, 10, 235-246.	2.0	6
7	The Application of Impulse Response Measurement Techniques to the Study of the Acoustics of Stonegate, a Performance Space Used in Medieval English Drama. Acta Acustica United With Acustica, 2013, 99, 98-109.	0.8	5
8	Film and theatre-based approaches for sonic interaction design. Digital Creativity, 2014, 25, 15-26.	0.8	4
9	The sound machine. , 2010, , .		4
10	Audiovisual Discourse in Digital Art. , 2004, , .		1
11	Speech technology and cinema: Can they learn from each other?. Logopedics Phoniatrics Vocology, 2013, 38, 143-150.	0.5	1
12	Designing the emotional content of a robotic speech signal. , 2010, , .		1
13	â€œListening Backâ€™: Exploring the Sonic Interactions at the Heart of Historical Sound Effects Performance. The New Soundtrack, 2017, 7, 15-30.	0.1	1
14	Volume Attenuation and High Frequency Loss as Auditory Depth Cues in Stereoscopic 3D Cinema. 3D Research, 2014, 5, 1.	1.8	0
15	Audio-Visual Interactive Art: Investigating the effect of gaze-controlled audio on visual attention and short term memory. , 2021, , .		0
16	Evaluating a sonic interaction design based on a historic theatre sound effect. International Journal of Human Computer Studies, 2022, 164, 102836.	3.7	0