

Anna XambÃ³

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8298274/publications.pdf>

Version: 2024-02-01

22
papers

246
citations

1683354

5
h-index

1473754

9
g-index

22
all docs

22
docs citations

22
times ranked

188
citing authors

#	ARTICLE	IF	CITATIONS
1	Semantic audio content-based music recommendation and visualization based on user preference examples. <i>Information Processing and Management</i> , 2013, 49, 13-33.	5.4	86
2	Let's jam the reactable. <i>ACM Transactions on Computer-Human Interaction</i> , 2013, 20, 1-34.	4.6	47
3	Exploring methodological innovation in the social sciences: the body in digital environments and the arts. <i>International Journal of Social Research Methodology: Theory and Practice</i> , 2017, 20, 105-120.	2.3	23
4	Embodied Interactions with E-Textiles and the Internet of Sounds for Performing Arts. , 2018, , .		20
5	Experience and Ownership with a Tangible Computational Music Installation for Informal Learning. , 2017, , .		12
6	Music Information Retrieval in Live Coding: A Theoretical Framework. <i>Computer Music Journal</i> , 2018, 42, 9-25.	0.3	9
7	The<i>Musical Avatar</i>. , 2010, , .		7
8	TOUCHtr4ck. , 2010, , .		6
9	Exploring Social Interaction With a Tangible Music Interface. <i>Interacting With Computers</i> , 2016, , .	1.0	6
10	Towards an integrated methodological framework for understanding embodiment in HCI. , 2014, , .		5
11	Video Analysis for Evaluating Music Interaction: Musical Tabletops. <i>Springer Series on Cultural Computing</i> , 2013, , 241-258.	0.4	4
12	EarSketch: A STEAM approach to broadening participation in computer science principles. , 2015, , .		3
13	Turn-Taking and Chatting in Collaborative Music Live Coding. , 2017, , .		3
14	Handwaving. , 2017, , .		3
15	Jam with Jamendo. , 2018, , .		3
16	A General Framework for Visualization of Sound Collections in Musical Interfaces. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 11926.	1.3	3
17	Learning to Code Through Web Audio: A Team-Based Learning Approach. <i>AES: Journal of the Audio Engineering Society</i> , 2020, 68, 727-737.	0.8	2
18	Beacon. , 2018, , .		1

#	ARTICLE	IF	CITATIONS
19	User-independent Accelerometer Gesture Recognition for Participatory Mobile Music. AES: Journal of the Audio Engineering Society, 2018, 66, 430-438.	0.8	1
20	Embodied Music Interaction: Creative Design Synergies Between Music Performance and HCI. , 2017, , 207-220.		1
21	Demo hour. Interactions, 2018, 25, 10-13.	0.8	1
22	Turn-taking and Online Chatting in Remote and Co-located Collaborative Music Live Coding. AES: Journal of the Audio Engineering Society, 2018, 66, 253-266.	0.8	0