

Anna XambÃ³

List of Publications by Year in descending order

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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	A General Framework for Visualization of Sound Collections in Musical Interfaces. Applied Sciences (Switzerland), 2021, 11, 11926.	1.3	3
2	Learning to Code Through Web Audio: A Team-Based Learning Approach. AES: Journal of the Audio Engineering Society, 2020, 68, 727-737.	0.8	2
3	Beacon. , 2018, , .		1
4	Jam with Jamendo. , 2018, , .		3
5	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
6	User-independent Accelerometer Gesture Recognition for Participatory Mobile Music. AES: Journal of the Audio Engineering Society, 2018, 66, 430-438.	0.8	1
7	Embodied Interactions with E-Textiles and the Internet of Sounds for Performing Arts. , 2018, , .		20
8	Music Information Retrieval in Live Coding: A Theoretical Framework. Computer Music Journal, 2018, 42, 9-25.	0.3	9
9	Demo hour. Interactions, 2018, 25, 10-13.	0.8	1
10	Exploring methodological innovation in the social sciences: the body in digital environments and the arts. International Journal of Social Research Methodology: Theory and Practice, 2017, 20, 105-120.	2.3	23
11	Turn-Taking and Chatting in Collaborative Music Live Coding. , 2017, , .		3
12	Handwaving. , 2017, , .		3
13	Embodied Music Interaction: Creative Design Synergies Between Music Performance and HCI. , 2017, , 207-220.		1
14	Experience and Ownership with a Tangible Computational Music Installation for Informal Learning. , 2017, , .		12
15	Exploring Social Interaction With a Tangible Music Interface. Interacting With Computers, 2016, , .	1.0	6
16	EarSketch: A STEAM approach to broadening participation in computer science principles. , 2015, , .		3
17	Towards an integrated methodological framework for understanding embodiment in HCI. , 2014, , .		5
18	Let's jam the reactable. ACM Transactions on Computer-Human Interaction, 2013, 20, 1-34.	4.6	47

#	ARTICLE	IF	CITATIONS
19	Semantic audio content-based music recommendation and visualization based on user preference examples. Information Processing and Management, 2013, 49, 13-33.	5.4	86
20	Video Analysis for Evaluating Music Interaction: Musical Tabletops. Springer Series on Cultural Computing, 2013, , 241-258.	0.4	4
21	TOUCHtr4ck. , 2010, , .		6
22	The<i>Musical Avatar</i>. , 2010, , .		7