

# Makoto Fukumoto

## List of Publications by Year in descending order

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Version: 2024-02-01

59  
papers

274  
citations

1307594

7  
h-index

1281871

11  
g-index

59  
all docs

59  
docs citations

59  
times ranked

68  
citing authors

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 1  | User's favorite scent design using paired comparison-based Interactive Differential Evolution. , 2010, , .   |     | 30        |
| 2  | Interactive differential evolution using time information required for user's selection: In a case of optimizing fragrance composition. , 2015, , .  |     | 17        |
| 3  | Investigation of the efficiency of continuous evaluation-based interactive evolutionary computation for composing melody. IEEJ Transactions on Electrical and Electronic Engineering, 2020, 15, 235-241.                               | 1.4 | 15        |
| 4  | An Extended Interactive Evolutionary Computation Using Heart Rate Variability as Fitness Value for Composing Music Chord Progression. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2011, 15, 1329-1336. | 0.9 | 15        |
| 5  | An efficiency of interactive differential evolution for optimization of warning sound with reflecting individual preference. IEEJ Transactions on Electrical and Electronic Engineering, 2015, 10, S77.                                | 1.4 | 13        |
| 6  | The Efficiency of Interactive Differential Evolution in Creation of Sound Contents. International Journal of Software Innovation, 2013, 1, 16-27.  | 0.4 | 13        |
| 7  | A Proposal for Optimization Method of Vibration Pattern of Mobile Device with Interactive Genetic Algorithm. Lecture Notes in Computer Science, 2013, , 264-269.   | 1.3 | 12        |
| 8  | A proposal for optimization of sign sound using interactive differential evolution. , 2011, , .  |     | 10        |
| 9  | Interactive Tabu Search with Paired Comparison for Optimizing Fragrance. , 2013, , .   |     | 9         |
| 10 | Music Melodies Suited to Multiple Users' Feelings Composed by Asynchronous Distributed Interactive Genetic Algorithm. International Journal of Software Innovation, 2018, 6, 26-36.  | 0.4 | 9         |
| 11 | Evolutionary computation system for musical composition using listener's heartbeat information. IEEJ Transactions on Electrical and Electronic Engineering, 2008, 3, 629-631.  | 1.4 | 8         |
| 12 | Extended Interactive Evolutionary Computation using heart rate variability as fitness value for composing music chord progression. , 2010, , .   |     | 8         |
| 13 | Proposal for Creation of Various Sign Sounds Using Interactive Genetic Algorithm. IEEJ Transactions on Electronics, Information and Systems, 2011, 131, 698-699.   | 0.2 | 8         |
| 14 | A Proposal for Intervention by User in Interactive Genetic Algorithm for Creation of Music Melody. , 2013, , .   |     | 7         |
| 15 | Creation of Music Chord Progression Suited for User's Feelings Based on Interactive Genetic Algorithm. , 2014, , .   |     | 7         |
| 16 | Generation of Appropriate User Chord Development Based on Interactive Genetic Algorithm. , 2010, , .   |     | 6         |
| 17 | An Efficiency of Optimization Method of Sign Sound Using Interactive Differential Evolution. , 2011, , .   |     | 6         |
| 18 | Parallel distributed Interactive Genetic Algorithm for composing music melody suited to multiple users' feelings. , 2016, , .  |     | 6         |

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 19 | Temporal Development of Heartbeat Intervals in Transition of Sound Stimuli Inducing Different Relaxation Feelings. , 2009, , .  |     | 5         |
| 20 | Effects of musical tempo on multiple subjective impressions. International Journal of Biometrics, 2010, 2, 124.   | 0.4 | 5         |
| 21 | Interactive Evolutionary Computation utilizing subjective evaluation and physiological information as evaluation value. , 2010, , .   |     | 5         |
| 22 | A Music Recommendation System based on Melody Creation by Interactive GA. , 2019, , .   |     | 5         |
| 23 | A Creation of Music-Like Melody by Interactive Genetic Algorithm with User's Intervention. Communications in Computer and Information Science, 2014, , 523-527.   | 0.5 | 5         |
| 24 | A Proposal for Distributed Interactive Genetic Algorithm for Composition of Musical Melody. Information Engineering Express, 2017, 3, 59-68.  | 0.2 | 5         |
| 25 | Creation of Ideal User's Voice Using User's own UTAU Voice and Interactive Genetic Algorithm. , 2018, , .   |     | 4         |
| 26 | Convergence of Vectors in Paired Comparison-based Interactive Differential Evolution for Creating Scent. , 2010, , .  |     | 3         |
| 27 | Proposal for Automated Creation of Drum's Fill-In Pattern Using Interactive Genetic Algorithm. , 2011, , .  |     | 3         |
| 28 | A proposal for distributed interactive differential evolution. , 2018, , .  |     | 3         |
| 29 | A Proposal for User's Intervention in Interactive Evolutionary Computation for Optimizing Fragrance Composition. Communications in Computer and Information Science, 2014, , 85-89.   | 0.5 | 3         |
| 30 | Search Method of the Vocal Quality Suited to User's Kansei Using Interactive Genetic Algorithm. Transactions of Japan Society of Kansei Engineering, 2014, 13, 485-491.   | 0.1 | 3         |
| 31 | Relationship of Terror Feelings and Physiological Response During Watching Horror Movie. Lecture Notes in Computer Science, 2015, , 500-507.  | 1.3 | 3         |
| 32 | Asynchronous distributed interactive genetic algorithm for creating music melody reflecting multiple users' feelings. , 2017, , .   |     | 2         |
| 33 | The Efficiency of Interactive Differential Evolution on Creation of ASMR Sounds. Lecture Notes in Computer Science, 2021, , 368-375.  | 1.3 | 2         |
| 34 | A Proposal of Interactive Tabu Search for Creating Beverage by Blending Source Juices. , 2021, , .  |     | 2         |
| 35 | Optimization of Sound of Autonomous Sensory Meridian Response with Interactive Genetic Algorithm. , 2020, , .   |     | 2         |
| 36 | Investigation of Efficiency and Observation of Voice Quality Parameters in Ideal User's Voice Creation using UTAU and Interactive Differential Evolution. Transactions of Japan Society of Kansei Engineering, 2019, 18, 299-306. | 0.1 | 2         |

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 37 | Making an English Speech Resemble the User's Voice Using UTAU and Interactive Evolutionary Computation. International Symposium on Affective Science and Engineering, 2022, ISASE2022, 1-4.               | 0.3 | 2         |
| 38 | Verification of Color Effect of Software that Gradually Changes Its Background Color. , 2011, , .   |     | 1         |
| 39 | The Efficiency of Interactive Differential Evolution in Creation of Sound Contents: In Comparison with Interactive Genetic Algorithm. , 2012, , .   |     | 1         |
| 40 | A Fundamental Study on the Effect of Combination of Fragrance and Color. Kansei Engineering International Journal, 2012, 11, 191-198.   | 0.1 | 1         |
| 41 | User's manual operation for vectors in interactive differential evolution for optimizing fragrance composition. , 2014, , .   |     | 1         |
| 42 | Investigation of efficiency of manipulation in interactive Tabu Search for optimizing fragrance composition. , 2015, , .  |     | 1         |
| 43 | Creation of Warning Sound by Vote of Multiple Users Based on Interactive Differential Evolution: Discussion toward Effective IECs Creating of Media Contents Suited to Multiple Users. , 2016, , .        |     | 1         |
| 44 | A proposal of interactive Tabu Search with paired comparison and differential vector for creating fragrance. , 2017, , .  |     | 1         |
| 45 | Distance analysis of music melodies created by distributed interactive GA. , 2017, , .  |     | 1         |
| 46 | A Proposal of Creating Ideal UTAU Voice Based on Voice of the User's Own Key by Interactive Differential Evolution. , 2019, , .   |     | 1         |
| 47 | A Proposal for Continuous Evaluation-based Interactive Evolutionary Computation. Proceedings of the ISCIE International Symposium on Stochastic Systems Theory and Its Applications, 2017, 2017, 211-215. | 0.2 | 1         |
| 48 | Proposal of Evolutionary Computation Based on Physiological Index and Subjective Evaluation. IEEJ Transactions on Electronics, Information and Systems, 2009, 129, 764-765.                               | 0.2 | 1         |
| 49 | A Fundamental Study on Harmony between Colors and Fragrances. , 2011, , .   |     | 0         |
| 50 | Creation of Sound Contents by Extended Interactive Evolutionary Computation Using Heart Rate Variability. , 2013, , .   |     | 0         |
| 51 | Triple Comparison-based Interactive Differential Evolution for Creating Sign Sound. , 2019, , .   |     | 0         |
| 52 | Search for a Flavor Suited to Beverage by Interactive Genetic Algorithm. Lecture Notes in Computer Science, 2021, , 185-192.  | 1.3 | 0         |
| 53 | Investigation of Method for Changing Impression of Musical Piece by Changing its Tempo. IEEJ Transactions on Electronics, Information and Systems, 2007, 127, 1953-1954.                                  | 0.2 | 0         |
| 54 | A New Trial of Resist Coating by Applying Electro-Statically Extracted Ink-Jet. IEEJ Transactions on Electronics, Information and Systems, 2009, 129, 1004-1005.  | 0.2 | 0         |

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 55 | The Effects of Gradual Change in Background Color of Software on Calculation Task. International Journal of Affective Engineering, 2013, 12, 259-265.   | 0.5 | 0         |
| 56 | Genetic Manipulation by User in Interactive Genetic Algorithm for Creation of Music Melody. IEEJ Transactions on Electronics, Information and Systems, 2015, 135, 1255-1261.                  | 0.2 | 0         |
| 57 | Creation of Musical Contents Suited to User's Kansei Based on Interactive Evolutionary Computation. Journal of Japan Society for Fuzzy Theory and Intelligent Informatics, 2017, 29, 218-222. | 0.0 | 0         |
| 58 | Verification of performance of Multi-Parental Real-Valued Crossover in Interactive Genetic Algorithm. , 2020, , .   |     | 0         |
| 59 | Adjusting Impression of Warning Alert by Optimizing Sound Effectors Using Interactive Differential Evolution. International Journal of Affective Engineering, 2020, 19, 275-282.              | 0.5 | 0         |