

# Mathieu Paquier

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9323656/publications.pdf>

Version: 2024-02-01

18  
papers

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citations

1683354

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1473754

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18  
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18  
docs citations

18  
times ranked

76  
citing authors

#	ARTICLE	IF	CITATIONS
1	Interaction between auditory and visual perceptions on distance estimations in a virtual environment. Applied Acoustics, 2016, 105, 186-199.	1.7	18
2	Ventriloquism effect with sound stimuli varying in both azimuth and elevation. Journal of the Acoustical Society of America, 2015, 138, 3686-3697.	0.5	15
3	Discriminability of the placement of supra-aural and circumaural headphones. Applied Acoustics, 2015, 93, 130-139.	1.7	15
4	Categorization of Sound Attributes for Audio Quality Assessment – A Lexical Study. AES: Journal of the Audio Engineering Society, 2014, 62, 736-747.	0.8	6
5	Loudness of low-frequency pure tones lateralized by interaural time differences. Journal of the Acoustical Society of America, 2015, 137, 1040-1043.	0.5	6
6	A comparative study on different assessment procedures applied to loudspeaker sound quality. Applied Acoustics, 2013, 74, 1448-1457.	1.7	5
7	Audiovisual Spatial Coherence for 2D and Stereoscopic-3D Movies. AES: Journal of the Audio Engineering Society, 2015, 63, 889-899.	0.8	4
8	Effect of headphone position on absolute threshold measurements. Applied Acoustics, 2016, 105, 179-185.	1.7	4
9	Does Loudness Relate to the Strength of the Sound Produced by the Source or Received by the Ears? A Review of How Focus Affects Loudness. Frontiers in Psychology, 2021, 12, 583690.	1.1	3
10	Effects of Interaural Differences on the Loudness of Low-Frequency Pure Tones. Acta Acustica United With Acustica, 2015, 101, 1168-1173.	0.8	2
11	Effect of wood on the sound of oboe as simulated by the chanter of a 16-inch French bagpipe. Applied Acoustics, 2016, 103, 47-53.	1.7	2
12	Directional Loudness of Low-Frequency Noises Actually Presented Over Loudspeakers And Virtually Presented Over Headphones. AES: Journal of the Audio Engineering Society, 2019, 67, 655-665.	0.8	2
13	Effects of headphone transfer function scattering on sound perception. , 2011, , .		1
14	The Influence of Stereoscopy on the Sound Mixing of Movies: A Study on the Front/Rear Balance of Ambience. AES: Journal of the Audio Engineering Society, 2014, 62, 723-735.	0.8	1
15	Influence of interaural time differences on loudness for low-frequency pure tones at varying signal and noise levels. Proceedings of Meetings on Acoustics, 2017, , .	0.3	1
16	Should a movie have two different soundtracks for its stereoscopic and non-stereoscopic versions? A study on the front/rear balance. , 2013, , .		0
17	Effect of Drone Reed Material on Great Highland Bagpipe Sound. Acta Acustica United With Acustica, 2016, 102, 752-762.	0.8	0
18	Effect of the Interaural Time Difference on the Loudness of Pure Tones as a Function of the Frequency. Acta Acustica United With Acustica, 2017, 103, 705-708.	0.8	0