PUBLICATIONS – Ernest Edmonds

Books Authored

Edmonds, E. A. *The Formalisation of Infinite Lattice Logics*, PhD Thesis, Nottingham University, 1973.

Edmonds, Charles, Galer, Murray, Nicolle, Reid and Rousseau. *HCI tools & methods handbook*, DTI, London, 1991.

Edmonds, E. A. *On New Constructs in Art*. Artists Bookworks, UK, 2005.

Edmonds, E. A. *Shaping Form*. Creativity & Cognition Press, Sydney, 2007.

Edmonds, E. A. *The Art of Interaction: What HCI can learn from Interactive Art.* Morgan and Claypool, San Rafael, CA. 2018.

Candy, L. Edmonds, E. A. and Poltronieri, F. *Explorations in Art and Technology*, Springer, London, 2018. [Second edition]

Boden, M. A. and Edmonds, E. A. *From Fingers to Digits: An Artificial Aesthetic*, MIT Press, Cambridge MA, 2019.

Edmonds, E. A. *art: notes and works*. Boco Publishing, 2022.

Books Edited

Edmonds, E.A (editor) *The Separable User Interface*. Academic Press, London, 1992.

Connolly, J.H. and Edmonds, E.A. (editors). *CSCW and Artificial Intelligence,* Springer Verlag, London, 1994.

Edmonds, E. A. and Stubbs, M. (editors) *White Noise*, ACMI, Melbourne, 2005.

Candy, L. and Edmonds, E. A. (editors) *Interacting: Art, research and the Creative Practitioner*. Libri Press, Oxford. 2011.

Book Chapters

Edmonds, E. Adaptive Man-Computer Interfaces. In M. J. Coombs & J. L. Alty (Eds.), *Computing Skills and the User Interface* (pp. 389-426). London: Academic Press, 1981.

Edmonds, E. Prospects for Computer Vision at the Workstation. In T. F. M. Stewart (Ed.), *Professional Workstations: State of the Art Report* (pp. 3-10): Pergamon Press, Oxford, 1984.

Waldern, J. D. and Edmonds, E. A. A three-dimensional computer graphics workstation. In Scrivener, SA. A. R. (editor), *Professional Workstations State of the Art Report*, (pp 71-79) Pergamon Press, Oxford, 1985.

Edmonds, E., & Guest, S. The Unification of a Dialogue Manager and a Graphics System. In *User Interface Management Systems* (pp. 155-159): Springer Verlag, 1985.

Johnson, S. R., Connoly, J. H., & Edmonds, E. A. Spectrogram Analysis : a Knowledge-based Approach to Automatic Speech Recognition. In M. A. Bramer (Ed.), *Research and Development in Expert Systems* (pp. 95-105). Cambridge, UK: Cambridge University Press, 1985.

Edmonds, E., & Murray, B. S. Intelligent Presentation and Dialogue Management. In V. M. Stepanovka & R. Trappl (Eds.), *Advanced Topics in Artificial Intelligence* (pp. 465-476): Springer-Verlag, 1992.

Edmonds, E. A. and Newman, W., "The Separable user interface: a conversation'. *The Separable User Interface,* Edmonds (editor), Academic Press, London, pp 347-363, 1992.

Edmonds, E. A. "Knowledge based systems for creativity". Gero and Maher (editors), *Modeling Creativity and Knowledge-Based Creative Design*, Erlbaum, Hillsdale, New Jersey, pp 259-271, 1992.

Prat, A., Edmonds, E. A., Catot, J. M., Lores, J., Galmes, J., and Fletcher, P. "An architecture for knowledge-based statistical support systems". Hand (editor), *Artificial Intelligence Frontiers in Statistics: AI and Statistics*, Chapman & Hall, London, pp 39-45, 1993.

Connolly, J. H., & Edmonds, E. A. Preface: CSCW and Artificial Intelligence. In J. H. Connolly & E. A. Edmonds (Eds.), *CSCW and Artificial Intelligence* (pp. v - ix). London: Springer Verlag, 1993.

Edmonds, E. Cybernetic Serendipity Re-visited. In T. Dartnell (Ed.), *Artificial Intelligence and Creativity* (pp. 335-342). Amsterdam: Kluwer Academic, 1994.

Edmonds, E. Introduction: Computer-based Systems that Support Creativity. In T. Dartnell (Ed.), *Artificial Intelligence and Creativity* (pp. 327-334): Kluwer Academic Publishers, 1994.

Candy, L., Edmonds, E., Heggie, S. P., Murray, B. S., & Rousseau, N. P. A Strategy and Technology for Front End System Development. In Y. Anzai, K. Ogawa & H. Mori (Eds.), *Symbiosis of Human and Artifact*: Elsevier Science, 1995.

Murray, B., Candy, L. and Edmonds, E. A. "User centred complex system design: combining strategy, methods and front-end technology'. Chapter 10 (Benyon & Palanque eds.), *Critical issues in user interface systems engineering*, Springer-Verlag, London, pp 169-187, 1996.

Edmonds, E. A., Thomas, Cunningham and Jones, R. "Interaction objects for explanation". In Varghese & Pfleger (Eds.), *Human Comfort and Security of Information Systems; Advanced Interfaces for the Information Society, Research Reports Esprit, Project Group HCI.* (Vol. 2, pp. 268-282): Springer-Verlag, 1997.

Edmonds, E. "White Noise: the Question of Economy". In E. Edmonds & M. Stubbs (Eds.), *White Noise* (Vol. Catalogue). Melbourne: Australian Centre for the Moving Image, 2005.

Amitani, S., Edmonds, E. A. "Designing a System for Supporting the Process of Making a Video Sequence", in *Transdisciplinary Digital Art: Sound, Vision and the New Screen*, Communication in Computer and Communication Science (CCIS), Springer, 2008.

Edmonds, E. "Constructive Computation". In P. Brown, C. Gere, N. Lambert & C. Mason (Eds.), *White Heat Cold Logic - British Computer Art 1960-1980*. London, UK: MIT Press, 2008. pp 345-359.

Candy, L. and Edmonds, E.A. "The Role of the Artefact and Frameworks for Practice-based Research". *The Routledge Companion to Research in the Arts*, M. Biggs and H. Larsson (eds), Routledge, London, 2010. pp 120-137.

Edmonds, E. A. "Interactive Art" In Candy, L. and Edmonds, E. A. (Eds.) *Interacting: Art, research and the Creative Practitioner*. Libri Press, Oxford. 2011, pp 18-32.

Edmonds, E. A. "Art, Interaction and Engagement" In Candy, L. and Edmonds, E. A. (Eds.) *Interacting: Art, research and the Creative Practitioner*. Libri Press, Oxford. 2011, pp 228-241.

Edmonds, E. A. "Moving Between Poetry and Code". In Ferran, B. (ed) *Visualise: Making Art in Context.* Anglia Ruskin University, Cambridge, UK. 2013, pp 64-71.

Edmonds, E. A. "Human Computer Interaction, Art and Experience". In Candy, L. and Ferguson, A. (editors) *Interactive Experience in the Digital Age: evaluating new art practice.* Springer, London. 2014, pp 11-23.

Ximena, A., Askaroff, K., Candy, L., Edmonds, E. A., Faram, J. and Hobson, G.

"Evaluation in Public Art: The Light Logic Exhibition". In Candy, L. and Ferguson, A. (editors) *Interactive Experience in the Digital Age: evaluating new art practice.* Springer, London. 2014, pp 187-208.

Edmonds, E. A. "Automatic Art: human and machine processes that make art". In Devcic, R. and Gollop, C. (editors) *Automatic Art: human and machine processes that make art*. GV Art Gallery, London, 2014.

Edmonds, E. A. and Franco, F. "Evolving Installations: Shaping Space". In Bowen, J. and Giannini, T. (eds) *Museums and Digital Culture*. Springer, London, 2019. pp 367-379.

Edmonds, E. A. "Art and Code: Programming as a medium". In Brooks, A. L. (editor) *Interactivity, Game Creation, Design, Learning, and Innovation.* Springer, London, 2020. pp 3-12.

Candy, L. and Edmonds, E. A. "The Studio and Living Laboratory Models for Practice-Based Research". In Vear, C. (ed) *The Routledge International Handbook of Practice-Based Research.* Routledge, Abingdon, Oxfordshire. 2022. pp 75-91.

Edmonds, E. A. "Research, Shared Knowledge and the Artefact". In Vear, C. (ed) *The Routledge International Handbook of Practice-Based Research.* Routledge, Abingdon, Oxfordshire. 2022. pp 292-302.

Edmonds, E. A. "The Practice-Based PhD: Some Practical Considerations". In Vear, C. (ed) *The Routledge International Handbook of Practice-Based Research.* Routledge, Abingdon, Oxfordshire. 2022. pp 590-600.

Edmonds, E. A. "AI, Creativity, and Art". In Vear, C. and Poltronieri, F. (eds) *The Language of Creative AI: Practices, Aesthetics and Structures*, Springer, London. 2022. pp 57-71.

Journal Papers

Edmonds, E. A., "Independence of Rose's axioms for m-valued implication". *J.Symbolic Logic,* 34, pp 283-284, 1969

Edmonds, E. A., "Communications Game". *Control Magazine,* 6, P. 19. 1972

Cornock, S. and Edmonds, E. A. "The creative process where the artist is amplified or superseded by the computer". *Leonardo,* 6, pp 11-16, 1973

Edmonds, E. A., "Computer aided problem solving for untrained users'. *J. Institute of Computer Sciences,* 5, pp 9-14, 1974

Edmonds, E. A., "A process for the development of software for non-technical users as an adaptive system'. *General Systems* XIX, pp 215-218, 1974.

Edmonds, E. A., "Art systems for interactions between members of a small group of people" *Leonardo*, 8, pp 225-227, 1975

Edmonds, E. A., "Where next in computer aided learning?" *Brit.J.Ed.Tech.,* pp 97-104, 1980

Edmonds, E. A., "Lattice fuzzy logics". *Int.J.Man-Machine Studies,* 13, 4, pp 455-465, 1980

Edmonds, E. A., "Domains of interest in fuzzy sets". *Int.J.Man-Machine Studies,* 15, 4, pp 461-468, 1981

Edmonds, E. A., "The man-computer interface: a note on concepts and design". *Int.J.Man-Machine Studies,* 16, 3, pp 231-236, 1982

Boreham, D. and Edmonds, E. A. "Extracting shapes from grey-scale images". *Int.J.Man-Machine Studies,* 16, 3, pp 315-326, 1982

Candy, L. and Edmonds, E. A. "A study in the use of a computer as an aid to English teaching". *Int. J.Man-Machine Studies,* 16, 3, pp 333-340, 1982.

Edmonds, E. A., Schappo, A. and Scrivener, S. A. R. "Image handling and two-dimensional design". *IEEE Computer Graphics and Applications* 2,5, pp 75-88, 1982.

Edmonds, E. A., "Matching the user's model of the machine to the machine". *Proc. IEE Conf. Man-Machine Systems*, IEE Professional Publications, pp 72-75, 1982.

Candy, L., Edmonds, E. A. and Guest, S. "User interface construction software and the computer acquisition of basic English skills". *Interfaces in Computing*, 2(1) , pp 69-80, 1984.

Edmonds, E. A., "Negative knowledge towards a strategy for asking in logic programming". *Int.J.Man-Machine Studies*, 24, 6, pp 597-60, 1986.

Schappo, A. and Edmonds, E. A. "Support for tentative design: incorporating the screen image, as a graphical object, into PROLOG". *Int.J.Man-Machine Studies*, 24, 6, pp 601-611, 1986.

Connolly, J. H., Guzy, J. J., Edmonds, E. A., Johnson S. R. and Woodcock, A. "Automatic speech recognition based on spectrogram reading". *Int. J. Man-Machine Studies*, 24, 6, pp. 611-621, 1986.

Edmonds, E. A., "Expert systems and document handling". *Information Processing and Management*, 23, 2, pp 77-80, 1987.

Edmonds, E. A., "Adaptability, response and knowledge". *Knowledge Based Systems,* 1,1, pp 3-10, 1987.

Edmonds, E. A., "Logic and time-based art practice". *Leonardo, Electronic Art Supplemental issue*, Pergamon Press, Oxford, pp 19-20, 1988.

Edmonds, E. A., Candy, L., Slatter and Lunn "Issues in the design of expert systems for business". *Expert Systems for Information Management*, 2, 1, pp 1-22, 1989.

Edmonds, E. A., "Towards video constructs". *Measures Art International*, 3, pp 20-23, 1989.

Edmonds, E. A., "Constructing with computers". *Art Monthly*, 129, pp 12-13, 1989.

Edmonds, E. A., "Intelligent measurement and sensing systems: speech knowledge externalization". *Preprints Australasian Instrumentation & Measurement Conference: AIM'89*, Australian IEE, pp 22-25, 1989.

Edmonds, E. A., "The emergence of the separable user interface". *ICL Technical Journal*, 7, 1, pp 54-65, 1990.

Edmonds, E. A. "Video Construct Communication Systems", *Control Magazine,* 14, PP 22-13. 1990.

Edmonds, E. A., "Human-computer interface evaluation: not user friendliness but design for operation". *Medical Informatics*, 15, 3, pp 253-260, 1990.

Edmonds, E. A. and McDaid, E. "An architecture for knowledge-based front-ends". K*nowledge Based Systems,* 3, 4, pp 221-224, 1990.

Edmonds, E. A., "Frameworks for knowledge-based systems". *Knowledge Based Systems*, 3, 4, pp 187-190, 1990.

Lansdale, M. W. and Edmonds, E. A., "Using Memory for Events in the Design of Personal Filing Systems", *International Journal of Man-Machine Studies*, 36, 1992, pp 97-126, ISSN 00207373.

Edmonds, E. A., "Culture, Knowledge and Creativity - Beyond Computable Numbers", *Languages of Design*, 1(3), 1993, pp 253-261, ISSN 0927-3034.

Branki, N. E., Edmonds, E. A. and Jones, R. M., "A Study of Socially Shared Cognition in Design", *Environment and Planning B: Planning and Design*, 20, 1993, pp 295-306, ISSN 0265-8135.

Edmonds, E. A., "Knowledge-based Co-operation", *Knowledge Based Systems*, 38(1), 1993, pp 1-2, ISSN 0950-7051.

Candy, L., O'Brien, S. M. and Edmonds, E. A., "End-user Manipulation of a Knowledge-based System: A Study of an Expert's Practice", *International Journal of Man-Machine Studies*, 38(1), January 1993, pp 129-145, ISSN 0020-7373.

Edmonds, E. A., O'Brien, S. M., Bayley, T. and McDaid, E., "Constructing End-user Knowledge Manipulation Systems", *International Journal of Man-Machine Studies*, 38(1), January 1993, pp 51-70, ISSN 0020-7373.

Rousseau, N. P., Candy, L. and Edmonds, E. A., "Influence, Discretion and Time Available: A Case Study of HCI Practice in Software Development", *Interacting with Computers*, 5(4), 1993, pp 397-411, ISSN 0953-5438.

Jones, R. M., Candy, L. and Edmonds, E. A., "Knowledge-based Systems Requirements", *Knowledge-Based Systems*, 6(1) , March 1993, pp 31-37, ISSN 0950-7051.

Jones, R. M., Edmonds, E. A. and Branki, N. E., "An Analysis of Media Integration for Spatial Planning Environments", *Environment and Planning B: Planning and Design*, 21, 1994, pp 121-133, ISSN 0265-8135.

Candy, L. and Edmonds, E. A., "Artefacts and the Designer's Process: Implications for Computer Support to Design", *Journal of Design Sciences and Technology*, 3(1), 1994, pp 11-31, ISSN 1257-8703.

McNeill, T. and Edmonds, E. A., "An Empirical Study of Conceptual Electronic Design", *Revue Sciences et Techniques de la Conception*, 3(1) , 1994, pp 61-86 .

Edmonds, E. A., "Creativity and Cognition", *Knowledge-Based Systems*, 7(4), 1994, pp 1-2, ISSN 0950-7051.

Murray, B. S. and Edmonds, E. A., "Flexibility in Interface Development", *IEE Proceedings: Computers and Digital Techniques*, 141(2), March 1994, pp 93-98, ISSN 1350-2387.

Edmonds, E. A., "Knowledge-based Systems: A New Perspective", *Knowledge Based Systems*, 7(1), March 1994, p 3, ISSN 0950-7051.

Edmonds, E. A., Candy, L., Jones, R. M. and Soufi, B., "Support for Collaborative Design: Agents and Emergence", *Communications of the ACM*, 37(7), July 1994, pp 41-47, ISSN 0001-0782.

Edmonds, E. A., "Creativity and Cognition", *Leonardo*, 28(3), 1995, PP 165-166.

Jones, R. M. and Edmonds, E. A., "Supporting Collaborative Design in a Seamless Environment", *Concurrent Engineering: Research and Applications*, 3(3), 1995, pp 203-212, ISSN 1063-293X.

Candy, L. and Edmonds, E. A., "The Twin Paths of Research and Design: Reformulating the Computer System Development Process", *Journal of Design Sciences and Technology*, 4(1), 1995, pp 57-72, ISSN 1257-8703.

Edmonds, R. and Edmonds, E. A., "Remarks on the Problem of Emergent Objects in Relation to Object-Oriented Computer Systems", *Journal of Design Sciences and Technology*, 4(1), 1995, pp 73-78.

Candy, L. and Edmonds, E. A., "Creative Design of the Lotus Bicycle: Implications for Knowledge Support Systems Research", *Design Studies*, 17(1), 1996, pp 71-90, ISSN 0142-694X.

Soufi, B. and Edmonds, E.A., "The Cognitive Basis of Emergence: Implications for Design Support", *Design Studies*, 17(4), 1996, pp 451-463, ISSN 0142-694X.

Pollitzer, E. and Edmonds, E.A., "Editorial: the evolving partnership between cognitive science and HCI", *International Journal of Human-Computer Studies*, 44(6), 1996, pp 731-741, ISSN 1071-5819.

Edmonds, E.A. and Candy, L., "Computer Support for Concept Engineering Design: Enabling Interaction with Design Knowledge", *Journal of Systems Engineering and Electronics*, 7(2), 1996, pp 55-71, ISSN 1004-4132.

Clibbon, K. and Edmonds, E. A., "Representing Strategic Design Knowledge", *Engineering Applications of Artificial Intelligence*, 9 (4), 1996, p 349-357, ISSN 0952-1976.

Jones, R. M., Copas, C. and Edmonds, E. A., "GIS Support for Distributed Group-work in Regional Planning", *International Journal of Geographical Information Systems*, 11(1), 1997, pp 53-71, ISSN 1365-8816.

Candy, L. and Edmonds, E.A., ''Supporting the Creative User: A Criteria-based Approach to Interaction Design'', *Design Studies*, 18(2), 1997, pp 185-194, ISSN 0142-694X.

Candy, L., Shah, D. and Edmonds, E.A., ''An Investigation into Supporting Collaboration Over the Internet'', *Computer Communications: Special Issue on Internet: State-of-the-Art*, 20(16), 1998, pp 1458-1466, ISSN 0141-3664.

Heliadis, G.P. and Edmonds, E.A., ''On Facilitating Knowledge Transfer in Software Design'', *Knowledge-Based Systems*, 12, 1999, pp 391-395, ISSN 0950-7051.

Edmonds, E. A., ''Art Practice Augmented by Digital Agents'', *Digital Creativity*, 11(4), 2000, pp 192-203, ISSN 1462-6268.

Smyth, M. and Edmonds, E.A., ''Supporting Design Through the Strategic Use of Shape Grammars'', *Knowledge Based Systems*, 13, 2000, pp 385-393, ISSN 0950-7051.

Copas, C.V. and Edmonds, E. A., ''Intelligent Interfaces Through Interactive Planners'', *Interacting with Computers*, 12, July 2000, pp 545-564, ISSN 0953-5438.

Candy, L. and Edmonds, E.A., ''Creativity Enhancement with Emerging Technologies'', *Communications of the ACM Special Issue on Personalization Systems*, 43(8), August 2000, pp 62-65.

Edmonds, E. A. "Structure in Art Practice: Technology as an Agent for Concept Development". *Leonardo*, 35 (1) 2002.pp. 65-71

Candy, L. and Edmonds, E.A.. "Interaction in Art and Technology", *Crossings: Electronic Journal of Art and Technology* - http://crossings.tcd.ie/issues/2.1/Candy/ Volume 2 Issue 1 March 2002

Edmonds, E.A. and Candy, L., ''Creativity, Art Practice and Knowledge'', *Communications of the ACM Special Section on Creativity and Interface* , 45(10) , 2002, pp 91-95.

Mamykina, L., Candy, L. and Edmonds, E.A., ''Collaborative Creativity'' , *Communications of the ACM Special Section on Creativity and Interface* , 45(10), 2002, pp 96-99

Edmonds, E. A. "Logics for Constructing Generative Art Systems". *Digital Creativity*, 14 (1) 2003. pp 23-38.

Nagai, Y., Candy, L. and Edmonds, E. A. "Representations of Design Thinking- A Review of Recent Studies". *Journal of the Asian Design International Conference*, Vol.1, Index No. 341 Asian Society for the Science of Design, Tsukuba. 2003. pp 1-9.

Edmonds E. A., Everitt, D., Macaulay M. and Turner G. "On physiological computing with an application in interactive art" *Interacting with Computers* 16, 2004 pp 897–915.

Edmonds, E. A., Weakley, A. J., Candy, L., Fell, M. J., Knott, R. P. and Pauletto, S. "The Studio as Laboratory: Combining Creative Practice and Digital Technology Research". *JHCS* vol. 63, issue 4-5, October 2005. pp 452-481.

Weakley, A. and Edmonds, E. "Web-based support for creative collaboration", *Int. J. Web Based Communities*, Vol. 1, No. 4, 2005, pp 436–449.

Burraston, D. and Edmonds, E. A. "Cellular Automata in Generative Music and Sonic Art: a historical and technical review". *Digital Creativity*, 2005, Vol 16(3) pp 165-185.

Berry, R.A., Makino, M., Hikawa, N., Naemura, M., Pisan, Y., Edmonds, E.A., "Programming in the World". *Digital Creativity*, 17 (1), 2006, pp 36-48.

Edmonds, E. "New directions in interactive art collaboration". *CoDesign: International Journal of CoCreation in Design and the Arts*, Vol. 2, No. 4, 2006. pp 191-194.

Muller, L., Edmonds, E., Connell, M., "Living Laboratories for Interactive Art *CoDesign: International Journal of CoCreation in*

Design and the Arts, Vol. 2, No. 4, 2006,   pp 195-207.

Edmonds, E. A., Muller, L, and Connell, M. "On Creative Engagement", *Visual Communication*. Vol 5 No. 3. 2006. pp 307-322.

Shneiderman, B., Fischer, G., Czerwinski, M., Resnick, M., Myers, B., Candy, L., Edmonds, E, Eisenberg, M, Giaccardi, E, Hewett, T, Jennings, P, Kules, B, Nakakoji, K,Nunamaker, J, Pausch, R, Selker, T, Sylvan, E, Terry, M. "White Paper on Creativity Support Tools Workshop". International Journal of Human Computer Interaction (IJCHI). Vol. 20, No. 2, 2006. pp 61-77.

Edmonds, E. A. "Reflections on the Nature of Interaction". *CoDesign: International Journal of Co-Creation in Design and the Arts.* Taylor & Francis Group, UK: September 2007, Vol. 3 Issue 3, 2007. pp 139-143.

Bilda, Z, Candy, L, and Edmonds E. A. "An Embodied Cognition Framework for Interactive Experience", CoDesign: International Journal of Co-Creation in Design and the Arts. Taylor & Francis Group, UK: September 2007, Vol. 3 Issue 2, 2007. pp 123-137.

Amitani, S., Bilda, Z., Edmonds, E. A. "Our Content: Generative Methods for Montaging Multimedia Data". *Design Studies* Vol 29, Issue 6, 2008, pp 572-586.

Bilda, Z. Edmonds, E. Candy, L. "Designing for creative engagement", *Design Studies*, Vol 29, Issue 6, 2008, pp 525-540.

Seevinck, J. Edmonds, E. "Emergence and the art system 'plus minus now'", *Design Studies*, Vol 29, Issue 6, 2008, pp 541-555.

Johnston, A. Candy, L. Edmonds, E. "Designing and evaluating virtual musical instruments: facilitating conversational user interaction", *Design Studies*, Vol 29, Issue 6, 2008, pp 556-571.

Danylak, R. and Edmonds, E. "Interactive film and the multiplied self". *Comput. Entertain.* 6, 3, 2008, 1-9.

Boden, M. A. and Edmonds, E. A. "What is Generative Art?". *Digital Creativity* Vol. 20 Nos 1-2, 2009, pp 21-46.

Edmonds, E., Bilda, Z., & Muller, L. "Artist, evaluator and curator: three viewpoints on interactive art, evaluation and audience experience". *Digital Creativity, 20*(3), 2009, pp141 - 151.

Amitani, S., & Edmonds, E. "A Method for Visualising Possible Contexts". *Int Journal of Advanced Intelligence Paradigms*. 2:2/3, 2010. pp 110-124.

Edmonds, E., & Candy, L. "Relating Theory, Practice and Evaluation in Practitioner Research". *Leonardo.* 43:5, 2010, pp 470-476.

Edmonds, E. & Leggett, M. "How Artists Fit into the Research Processes". *Leonardo* 2010. 43:2, pp 194-5.

Foster, J. Lin, A. & Edmonds, E. "We Don't Do Google, We Do Massive Attacks: Notes on Creative R&D Collaborations, *Leonardo* 2010. 43:1, pp 94-5

Edmonds, E. A. "The art of interaction", *Digital Creativity*, 21:4, 2011. 257-264.

Danylak, R. and Edmonds, E. A. "The planning and experience of time and space in three gestural media: theatre, film and interactive film" *Int. J. of Arts and Technology* Vol.5, No.1. 2012. pp.1 – 16

Edmonds, E. A. and Franco, F. "From Communications Game to Cities Tango". *Int. J. Creative Computing*, Vol. 1, No. 1, 2013. pp 120-132.

Edmonds, E. A. "Network Art from the Birth of the Internet to Today". *Acoustic Space, Vol. 15: OPEN FIELDS. Art and Science Research Practices in the Network Society*. 2016. pp 80-87.

Edmonds, E. A. and Franco, F. "Systems Theory, Systems Art and the Computer: Ernest Edmonds interviewed by Francesca Franco", *Interdisciplinary Science Reviews Journal* 42.1. 2017. pp 169-179.

Candy, L. and Edmonds, E. A. "Practice-Based Research in the Creative Arts: Foundations and Futures from the Front Line" *Leonardo* 51 (1) 2018. pp 63-69.

Edmonds, E. A. "Algorithmic Art Machines." *Arts* 7, no. 1: 3.
  http://www.mdpi.com/2076-0752/7/1/3. 2018.
Edmonds, E. A. "Art Systems: 1968 to 2018" *Leonardo* 51 (4) 2018. pp 426-428.
Edmonds E. A. "Communication Machines as Art". *Arts*. 8, no. 1. 22.
  https://www.mdpi.com/2076-0752/8/1/22 2019.
Jeon, M., Fiebrink, R., Edmonds, E. A. and Herath, D. "From Rituals to Magic:
  Interactive Art and HCI of the Past, Present, and Future" *IJHCS* 131 2019. pp
  108-119.
Edmonds, E. A. "A journey from abstract film to concrete interaction" *Digital
  Creativity*. 31, no 3. 2020, pp 147–155.
.

Conference Papers

Cornock, S. and Edmonds, E. A. "The creative process where the artist is amplified or
  superseded by the computer". *Computer Graphics '70,* Brunel University, UK,
  1970. [revised version published in the journal Leonardo in 1973]
Edmonds, E. A., Daniels, Ch., and Humphrey, M. "COPS - conversational problem
  solver". *Proc. On-Line '72,* Brunel University, pp 309-322, 1972.
Edmonds, E. A. "Model formation - an application of m-valued logic". Rose (editor),
  Proc. Int. of Cybernetics and Systems. Gordon and Breach, pp 1201-1206,
  1973.
Edmonds, E. A., "Interfaces for human interaction". *Computers in the Arts*, Edinburgh,
  1973.
Edmonds, E. A. and Lee, J. "An appraisal of some problems of achieving fluid man-
  machine interaction". *Proc. EUROCOMP'74,* Online Computing Systems, pp
  635-645, 1974.
Edmonds, E. A. and Lee, J. "Complexity and compromise in CAD systems". *Proc.
  EUROCOMP'75 – Interactive Systems,* Online Conferences, pp 497-510, 1975.
Edmonds, E. A. and Guest, S. "An interactive tutorial system for teaching
  programming". *IERE Proc. 36 – Computer Systems and Technology*, pp 263-
  270, 1977.
Scrivener, S. A. R., Edmonds, E. A. and Thomas, L. A. "Improving image generation
  and structuring using raster graphics". *Proc. CAD.'78*, IPC Science &
  Technology Press, pp 223-229, 1978.
Edmonds, E. A. "Adaptable interface design for interactive systems". Alty and
  Coombs (editors), *Proc. Workshop Comp. Skills and Adaptive Systems*,
  Liverpool University. pp 145-152, 1978.
Edmonds, E. A. "Adaptable man-machine interfaces for complex dialogues". *Proc.
  EUROCOMP '78,* Online Conferences, pp 639-646, 1978.
Edmonds, E. A. "Starting CAD education without graphics". In Abbas, Coultas and
  Lees (editors), *CAD- CAD-ED.*, IPC Science & Technology Press, pp 46-48,
  1978.
Scrivener, S. A. R. and Edmonds, E. A. "The computer as an aid to the investigation
  of art exploration". Samet (editor), *Proc. Euro. IFIP,* North-Holland Publishing
  Company, Amsterdam, pp 483-490, 1979.
Edmonds, E. A. , Schappo, A. and Scrivener, S. A. R. "Computer graphics without
  data structures". *Proc. CAD '80*, IPC Science and Technology Press, London,
  pp 138-145, 1980.

Edmonds, E. A. and Scrivener, S. A. R., "Pictorial properties in raster graphics - classification and use". *Proc. Computer Graphics '80,* Online Publications, London, pp 423-433, 1980.

Schappo, A. and Edmonds, E. A. "An interactive raster graphics language". *Proc. BCS '81,* London, pp 2-15, 1981.

Edmonds, E. A. "Matching the user's model of the machine to the machine". *Proc. IEE Conf. Man-Machine Systems,* IEE Professional Publications, pp 72-75, 1982.

Edmonds, E. A. "Image handling - the bringing together of computer graphics and image processing". *Computer Graphics Forum,* 2, 1, pp 30-34, 1983.

Guest, S. and Edmonds, E. A. "Graphical support in a user interface management system'. Bo and Tucker (editors), *Eurographics '84,* Elsevier, Amsterdam, pp 339-347, 1984.

Edmonds, E. A. and Guest, S. "The SYNIC2 user interface manager". Bullinger and Shackel (editors), *Human-Computer Interaction - INTERACT '84,* Elsevier, Amsterdam, pp 53-56, 1984.

Edmonds, E. A., "Knowledge and the functions of the user interface". *Proc. of Colloquium on Intelligent Knowledge-based Systems - the path to user friendly computers*. IEE Professional Group C5 Man-Machine Interaction, London. pp 1/1-1/2, 1984.

Edmonds, E. A. "Graphics: input and output issues". *Proc. Milcomp '85*, Microwave Exhibitions & Publishers, London, pp 407-410, 1985.

Johnson, S. R, Connolly, J. H. and Edmonds, E. A. "Spectrogram analysis: a knowledge-based approach to automatic speech recognition". Bramer (editor), *Research and Development in Expert Systems*, Cambridge University Press. pp 95-105, 1985.

Edmonds, E. A., "Towards a taxonomy of user interface adaptation". *Proc. Adaptive Man-Machine Interfaces,* IEE, London, pp 3/1-3/6, 1986.

Edmonds, E. A. "Good software design: what does it mean?" Bullinger & Shackel (editors), *Human-Computer Interaction: INTERACT '87*, Elsevier, Amsterdam, pp 333-335, 1987.

Buckley, M., Candy, L. and Edmonds, E. A. "Determining requirements and prototyping the user interface module". *Proc.Human & Organisational Issues of Expert Systems*, Stratford, Ergonomics Society, 1988.

Candy, L. and Edmonds, E. A. "Expert system development for an office environment: users, evaluation and the design process". *Proc.Conf.Man-Machine Systems*, IFAC, pp 357-360, 1988.

Edmonds, E. A. "The human interface and human factors". *Proc.1988 UK IT Conference*, Swansea, IED, pp 10-11, 1988.

Edmonds, E. A. "Judging software design". Sutcliffe and Macaulay (editors), *People and Computers V*, Cambridge University Press, Cambridge, pp 49-56, 1989.

Spence, R., Apperley, M., Brouwer-Janse, M., Edmonds, E. A., Kasik, D., and Rankin, P. "Practical interfaces to complex worlds". Chew and Whiteside (editors), *Human Factors in Computing Systems: CHI '90,* ACM Press, New York, pp 257-260, 1990.

Edmonds, E. A. and Hagiwara, N. "An experiment in interactive architectures". Diaper et al (editors), *Human-Computer Interaction: INTERACT '90*, Elsevier, Amsterdam, pp 601-606, 1990.

Prat, A., Catot, J. M., Lorés, J., Fletcher, P., Southwick, R. and Edmonds, E. A. "Using the FOCUS architecture for developing knowledge based front ends: KAFTS - a KBFE for forecasting". Bullinger (editor), *Human Aspects in Computing: Design and Use of Interactive Systems and Information Management - HCI International '91,* Elsevier, Amsterdam, pp 825-829, 1991.

Jones, R. M., Candy, L., and Edmonds, E. A. "Knowledge-based system requirements". Bullinger (editor), *Human Aspects in Computing: Design and Use*

of Interactive Systems and Information Management - HCI International '91, Elsevier, Amsterdam, pp 796-800, 1991.

Edmonds, E. A. and Jones, R. M. "Negotiation support in design". Gero and Sudweeks (editors), *Preprints of Artificial Intelligence in Design Workshop of IJCAI '91*, University of Sydney, pp 93-108, 1991.

Edmonds, E. A. and Candy, L. "Amplifying creativity: the role of end user knowledge manipulation systems". *Preprints of Symposium on AI, Reasoning and Creativity*. Griffiths University, Australia, pp 57-59, 1991.

Edmonds, E. A. and Ghazikhanian, J. "Co-operation between distributed knowledge bases and the user". Weir and Alty (editors), *Human-Computer Interaction & Complex Systems*, Academic Press, London, pp 245-253, 1991.

Edmonds, E. A., Alty, J. L., Clarke, A., and Scrivener, S. "The LUTCHI Research Centre - laboratory review". Monk, Diaper and Harrison (editors), *People and Computers VII*, Cambridge University Press, Cambridge, pp 527-529, 1992.

O'Brien, S. M., Candy, L., Edmonds, E. A., Foster, T. J., and McDaid, E. "End user knowledge manipulation systems: the speech knowledge interface". Agrawal et al (editors), *Proceedings 20th Annual Computer Science Conference*, ACM Computer Press, New York, pp 359-366, 1992.

O'Brien, S. M., Candy, L., Edmonds, E. A., and Foster, T. J. "Knowledge acquisition and refinement using end-user knowledge manipulation systems". Biswas (editor), *Applications of Artificial Intelligence X: Knowledge Based Systems*, SPIE Proceedings Series, Washington, pp 25-36, 1992.

Edmonds, E. A., Pan, L. Y., and O'Brien, S. M. "Automatic feature extraction from spectrograms for acoustic-phonetic analysis". *Proc. 11th IAPR International Conference on Pattern Recognition*, The Hague, IEEE Computer Society Press, Los Alamos, pp B.701-704, 1992.

Edmonds, E. A., Murray B. S., Gazikhanian, J. and Heggie, S. P. "The re-use and integration of existing software: a central role for the intelligent user interface". Monk, Diaper and Harrison (editors), *People and Computers VII*, Cambridge University Press, Cambridge, pp 415-427, 1992.

O'Brien, S. M., Edmonds, E. A., Candy, L. and Rousseau, M. P. "Visualisation and graphical interaction: contrapuntal support for knowledge workers". Van der Veer, Tauber, Bagnara and Antolovits (editors), Proc. *ECCE-6: 6th European Conference on Cognitive Ergonomics*, Hungary, pp 231-241, 1992.

Edmonds, E. A., Murray B. S. and Govaerts "SEPSOL: An experimental knowledge-based front end developed using the FOCUS architecture and toolkit'. *Proceedings of the Pacific Rim International Conference on Artifical Intelligence*. Vol. I. Korea Information Science Society, Seoul, pp 447-455, 1992.

Edmonds, E. A., Murray B. S. and Rousseau, M. P. "Constructing new front-ends to existing software: re-use and integration". Rees & Iannela (editors), *Proc. OZCHI 92, CHISIG Annual Conference*, Ergonomics Society of Australia, pp 78-84, 1992.

Edmonds, E. A. and Soufi, B. "The computational modelling of emergent shapes in design". Gero & Sudweeks (editors), *Preprints Computational Models of Creative Design*, University of Sydney, Australia, pp 173-189, 1992.

Edmonds, E. A. and Candy, L. "Knowledge support systems for conceptual design: the amplification of creativity". *AAAI 93 Spring Symposium, Artificial Intelligence and Creativity and Design*, AAAI Technical Report, American Association for Artificial Intelligence, 1993.

Edmonds, E. A. "The future of intelligent interfaces: not just "How?", but "What?" and "Why?"'. Gray, Hefley & Murray (editors), *Proc. International Workshop on Intelligent User Interfaces*, ACM Press, New York, pp. 13-17, 1993.

Edmonds, E. A. and Candy, L. "Knowledge support for conceptual design: the amplification of creativity". Salvendy and Smith (Editors), *Human-Computer*

Interaction: Software and Hardware Interfaces - HCI International '93, Elsevier, Amsterdam, pp 350-355, 1993.

Edmonds, E. A. and Candy, L. "Collaborative design in system development: What place for design rationale?" *AAAI-93 Workshop Program, Working Notes on the Eleventh National Conference on Artificial Intelligence*, American Association for Artificial Intelligence, Washington, USA, pp 283-285, 1993.

Edmonds, E. A. and Huang "An experimental knowledge-based user interface management system". Grechenig and Tscheligi (editors), *Proceedings of the Vienna Conference on Human Computer Interaction - VCHCI '93*, Springer-Verlag, Berlin, pp 13-24, 1993.

Edmonds, E. A., Candy, L., and Murray, B. S. "Knowledge support systems for designers". *IJCAI '93 Workshop on Artificial Intelligence in Design, 13th International Joint Conference on Artificial Intelligence*, pp 7-12, 1993.

Murray, B. S., Candy, L., Edmonds, E. A., and Foster, T. J. "Constructing semantic graphical objects". Santo (editor), *Proc. Third Int. Conf. on Computational Graphics & Visualization Techniques: COMPUGRAPHICS '93*, University of Lisbon, Portugal, pp 46-57, 1993.

Edmonds, E. A., "Human-computer co-operation and levels of knowledge". *AAAI 93 Fall Symposium, Human-Computer Collaboration: Reconciling Theory, Synthesizing Practice*, AAAI. Technical Report FS-93-05, American Association for Artificial Intelligence, pp14-19, 1993.

Edmonds, E. A. and Soufi, B. "Perceptual interpretation and representation of emergent shapes". *Preprints of Workshop on Reasoning with Shapes in Design, Third International Conference on Artificial Intelligence in Design - AID '94*, University of Sydney and the Federal Institute of Technology, Switzerland, pp 39-45, 1994.

Edmonds, E. A., "Models and techniques for reuse of designs". Wognum (editor), *Preprints of Workshop on Models & Techniques for Reuse and Design, ECAI '94*, Amsterdam, pp 2-1 to 2-2, 1994.

Edmonds, E. A. and Jones, R. "A framework for negotiation". Connolly and Edmonds (editors) *CSCW and Artificial Intelligence*, Springer Verlag, London, pp 13-22, 1994.

Edmonds, E. A., Riecken, Satherley, Stenning and Visser "Computers and creative thought". Cohn (editor), *Proceeding of European Conference on Artificial Intelligence: ECAI '94*, John Wiley, Chichester, UK, pp 779-784, 1994.

Edmonds, E. A. and Copas "Executable task analysis: integration issues". Cockton, Draper & Weir (editors). *People and Computers IX*, Cambridge University Press, Cambridge, pp 339-352, 1994.

Edmonds, E. A., Fischer, Mountford, Nake, Riecken and Spence "Creativity: interacting with Computers". *Proceeding of Conference on Human Factors in Computing Systems – CHI '95,* ACM Press, New York, May 1995.

Edmonds, E. A., Candy, L., Murray, B.S. and Rousseau, M.P. "A strategy and technology for front end system development". Anzai, Ogawa & Mori (editors), *Advances in Human Factors/Ergonomics, 20B - Symbiosis of Human and Artifact: Proceedings HCI International '95*, Elsevier, Amsterdam, pp 103-108, 1995.

Edmonds, E. A., Candy, L. and Patrick "Interactive knowledge support to conceptual design". Sharpe (editor), *AI System Support for Conceptual Design, Proceedings of the 1995 Lancaster International Workshop on Engineering Design - LIWED '95*, Springer Verlag, London, pp 260-278, 1995.

Edmonds, E. A., Clibbon and Candy, L. "Representing conceptual design knowledge with multi-layered logic". Sharpe (editor), *AI System Support for Conceptual Design, Proceedings of the 1995 Lancaster International Workshop on Engineering Design - LIWED '95*, Springer Verlag, London, pp 93-108, 1995.

Edmonds, E. A., Clibbon and Candy, L. "A logic based framework for architectural design knowledge". Tan & The (eds). *The Global Design Studio, Proceedings of Sixth Int. Conf. on Computer-aided Architectural Design: CAAD Futures '95* , 1995, National University of Singapore, pp 91-102, 1995.

Edmonds, E. A. and Soufi, B. "A framework for the description and representation of emergent shapes". Tan & The (eds). *The Global Design Studio, Proceedings of Sixth Int. Conf. on Computer-aided Architectural Design: CAAD Futures '95* , 1995, National University of Singapore, pp 411-422, 1995.

Edmonds, E. A. and Soufi, B. "Cognitive issues of emergence and interaction: implications for computational models". *Preprints of Third International Round-Table Conference on Computational Models of Creative Design*, University of Sydney, Australia, pp 131-146, 1995.

Edmonds, E. A. and Candy, L. "Creativity in knowledge work: process model and requirements for support". *Proc. OZCHI '95 CHISIG Annual Conference*, Ergonomics Society of Australia, pp 242-248, 1995.

Edmonds, E. A. and Candy, L. "Cognitive style and computer support to creative design". *Proc. OZCHI '95 CHISIG Annual Conference*, Ergonomics Society of Australia, pp 262-263, 1995.

Edmonds, E. A. "Computed Creativity for Creative Computation", *Workshop paper, International AI Symposium 95, Nagoya, Japan*, 1995.

Edmonds, E. A. "Task models of creativity: a contradiction in terms?" *Proc. OZCHI '95 CHISIG Annual Conference*, Ergonomics Society of Australia, pp 4-5, 1995.

Edmonds, E. A. and Candy, L. "Creativity in knowledge work: process model and requirements for support". *Proc. OZCHI '95 CHISIG Annual Conference*, Ergonomics Society of Australia, pp 242-248, 1995.

Edmonds, E. A., Lores, J., Catot, J. M., and Iliadis "PADOX, A personal assistant for experimental design". *XII Symposium on Computational Statistics - COMPSTAT '96*, Physica-Verlag, Heidelberg, pp 241-246, 1996.

Edmonds, E. A. and Copas "Declarative Interaction through Interactive Planners", Vanderdonckt (editor), *Proceedings of the 2nd International Workshop on Computer-Aided Design of User Interfaces CADUI'96, Namur, 5-7 June 1996,* Presses Universitaires de Namur, Namur, pp. 239-255. 1996.

Edmonds, E. A. and Iliadis "A pragmatic view of software design activities and the implications for tool support". *Proc. of First Psychology of Programming Interest Group: PPIG Postgraduate Student Workshop*, Group D Publications, Loughborough, Leics., pp 66-79, 1996.

Edmonds, E. A., Thomas, Cunningham and Jones, R. "Interaction objects for explanation". Varghese & Pfleger (editors), *Human Comfort and Security of Information Systems; Advanced Interfaces for the Information Society, Research Reports Esprit, Project Group HCI,* Springer-Verlag, 2,pp 268-282, 1997.

Edmonds, E. A. and Moran "Interactive systems for supporting the emergence of concepts and ideas". *Proceeding of Conference on Human Factors in Computing Systems - CHI '97,* ACM Press, New York, pp 233, 1997.

Edmonds, E. A. and Parks "A method for graphical input on the WWW". *Proceeding of Conference on Human Factors in Computing Systems - CHI '97,* ACM Press, New York, pp 339-340,1997.

Edmonds, E. A., "Computational Representations of Strategic Knowledge: An Interactive Approach", *Proceedings of Strategic Knowledge and Concept Formation*, Candy and Hori (editors), Loughborough University. pp 25-34, 1997.

Edmonds, E. A. and Pang "Designing Learning Environments using Java: New Functionality", *Design and the Net: Proceedings of 6th Int EuropIA Conference*, Coyne, Ramscar, Lee & Zreik (editors), pp 93-107, 1997.

Edmonds, E. A. and Quantrill, M. "An Approach to Creativity as Process", *Proceedings of CAiiA Conference "Reframing Consciousness",* Ascott (editor), Intellect Books, pp 257-261, UWCN Wales, August 1998.

Edmonds, E. A., Candy, L., and Britton "Software Support for Usability Measurements: An Application to Systems Engineering Data Exchange Development", *Proceedings of HCI98, People and Computers X111,* Johnson, Nigay & Roast (editors), Springer-Verlag, Berlin, pp 37-52, 1998.

Edmonds, E. A., "Drawing, Seeing and the Computer - Why the Pencil is so Good", *Proceedings of Drawing Across Boundaries Symposium, Loughborough School of Art and Design,* September 1998.

Edmonds, E. A. and Copas "Declarative Interaction with Geographical Information Systems", *Proceedings of OZCHI98,* Calder & Thomas (editors), IEEE Computer Society, pp 168-175, 1998.

Edmonds, E. A. and Smyth "The Strategic use of Shape Grammars in the Creation of Spatial Arrangements", Hori & Candy (editors), *2nd Intl Workshop on Strategic Knowledge and Concept Formation*, Iwate Prefectural University, Japan, pp 23-35, 1999.

Edmonds, E. A., "The Library - Access and Individual Creativity", *Proc. Int Conf on Libraries in the Learning Community (Library and Information Commission), University of Sunderland*, pp 125-130, 1998

Edmonds, E. A. and Candy, L. "Into Virtual Space and Back to Reality: Computation, interaction and imagination", Gero, J. S. and Maher, M. L. (editors), *Computational Models of Creative Design IV*, University of Sydney, Australia: 19-31.1998.

Edmonds, E. A. and Pang "Modeling the Learner in a World Wide Web guided Discovery Hypertext Learning Environment", Sasse & Johnson (editors), *Human-Computer Interaction, INTERACT'99*, IOS Press, Amsterdam, pp 597-604, 1999.

Edmonds, E. A., "Artists Augmented by Agents", Lieberman (editor), *IUI2000 International Conference on Intelligent User Interfaces*. ACM Press, New York, pp 68-73, 2000.

Edmonds, E. A. and Quantrill, M. "Creativity by Stealth", *Consciousness Reframed, CaiiA Conference,* University of Wales, August 2000.

Edmonds, E. A. and Candy, L. "Business to Business (B2B) Data Exchange in Systems Engineering", *Design and the Emerging E-commerce Environment*, University of Edinburgh/EUROPIA Productions, Paris, Department of Architecture, Univ of Edinburgh, November 2000, pp 7-15.

Edmonds, E. A., Britton and Candy, L. "A Method for Sharing Information for Quality Measurement in Multi-Site Team Development'", *Proceedings of Software Quality Management IX*, Dawson, R., King, G., Ross M. and Staples, G. (eds), British Computer Society, Pathways to Software Quality, Loughborough University, UK, April 2001, pp 19-30, ISBN 1-902505-40-9.

Edmonds, E. A. and Dixon, J. "Constructing Inter-Relationships: Computations for Interactions in Art". *Proceedings of 5th International Conference on Computational and Cognitive Models of Creative Design*. Gero, J. S. and Maher, M. L. (eds), Sydney University, December 2001, pp 173-185.

Edmonds, E. A., Candy, L. and Britton, J. "Sharing Strategic Knowledge". *Proceedings of the 3rd International Workshop on Strategic Knowledge and Concept Formation.* Gero, J. S. and Hori, K. (eds), Sydney University, December 2001, pp 145-161.

Candy, L. and Edmonds, E.A. Modelling co-creativity in art and technology. *Proceedings of Creativity & Cognition 2002*, ACM Press, NY. 2002b, pp 134-141.

Edmonds, E. A., Candy, L., Fell, M. J., Knott, R. P. and Weakley, A. J. "Macaroni Synthesis: a creative multimedia collaboration". *Proceedings of 7th International*

Conference on Information Visualization. Banissi, E (ed). IEEE Computer Society, Los Alamitos, CA. 2003, pp 646-651.

Edmonds, E. A., Candy, L., Fell, M. J., Knott, R. P., Pauletto, S. and Weakley, A. J. "Developing Interactive Art Using Visual Programming". *Human- Computer Interaction: theory and Practice (Part II). Proceedings of Human-Computer Interaction 2003.* Stephanidis, C. and Jacko, J. (eds). Lawrence Erlbaum, London. 2003. pp 1183-1187.

Turner, G. and Edmonds, E. A. "Towards a Supportive Technological Environment for Digital Art". *Proceedings of OzCHI2003.* Viller, S. and Wyeth, P. (eds). University of Queensland. 2003 pp 44-51.

Edmonds. E. A. "A logical Representation of the Emergence of Intention". *New Trends in Software Methodologies, Tools and Techniques.* Fujita, H. and Johannesson, P. (eds) IOS Press, Amsterdam. 2003. pp 71-77.

Edmonds, E. A. and Turner, G. "Intelligent Interaction in Art Systems" *Proceedings of Intelligent User Interfaces 2004,* Nunes, N. J. and Rich, C. (eds). ACM Press, New York, 2004. pp 354-355.

Edmonds, E. A. and Pauletto, S. "Audiovisual Discourse in Digital Art". *SIGGRAPH 2004 Electronic Art and Animation Catalogue,* ACM Press, New York (2004)

Edmonds, E. A. and Fell, M. "Broadway One". *SIGGRAPH 2004 Electronic Art and Animation Catalogue,* ACM Press, New York (2004) pp30

Edmonds, E. A., Turner, G. and Candy, L. "Approaches to Interactive Art Systems". *Proceedings of GRAPHITE 2004,* Singapore, ACM Press, New York, 2004. pp113-117.

Candy, L. and Edmonds, E. A. "Expertise, Collaboration and Creativity for Technology Design" *Proceedings of APCHI 2004.* Rotorua, New Zealand Springer- Verlag, Berlin. 2004. pp 60-69.

Edmonds, E. A., Martin, A. and Pauletto, S. "Audio-Visual Interfaces in Digital Art". *Proceedings of Advances in Computer Entertainment Technology.* ACM Press, New York, 2004, pp 331-336.

Burraston, D., Edmonds, E. A., Livingstone, D. and Miranda, E. "Cellular Automata in MIDI based Computer Music". *Proceedings of the International Computer Music Conference,* University of Miami. 2004.

Burraston, D., Edmonds, E. A. "Global Dynamics Approach to Generative Music Experiments with One Dimensional Cellular Automata". *Proceedings of Ghost in the Machine: Performance Practice in Electronic Music,* Australasian Computer Music Association. Fitzroy, Victoria, Australia. 2004. pp 29-38.

Costello, B., Weakley, A. J. & Edmonds, E. "Creative Presence: Supporting Artistic Collaborations", in *Seventh International Workshop: Presence 2004,* eds M. A. Raya & B. R. Solaz, Universidad Politecnica De Valencia, Valencia, Spain, 2004, pp. 287-293.

Weakley, A. J. and Edmonds, E. A. "Web-Based Support for Creative Collaboration". In *Proceedings of the IADIS International Conference Web-Based Communities 2004* (Eds, Kommers, P., Isias, P. and Nunes, M. B.) IADIS Press, Lisbon, Portugal, 2004, pp. 239-246.

Johnston, A. J., & Edmonds, E. A. Creativity, Music and Computers: Guidelines for Computer-Based Instrumental Music Support Tools. In E. T. B. updated (Ed.), *Proceedings of the Australasian Conference of Information Systems,* Hobart, Australia: University of Tasmania, Hobart, 2004, pp. 2-11.

Johnston, A. J., & Edmonds, E. A. (Towards a Framework of Requirements for Music Learning Support Tools. In M. Khosrow-Pour (Ed.), *Innovations Through Information Technology: 2004 Information Resources Management Association International Conference* Hershey, PA, USA: Idea Group Publishing. 2004, pp. 643-646.

Weakley, A.J. and E. Edmonds, Using Repertory Grid in an Assessment of Impression Formation, in *Proceedings of the 16th Australasian Conference on*

Information Systems (ACIS 2005). Abstracts and CD ROM of full papers, B. Campbell, J. Underwood, and D. Bunker, Editors. 2005, Australasian Chapter of the Association for Information Systems: Sydney, Australia.

Turner, G., Weakley, A., Zhang, Y. and Edmonds, E.A., A Grounded Theory Study of Programming in Artist-Programmer Collaborations. in New Trends in Software Methodologies, Tools and Techniques: *Proceedings of the fourth SoMeT_W05*, (Tokyo, Japan, 2005), IOS Press, pp 388-400.

Turner, G., Weakley, A., Zhang, Y. and Edmonds, E.A., Attuning: A Social and Technical Study of Artist/Programmer Collaborations. in *Psychology of Programming Interest Group 2005*, (Brighton, UK, 2005), University of Sussex.

Costello, B., Weakley, A. & Edmonds, E. "Reading and Writing Collaborative Creative Presence", in proceedings of *HCI International*, July 2005 Las Vegas.

Costello, B., Muller, L., Amitani, S., Edmonds, E. "Understanding the Experience of Interactive Art: Iamascope in Beta_space", in proceedings of *Interactive Entertainment*, November 2005, Sydney

Turner, G., Edmonds, E. & Weakley, A. J., 'Seeing Eye-to-Eye: Supportive Transdisciplinary Environments for Interactive Art', Information Visualisation '05, IEEE Computer Society Press, Los Alamitos, California, UK, 2005.

Johnston, A. J., Amitani, S., & Edmonds, E. A. Amplifying Reflective Thinking in musical Performance. In L. Candy (Ed.), *Proceedings of Creativity and Cognition Proceedings 2005* New York, USA: ACM Press. 2005, pp. 166-175.

Berry, R., Naemura, M., Kobayashi, Y., Tada, M., Inoue, N., Pisan, Y. & Edmonds, E. "An Interface Test-Bed for Kansei Filters Using the Touch Designer Visual Programming Environment". *Australasian User Interface Conference 2006* (AUIC2006), vol. 50, W. Piekarski (ed), (CRPIT), Hobart, Australia.

Danylak, R. and Edmonds, E. "Touch as the Act of Signification: Naming as a Key Design Concept for the Gesturally Intuitive Interactive Space". *Engage: Interaction, Art and Audience Experience*, Edmonds, E., Muller, L., and Turnbull, D. (eds) Creativity and Cognition Studios Press, Sydney, Australia. pp 196-206, 2006.

Edmonds, E. "Reflections on the Nature of Interaction". *Engage: Interaction, Art and Audience Experience - A CCS/ACID Symposium*, Edmonds, E., Muller, L., and Turnbull, D. (eds). Creativity and Cognition Studios Press, Sydney, Australia, 2006. pp xxiii-xxviii.

Edmonds, Ernest. "Abstraction and Interaction: An Art System for White Noise." *Computer Graphics, Imaging and Visualisation - Techniques and Applications*, Ebad Banissi, et al (eds). IEEE Computer Society Conference Publishing Services. Los Alamitos, California: 2006. pp 423-427.

Johnston, A., Marks, B., and Edmonds, E. "Charmed Circle: An Interactive Toy for Musicians." *International Conference on Digital Interactive Media in Entertainment and Arts (DIME)*, Cheok, A.D., Boj, C. , Dias, D., Kimpan. C.(eds). Research Publishing Services, ACM-SIGHI. Bangkok, Thailand, Proceedings on CD-ROM. 2006.

Johnston, A., Marks, B., Candy. L., and Edmonds, E. "Partial Reflections". *Engage: Interaction, Art and Audience Experience*. Edmonds, E., Muller, L., and Turnbull, D. (eds). Creativity and Cognition Studios Press, 2006. Sydney, Australia. pp 100-109.

Muller, L. and Edmonds, E. A. "Living Laboratories: Making and Curating Interactive Art", *SIGGRAPH 2006 Electronic Art and Animation Catalog*. ACM Press, New York. 2006. pp 160-163.

Muller, L., Turner, G., Khut, G. and Edmonds, E. "Creating Affective Visualisations for a Physiologically Interactive Artwork". *Proceedings of the 10th International Conference of Information Visualisation* London, 5-7 July 2006. IEEE Computer Society, Los Alamitos, California. pp 651-658.

Muller, L., Robertson, T., and Edmonds, E., "Experience Workshops". *Proceedings of Objects of Interaction* workshop, held at OZCHI 2006. Matthew Simpson (ed). Sydney, Australia. Published online http://hdm.acid.net.au/workshop.html

Seevinck, J., Candy, L., Edmonds, E.A. "Exploration and Reflection in Interactive Art: Glass Pond". *Proceedings of OZCHI 2006*, ACM Digital Library, Sydney, Australia, 2006.

Edmonds, E. A. "The art of Programming or Programs as Art". *Proceedings of the 6th New Trends in Software Methodologies, Tools and Techniques (SoMeT_07)*, H. Fujita and D. Pisanelli (Eds.), IOS Press, pp.119-125, 2007.

Amitani, S., and Edmonds, E. A. "Algorithms for Scenario Generation Systems", *The 21st Annual Conference of The Japanese Society for Artificial Intelligence (JSAI2007),* 20-22 June 2007, Miyazaki, Japan, 2007.

Amitani, S. Edmonds, E. A. "Designing a System for Supporting the Process of Making a Video Sequence", *Digital Art Weeks Festival 2007*, 9-14 July, Zurich, Switzerland, 2007.

Amitani, S., Edmonds, E. A. "A Dynamic Concept Base: A Component for Generative Systems", *Digital Art Weeks Festival 2007*, 9-14 July, Zurich, Switzerland. Proceedings available via the DAW website at: http://www.digitalartweeks.ethz.ch/docs/daw07proc/poster-amitani.pdf 2007

Amitani, S., Edmonds, E. A. "A Context Visualiser: the Generative Website Project", *SIGGRAPH 2007 Sketches & Posters Program*, 8-13 August, San Diego, CA, USA, 2007.

Amitani, S., Edmonds, E. A. "A Method for Visualising Possible Contexts", *11th International Conference on Knowledge-Based and Intelligent Information & Engineering Systems (KES2007),* Invited Session of Chance Discovery, 12 - 14 September, Vietri sul Mare, Italy. KES 2007 / WIRN 2007, Part II, LNAI 4693, pp.901-908, 2007.

Amitani, S., Edmonds, E. A. "Generative Website: Visualising Possible Stories". *13th International Conference on Virtual Systems and Multimedia VSMM2007*, 23-26 September 2007, Brisbane, Australia, 2007.

Bilda, Z., Edmonds, E. A., and Turnbull, D. "Interactive Experience in a Public Context". *Creativity and Cognition 2007: Seeding Creativity: Tools, Media, and Environments.* June 13-15, 2007. Washington, DC, USA. An ACM SIGCHI Conference 2007. pp 243-244.

Zhang, Y., Weakley, A. and Edmonds, E. A. "Resolving assumptions in art-technology collaboration as a means of extending shared understanding", *The 12th International Conference on Human- Computer Interaction*, 2007. Beijing, China: Springer

Phalip, J., Edmonds, E. A. Guidelines for Communication in Film Scoring. *ICOMCS, the inaugural International Conference on Music Communication Science,* Sydney, Australia. 5-7 December 2007.

Phalip, J., Morphett, M., Edmonds, E. A. "Alleviating Communication Challenges in Film Scoring: An Interaction Design Approach". *OZCHI 07, Australasian Computer-Human Interaction Conference*, Adelaide, Australia. 28-30 November 2007.

Danylak, R., Bilda, Z., Edmonds, E. A. "Establishing Research Criteria for Performed Gestures and Emotional Interaction in a Gestural Film Game: To be or not to be". *Proceedings of the 6th New Trends in Software Methodologies, Tools and Techniques (SoMeT_07)*, H. Fujita and D. Pisanelli (Eds.), IOS Press, pp.166-181, 2007.

Edmonds, E.A. Amitani, S. (2008) "Shaping Forms on the Web with a Collective Memory", In Fujita, H. and Zualkerman, I. (eds) *New Trends in Software Methodologies, Tools and Techniques,* ISO Press. Amsterdam. pp 309-315.

Edmonds, E.A. "The Creativity and Cognition Studios". *Proceedings HCI2008 Culture, Creativity, Interaction*, Liverpool John Moores University, UK, 1-5 September 2008.

Edmonds, E.A. Amitani, S. "Shaping Forms on the Web". *Proceedings of the 3rd International Conference on Digital Live Art [(re)Actor3]*, Liverpool UK, 3rd Sept 2008.

Hills, D., Amitani, S. & Edmonds, E. "A Data Model for Generative Context Representation - Our Content Project", *Australasian CRC for Interaction Design Conference*, QUT, Brisbane, Australia, 24th October 2008.

Edmonds, E.A and Candy. L. "Interpretation in Practice", *In R2P: The Problem of Interpretation, 5th Research into Practice Conference*, edited by Michael Biggs and Daniela Büchler, Royal Society of Arts, London UK, pp 45-47, 31st October 2008.

Hills, D., Pisan, Y. & Edmonds, E. "Towards a Generic Framework for Situated Collaborative Storytelling", *Interactive Entertainment 08*, QUT, Brisbane, Australia, December 3-5th, 2008.

Phalip, J., Jean, D., Edmonds, E. "Resolving Ambiguity of Scope in Remote Collaboration: a Study in Film Scoring". *OzCHI 08, Australasian Computer-Human Interaction Conference*, Cairns, Australia. 8-12 December 2008.

Bilda, Z. Bowman, C. Edmonds, E. "Experience evaluation of interactive art: study of GEO Landscapes", *Australasian Conference on Interactive Entertainment IE2008, Brisbane, Australia.* 8-12 December 2008.

Danylak, R., & Edmonds, E. "The Organisation of Space and Time in Three Gestural Media". *7th International Conference on Software Methodologies, Tools and Techniques (SoMeT 2008),* American University of Sharjah, Sharjah, UAE, 15 - 17 October 2008.

Moss, S., & Edmonds, E. "The Reflective Practitioner: in Creation of PEGASYS". *OzCHI 08, Australasian Computer-Human Interaction Conference*, Cairns, Australia. 8-12 December 2008.

Amitani, S., Bilda, Z., Hills, D., & Edmonds, E. "Our Content: Generative Montage Methods for Multimedia Data". *ICIW 09 4th International Conference on Internet and Web Application Services*, Venice, Italy, 2009.

Costello, B., & Edmonds, E. "Directed and Emergent Play". *Creativity & Cognition Conference, C&C09,* Berkeley Art Museum & Gallery, San Francisco, Ca. USA, 2009.

Edmonds, E. "On New Constructs in Art: Structure, Time, Correspondences and Interaction" (keynote paper). *EVA London 2009 - Electronic Visualisation and the Arts,* London UK, 2009.

Seevinck, J. and Edmonds, E. Open in art, nature and emergence. In *Proceedings of the 21st Annual Conference of the Australian Computer-Human interaction Special interest Group: Design: Open 24/7* (Melbourne, Australia, November 23 - 27, 2009). OZCHI '09, vol. 411. ACM, New York, NY, 2009, 365-368.

Kennard, R., Edmonds, E., and Leaney, J. Separation anxiety: stresses of developing a modern day separable user interface. In *Proceedings of the 2nd Conference on Human System interactions* (Catania, Italy, May 21 - 23, 2009). IEEE Press, Piscataway, NJ, 2009, 225-232.

Edmonds, E. A. Cities Tango: between Belfast and Sydney, In *Catalogue ISEA2009.* University of Ulster, 2009, p 66.

Edmonds, E. "The Art of Programming or Programs as Art". *IXth Consciousness Reframed 2008*, Vienna, Austria, 2009.

Edmonds, E., Bilda, Z., & Muller, L. "Artist, Evaluator and Curator: three viewpoints on Interactive Art, Evaluation and Audience Experience". *Completing the Circle Symposium,* British Computer Society, London, 2009.

Phalip, J., Edmonds, E., & Jean, D. "Supporting Remote Collaboration in Film Scoring". *Creativity & Cognition Conference, C&C09,* San Francisco, Ca. USA, 2009.

Costello, B. and Edmonds, E. A. "A tool for characterizing the experience of play". In *Proceedings of the Sixth Australasian Conference on interactive Entertainment* (Sydney, Australia, December 17 - 19, 2009). IE '09. ACM, New York, NY, 2009, pp 1-10.

Johnston, A. J., Candy, L., & Edmonds, E. A. Designing for Conversational Interaction. In B. Dannenberg Roger, & D. Ries Kristi (Eds.), *Proceedings of New Interfaces for Musical Expression (NIME)*. Pittsburgh, USA: Carnegie Mellon University. 2009, pp. 207-212.

Edmonds, E. A. "Beyond abstract film: constructivist digital time" *Proceedings Electronic Visualisation and the Arts*, London. 2010. http://www.bcs.org/server.php?show=nav.14043

Edmonds, E. A. "The Art of Interaction" (keynote paper) *Proceedings Create10*, Edinburgh, http://www.bcs.org/server.php?show=nav.14180, 2010.

Edmonds, E. A. and Franco, F. "From Communication Game to Cities Tango" *Proceedings of Computational Aesthetics*, BCS, London, 2010.

Dulyan, A. and Edmonds, E. A. "AUXie: initial evaluation of a blind-accessible virtual museum tour". In *Proceedings of the 22nd Conference of the Computer-Human interaction Special interest Group of Australia on Computer-Human interaction* (Brisbane, Australia, November 22 - 26, 2010). OZCHI '10. ACM, New York, NY, 2010, pp 272-275.

Welley, V. and Edmonds, E. A. "The HCI researcher as artist and designer: approaches to creativity and distance" *Proceedings of the 8th ACM conference on Creativity and Cognition* ACM Press, New York, NY, 2011, 233-238.

Turnbull, D., Connell, M. and Edmonds, E. A. "Prototype Places: Curating Practice-Based Research in a Museum Context". In Ciolfi, L., Scott, K. and Barbieri, S. (eds) *Proceedings of Rethinking Technology in Museums 2011,* University of Limerick, Ireland. 2011, pp 203-214.

Edmonds, E. A. "Art, Interaction and Engagement". In Banissi, E. et. al. (eds) *Proceedings of Information Visualization 2011*. IEEE, Los Alamitos, CA. 2011, pp 451-456.

England, D., Edmonds, E., Sheridan, J. G., Pobiner, S., Bryan-Kinns, N., Wright, P., Twidale, M., and Diana, C. "Digital arts and interaction (invited)". In *CHI '11 Extended Abstracts on Human Factors in Computing Systems* (Vancouver, BC, Canada, May 07 - 12, 2011). CHI EA '11. ACM, New York, NY, 2011, pp 609-612.

Fantauzzacoffin, J., Berzowska, J., Edmonds, E. A., Goldberg, K., Fox Harrell, D. and Smith. B. *"The arts, HCI, and innovation policy discourse: invited panel". CHI EA '12 CHI '12 Extended Abstracts on Human Factors in Computing Systems.* ACM New York, NY, USA. 2012, pp 1111-1114 .

Seevinck, J., Edmonds, E. A., and Candy, L. " Emergent participant interaction". In *Proceedings of the 24th Australian Computer-Human interaction Conference (*Melbourne, Australia, November 26 - 30, 2012). V. Farrell, G. Farrell, C. Chua, W. Huang, R. Vasa, and C. Woodward, Eds. OzCHI '12. ACM, New York, NY, 2012, pp 540-549.

Clark, S. and Edmonds, E. A. "ColourNet: a system of interactive and interacting digital artworks". In *CHI '13 Extended Abstracts on Human Factors in Computing Systems*. ACM, New York, NY, 2013, 2911-2914.

Edmonds, E., Benford, S., Bilda, Z., Fantauzzacoffin, J., Malina, R., and Vinet, H. "Digital arts: did you feel that?". In *CHI EA'13 Extended Abstracts on Human Factors in Computing Systems*. ACM, New York, NY, 2013, pp 2439-2446.

Candy L, Edmonds E, Alarcón X, Smith S. 'Evaluation in public art: the Light Logic exhibition". In: *Proceedings of ISEA2013*. 2013 http://ses.library.usyd.edu.au/handle/2123/9653

Berry, R. , Edmonds, E. and Johnston, A. "Representational systems with tangible and graphical elements". In *12th IEEE and ACM International Symposium on*

Mixed and Augmented Reality, ISMAR 2013; Adelaide, NSW; Australia; 1, 2013; http://ieeexplore.ieee.org/stamp/stamp.jsp?arnumber=06671815

England, D., Spence, J. C., Latulipe, C., Edmonds, E., Candy, L., Schiphorst, T, Bryan-Kinns, N. and Woolford. K. "Curating the digital: spaces for art and interaction". In *CHI EA'14: Extended Abstracts on Human Factors in Computing Systems*. ACM New York, NY, 2014, pp 21-24.

England, D., Spence, J. C., Latulipe, C., Edmonds, E., Candy, L., Schiphorst, T, Bryan-Kinns, N. and Woolford. K. "Art and interaction SIG: cataloging the digital arts'. In *CHI EA'14: Extended Abstracts on Human Factors in Computing Systems*. ACM New York, NY, 2014, pp 1115-1118.

England, D., Candy, C., Latulipe, C., Schiphorst, T, Edmonds, E., Kim, Y., Clark, S. and Kerne, A. "Art.CHI". In *CHI EA'15 Extended Abstracts on Human Factors in Computing Systems*. ACM New York, NY, 2015, pp 2329-2332.

Lupfer, N., Hamilton, B., Webb, A., Linder, R., Edmonds, E. and Kerne, A. 'The Art.CHI Gallery: An Embodied Iterative Curation Experience'. In *CHI EA'15 Extended Abstracts on Human Factors in Computing Systems*. ACM New York, NY, 2015, pp 391-394.

Berry, R., Edmonds, E., & Johnston, A. J. Unfinished Business: Some Reflections On Adopting A Practice-Based Approach To Technological Research As An Artist. In *Proceedings of the Annual Conference of the Australasian Computer Music Association*. Australia: The Australasian Computer Music Association. 2015, pp 13-18.

Edmonds, E. A. and Clark, S. "Tango Apart: Moving Together". *CHI EA'16 Extended Abstracts on Human Factors in Computing Systems*. ACM New York, NY. 2016 pp 3663-3666.

Edmonds, E. A. "Shaping Form S17". *CHI EA'17 Extended Abstracts on Human Factors in Computing Systems*. ACM New York, NY. 2017. pp 1431-1432.

Edmonds, E. and Greasley, P. "Constructs:Conducts". *CHI EA'18 Extended Abstracts*, ACM CHI Conference, Paper No. Art04, 2018.

Edmonds, E., Hills, D., Ji, Y. and Tong, X. "H Space: Interactive Augmented Reality Art" *Proceedings TEI'20*. ACM Press, NY NY. 2020. pp 683-688.

Reports

Edmonds, E. A., Deutsch, S., Ferran, B. and Pettigrew, J., *The Interaction of Art and Technology in Japan*, July 1998, 1-27, Department of Trade and Industry.

Edmonds, E. A. and Britton, J., *A Map of Access and Creativity Information Technology Initiatives*, November 1998, pp1-14, DTI/Arts Council of England.

Edmonds, E. A., *Final Report: Access and Creativity Task Group*, April 1999, 14pp, Creative Media Sub-Group of ITEC/OST-DTI.