

## Antti Jylhä's publications

### Journal papers

- [1] U. Şimşekli, A. Jylhä, C. Erkut, and A.T. Cemgil. Real-Time Recognition of Percussive Sounds by a Model-Based Method. *EURASIP Journal of Advances in Signal Processing (Special Issue on Musical Applications of Real-Time Signal Processing)*, 2011. Accepted for publication.
- [2] A. Jylhä, I. Ekman, C. Erkut, and K. Tahiroğlu. Design and Evaluation of Rhythmic Interaction with an Interactive Tutoring System. *Computer Music Journal*, 2011. Accepted for publication.

### Book chapters

- [1] C. Erkut, A. Jylhä, and D. Rocchesso. Heigh ho: Rhythmicity in sonic interaction. In S. Serafin and K. Franinovic, editors, *Sonic Interaction Design: Case Studies*. MIT Press, 2010. Accepted for publication.

### Peer reviewed conference papers

- [1] A. Jylhä and C. Erkut. Inferring the hand configuration from hand clapping sounds. In *Proc. 11th Intl. Conf. Digital Audio Effects (DAFx-08)*, pages 300–304, Espoo, Finland, September 2008.
- [2] Antti Jylhä and Cumhur Erkut. A hand clap interface for sonic interaction with the computer. In *Proc. Conf. Human Factors in Computing Systems (CHI)*, pages 3175–3180, Boston, MA, USA, April 2009. Presented in interactivity.
- [3] A. Jylhä, C. Erkut, M. Pesonen, and I. Ekman. Simulation of Rhythmic Learning - A case study. In *Proc. Audio Mostly '10*, pages 146–149, Piteå, Sweden, September 2010.

### Other publications

- [1] C. Erkut, A. Jylhä, M. Karjalainen, and M.E. Altinsoy. Audio-tactile interaction at the nodes of a block-based physical sound synthesis model. In *Proc. Haptic and Audio Interaction Design*

(*HAID*), volume II, pages 25–26, Jyväskylä, Finland, September 2008.

- [2] A. Jylhä and C. Erkut. Sonic interactions with hand clap sounds. In *Proc. Audio Mostly*, pages 93–100, Piteå, Sweden, October 2008.
- [3] M.E. Altinsoy, S. Merchel, I. Navarro, L. Bormann, M. Hesse, C. Erkut, and A. Jylhä. Block-based physical synthesis modeling of xylophones for auditory-tactile virtual environments. In *Proc. Haptic and Audio Interaction Design Workshop (HAID '09)*, volume II, Dresden, Germany, September 2009.
- [4] C. Erkut, I. Ekman, and A. Jylhä. Recent advances in exploring self-induced sonic interactions in the context of performing arts. In *Proc. Haptic and Audio Interaction Design Workshop (HAID '09)*, volume II, Dresden, Germany, September 2009.
- [5] C. Erkut, A. Jylhä, and I. Ekman. Exploring self-induced sonic interactions in the context of performing arts. Sonic Interaction Design workshop, April 2009. York, England.
- [6] A. Jylhä, C. Erkut, I. Ekman, and K. Tahiroğlu. iPalmas - An interactive Flamenco rhythm machine. In *Proc. Audio Mostly '09*, pages 69–76, Glasgow, Scotland, September 2009.
- [7] J. Pekonen and A. Jylhä. 3D sound synthesis of a honeybee swarm. In *Proc. AES 127th Convention*, New York, NY, USA, October 2009.

#### **Theses**

- [1] A. Jylhä. Signal processing algorithms for analysis of contact sounds. Master's thesis, Helsinki University of Technology, 2007.