

Journal guest editor

1. Lindborg PM & Styles S (2016, May). Proceedings of Si15, 2nd International Symposium on Sound and Interactivity. Array, special issue 2016 (Haworth, ed.).
2. Lindborg PM (2014, Oct.). Special Issue on Sound Art and Interactivity in Singapore: SI13 and More. eContact, special issue (Chippewa, ed.).

Scholarly book chapters

3. Lindborg PM (2008). "About TreeTorika: Rhetoric, CAAC and Mao". Chapter in Bresson, J., Agon C. & Assayag G. (eds): OM Composer's Book #2. Éditions Delatour France / IRCAM - Centre Pompidou, ISBN 978-2-84426-399-5 / 2-7521-0051-5, p. 95-116.
4. Lindborg PM (2003). "Leçons : an Approach to a System for Machine Learning, Improvisation and Music Performance". Chapter in Wiil, U. K. (2004). Computer Music Modeling and Retrieval. International Symposium, CMMR 2003. LIRMM, CNRS, Université de Montpellier-2, Aalborg University 2003. Lecture Notes in Computer Science, LNCS volume 2771. Springer Verlag, ISSN 0302-9743, ISBN 3-540-20922-0, 2004.

Refereed journal articles

5. Lindborg PM & Friberg AK (2016, Dec). "Personality Traits Bias the Perceived Quality of Sonic Environments". Applied Sciences, Special Issue on Soundscapes. Appl. Sci. 2016, 6(12), 405; doi:10.3390/app6120405. Lindborg conceived the study, designed and conducted the experiments, co-analysed data, and wrote the main parts of the article.
6. Lindborg PM (2016, Sep.). "A taxonomy of sound sources in restaurants". Applied Acoustics 110C, DOI 10.1016/j.apacoust.2016.03.032.
7. Lindborg PM (2016, Aug.). "Interactive Sonification of Weather Data for The Locust Wrath, a Multimedia Dance Performance". Leonardo, MIT Press. doi: 10.1162/LEON_a_01339.
8. Lindborg PM (2016, July). "Porous emerald". Tropical Lab Art Magazine, Issue 05 "Fictive Dreams", eds. M Prvecki & V Puroshothaman. LaSalle College of the Arts.
9. Lindborg PM & Koh JBT (2016, May). "About When We Collide: a generative and collaborative surround sound installation". In Lindborg & Styles (eds.) Proceedings of Si15 2nd International Symposium on Sound and Interactivity. Array, special issue 2016. Lindborg co-conceived the artwork, did the interactive programming, and wrote most of the article.
10. Lindborg PM & Friberg AK (2015, Dec.) Colour Association with Music Is Mediated by Emotion: Evidence from an Experiment Using a CIE Lab Interface and Interviews. PLoS ONE 10(12): e0144013. doi:10.1371/journal.pone.0144013.
11. Lindborg PM (2015, May). "Psychoacoustic, Physical, and Perceptual Features of Restaurants: A Field Survey in Singapore". Applied Acoustics 92, 47-60. DOI: 10.1016/j.apacoust.2015.01.002.
12. Lindborg PM (2014, Oct.). "Sound Art Singapore: Conversation with Pete Kellock, Zul Mahmud and Mark Wong". In eContact! 16.2 (Lindborg PM, Guest Editor).
13. Lindborg PM (2010). "Singapore Voices: an interactive installation about languages to (re)(dis)cover the intergenerational distance". IM: Interactive Media. Issue 6: Special issue on 'Performance'. National Academy of Screen and Sound (NASS), Australia. ISSN 1833-0533.
14. Lindborg PM (2008). "Reflections on aspects of music interactivity in performance situations". In Chippewa, J. (ed): eContact 10.4, October 2008 ("Live / Improvisation / Interactivity"). Canadian Electroacoustic Community.

Refereed conference papers

15. Lindborg PM & Liu DY (2015, July). "Locust Wrath: an iOS Audience Participatory Auditory Display". Proceedings of the 21th International Conference on Auditory Display (ICAD 2015), p. 125-132. Vogt K, Andreopoulou A & Goudarzi V (eds.). Institute of Electronic Music and Acoustics (IEM), University of Music and Performing Arts Graz (KUG), Austria. ISBN: 978-3-902949-01-1.
16. Lindborg PM & Kwan NAK (2015, May). "Audio Quality Moderates Localisation Accuracy: Two Distinct Perceptual Effects?". Proceedings of the 138th Convention of the Audio Engineering Society, May 2015, Warsaw, Poland. AES #9313. DOI: 10.13140/RG.2.1.3587.8565.

- 17.Lindborg PM (2014). "Colour Association to Sound: A Perceptual Experiment using a CIELab Haptic Response Interface and the Jyväskylä Film Music Set." Proceedings of Sound and Music Computing Sweden 2014, p. 3-4. Stockholm, Sweden, 4-5 Dec. 2014.
- 18.Lindborg PM & Lim, M.J.Y. (2013, July). "Design of an Interactive Earphone Simulator and Results from a Perceptual Experiment". Proceedings of the Sound and Music Computing Conference 2013 (SMC 2013), Stockholm, Sweden. July 2013, p. 74-79. ISBN 978-91-7501-831-7. Logos Verlag, Berlin. Lindborg conceived the study, contributed to carrying out experiments, wrote the software, analysed the data, and wrote the paper.
- 19.Lindborg PM (2013, July). "Skalldans, an audiovisual improvisation framework". Proceedings of the Sound and Music Computing Conference 2013 (SMC 2013), Stockholm, Sweden. July 2013, p. 415-418. Logos Verlag, Berlin. ISBN 978-3-8325-3472-1.
- 20.Lindborg PM (2013, June). "Physiological measures regress onto acoustic and perceptual features of soundscapes". Proceedings of the 3rd International Conference on Music Emotion (ICME3). Jyväskylä, Finland, 11th - 15th June 2013. Geoff Luck & Olivier Brabant (Eds.). University of Jyväskylä, Department of Music. ISBN 978-951-39-5250-1.
- 21.Aw M, Lim CS & Lindborg PM (2013, July). "SmartDJ, An Interactive Music Player for Music Discovery by Similarity Comparison". Proceedings of the Sound and Music Computing Conference (SMC). Stockholm, Sweden. p. 776-781. Logos Verlag, Berlin. ISBN 978-3-8325-3472-1. Lindborg supervised BFA (Hons) students in all aspects of the project, contributed to experiment design, software development, and writing.
- 22.Lim MJY & Lindborg PM (2013, June). "How Much does Quality Cost? Listening to Music with Earphones on Buses and Trains". Proceedings of the 3rd International Conference on Music Emotion (ICME3). Jyväskylä, Finland. June 2013. Lindborg supervised BFA (Hons) student in all aspects of the project, co-designed the experiment, contributed to data analysis and writing.
- 23.Lindborg, PerMagnus (2012). "How fun is this? A pilot questionnaire study to investigate visitors' experience of an interactive sound installation". Poster at International Conference on Music Perception and Cognition (ICMPC). Thessaloniki, Greece, 23-28 July 2012. DOI: 10.13140/RG.2.1.3100.5206.
- 24.Lindborg PM (2012, June). "Correlations Between Acoustic Features, Personality Traits and Perception of Soundscapes". Proceedings of the 12th International Conference on Music Perception and Cognition (ICMPC) and 8th Triennial Conference of the European Society for the Cognitive Sciences of Music (ESCOM). Thessaloniki, Greece, 23-28 July 2012. Proceedings edited by Emiliios Cambouropoulos, Costas Tsourgas, Panayotis Mavromatis, Costas Pasiadis, ISBN 960-99854-1-7.
- 25.Lindborg PM & Koh JBT (2011, August). "Multidimensional spatial sound design for 'On the String'". Proceedings of the International Conference of Computer Music (ICMC), ISBN 978-0-9845274-0-3. University of Huddersfield, UK. July 2011. Lindborg conceived and wrote the main parts of the paper.
- 26.Lindborg PM (2010). "Perception of emotion portrayal in cartoons by visually and aurally oriented people". Proceedings of the 11th International Conference on Music Perception and Cognition (ICMPC11). Seattle, Washington, USA. Demorest S.M., Morrison S.J., Campbell P.S., editors. ISBN 1-876346-62-0.
- 27.PerMagnus Lindborg (2009, Mar.). "Singapore Voices: (re)(dis)covering the intergenerational distance". Presentation at Conference of the American Comparative Literature Association (ACLA) 2009, Harvard University (Cambridge), United States. 27 March 2009.
- 28.Koh JBT & Lindborg PM (2008). "Project Time revisited: thoughts on skin therapy, urban planning and Singaporean Angst". Proceedings of 14th International Symposium of Electronic Art. ISEA2008 Pte Ltd, ISBN 978-981-08-0768-9.
- 29.Lindborg PM (2007). "Preparing for TreeTorika: Computer-assisted analysis of Mao's oratory". In C. Spyridis, A. Georgaki, G. Kouroupetroglou & C. Anagnostopoulou (Eds): Proceedings of the 4th Sound and Music Computing Conference (SMC07). 11-13 July 2007, Lefkada, Greece, ISBN 978-960-6608-75-9.
- 30.PerMagnus Lindborg (2007). "Composers' Rights in a Digital World". Transposition and Vietnam Institute of Musicology Co-arranged Conference for Composers' Rights: "Discussion About Intellectual Property Rights and Copyrights in Music Field", Hanoi, Vietnam, 18 December 2007. Chair: Geir Johnson.

Non-traditional research

Creative artwork

- 31.Belton D, Harrison D, Koh JBT, Lindborg PM et al. (2016-17). *AXIS, Anatomy of Space*. Dome projected dance art film with surround electroacoustic music, New Zealand & Singapore. With seed funding from Asia/ New Zealand Co-Commissioning Fund (December 2015) and support from Otago Museum, The Arts House, and Goethe Institut. Otago Planetarium, Dunedin, New Zealand, 20-26 March 2017. The Arts House, Singapore, 5-10 April 2017. ISEA Festival (International Symposium on Electronic Arts), Colombia. 10-14

June 2017. Lindborg co-composed the electroacoustic music, recorded sonic material in field and studio, did surround sound design, and mastered production audio files in 5.1.

32.Lindborg PM (2016-17, in progress). Pacific Bell Tower. Sculptural real-time sonification of Internet seismic data. System consisting of software receiving recent activity in the 'ring of fire'; sonification through physical modelling of virtual bells and spatialisation; four hyperdirectional loudspeakers; sound reflecting off the walls. Mixed materials. Pre-view showcases at YaleNUS, Singapore, 11-14 Nov. 2016, and Volume 2 Symposium, Aalto University, 22-25 November 2016.

33.Lindborg PM, Liew KM, Mihaly J (2016, Dec.). "Incomplete City Walks: Coffee Shops and Hawker Centres". Guided structured sensory walk / soundwalk at early morning Tiong Bahru Market. 3 Dec. 2016. Organised as part of NTU-CCA's public programme Incomplete Urbanism: Attempts of Critical Spatial Practice (<http://ntu.ccasingapore.org/exhibitions/incomplete-urbanism/>). Event page at URL <https://www.facebook.com/events/371326989867154>. Lindborg conceived the event, provided protocols and material, led the walk, analysed the data, and prepared the final report.

34.Lindborg PM (2014-15). LW24. Sculptural frontal auditory display. System consisting of 24 channels synchronised fixed-media playback devices, pre-amplification, amplification, audio cables, suspension strings, custom-built loudspeakers, and large portable grid structure. Mixed materials.

35.Lindborg PM, Koh, J.B.T & Yong, R.Z. (2011-13). The Canopy, Interactive sculptural 3D sound installation. Supported by IMI Art & Technology Grant, NTU. Project URL <http://www.permagnus.org/pm/artwork/installations/TheCanopy/index.html>. Narrated demo slides URL <https://vimeo.com/152233698>. Presentation URL <https://youtu.be/AYPhy8R8CM>, example of auto-generated "audiovisual keepsake" URL <https://vimeo.com/152234124>. Lindborg conceived the installation, programmed the software, and oversaw the technical-physical construction.

36.Lindborg PM & Koh JBT (2015). When We Collide. Generative surround sound installation. With additional audio material from Stromberg D, Fasciani S, Pertout A & Shin S. Produced by JBT Koh with support from National Art Council Art, Singapore (Arts Creation grant). Lindborg co-designed concept, prepared audio files, and wrote the interactive audio program in Max. ArtScience Museum, Singapore, 22-23 August 2015. Fixed-media version Audio-DVD on BeeperDesign. Lindborg prepared DVD 5.1 mastering files.

37.Hausswolff, Carl Michael, Lindborg PM, Grönlund T, Harding M, Kirkegaard J, LaBelle B, Nilsen BJ, Nisunen P, Petursson F, Pomassl F, Tankred K, Thirwell J, Urstad M & Winderen J (2015). freq_out 1.2 ∞ Skandion Site-specific collaborative sound installations, created for the acoustics and context of the location. Lindborg contributed sonic material and advised on overall design. Fixed-media version mixed and mastered for LP. Ash International #12.0.

38.Liong A, Koh, Koh JBT & Lindborg PM (2013). Locust Wrath. Multimedia performance (50 min.) with dance, surround sound, sculptures, and light. Commissioned and produced by ArtsFission Dance Company. Lindborg contributed to overall concept, wrote the sonification software, and designed the surround sound system. HeluTrans Gallery, Tanjong Pagar, Singapore 27-28 September 2013 (three performances).

39.Lindborg PM (2012-13). Graviton Semantic. Interactive 3D sound installation. State Theatre, Perth, Australia, 11-17 August 2013. Jury selection of ICMC.

40.Lindborg PM, Lien L & Geistweidt J (2012). TimeTravel - Tune In. Networked performance-installation (40 min. - indef.). With support from Lindborg's Tier 1 grant and commission from Arts Council Norway. Open rehearsal were conducted and the installation part was concluded with a live performance, connecting the Nordlys festival in Tromsø, Norway, with Innovation Centre Gallery in Singapore. Lindborg did main concept, composition, organisation, and co-designed the Internet audiovisual streaming protocol using Max and JackPilot. Featuring members from Arctic Sinfonietta (Norway) and Ding Yi Ensemble, Chan HY, Koh JBT & O'Dwyer T (Singapore). 30 January - 2 February 2012.

41.Lindborg PM (2010-12). Graviton Dance. Generative 3D sound composition. Concert, WoCMAT (Workshop on Computer Music and Audio Technology), National Chiao Tung University, Taiwan, 1 Dec. 2012.

42.Koh JBT, Fu M & Tan F, Lindborg PM (2011). On the String. Monograph DVD of On the String. Theatre of Music. Multimedia performance. Lindborg contributed to sound design and did audio postproduction and mastering for 5.1 surround sound DVD. Commissioned by ArtsAlive Collection, National Library Board, Singapore.

43.Lindborg PM, Yong RZ, & Koh JBT (2010-11). Walking Bach Slowly. Sculptural 3D auditory display. System consisting of 12 channel playback for 3 custom-built 2dof swivel-mounted beam speakers and 9 regular loudspeakers, camera tracking system, cabling, custom-built large portable grid structure. Mixed materials. With funding from Lindborg's IMI grant. Lindborg conceived the design, programmed the software, and oversaw the technical-physical construction. Exhibited at IMI, NTU, February 2011.

44.Koh JB, Lindborg PM, Stromberg D, Chian KH & Lim WW (2010). On the String, theatre of music. Multimedia performance (60 min.). Commissioned by National Arts Council for Singapore Arts Festival. Lindborg co-conceived the performance, created sound art, interaction design, surround sound, and designed the 3D multichannel live sound projection system. Esplanade Theatre, Singapore, 4-5 June 2010 (three performances).

45.Ng BC, Lindborg PM, Yuan J & Stulemeyer R (2009). Singapore Voices. Lindborg co-developed the concept, collected the recordings, and designed the sonic interaction. NTU, touring display at four different locations during eleven months, August 2009 - June 2010. Exhibited (one month) at Ngee An Polytechnic, August 2010.

46.Lindborg PM (2007-8). Man bör kalla saker vid deras rätta namn. Score composition for chamber ensemble and soundfiles (10 min.). Commissioned by Ultima Oslo Contemporary Music Festival and Transposition Norway-Vietnam Cultural Exchange. Hochiminh City Conservatory, Vietnam, 4 December 2007. Ensemble Bit20 conducted by Jonathan Stockhammer. First performance. Esplanade Theatre, Singapore, April 6 2008. YST Conservatory Contemporary Ensemble conducted by Chan Tze Law. TempPELLIAUKIO [Rock] Church, Nordic Music Days, Helsinki, Finland, 17 October 2013. Chamber Orchestra of Lapland conducted by John Storgårds. Official jury selection.

47.Hausswolff, Carl Michael, Lindborg PM, Grönlund T, Harding M, Kirkegaard J, LaBelle B, Nilsen BJ, Nisunen P, Petursson F, Pomassl F, Tankred K, Thirwell J, Urstad M & Winderen J (2007). Dreamlands Burn. CD featuring freq-out 3 and freq-out 4. Part of Catalogue for the Nordic Art Show 2006 at the Múcsarnok | Kunsthalle, Budapest, Hungary. Article & photos. ISBN 978-963-9506-15-2. Lindborg contributed sonic material and advised on overall design.

48.Lindborg PM (1998-99, revised 2008). Leçons pour un apprenti sourd-muet. Interactive composition for saxophonist and computer. (10 min.). Creative project at IRCAM Cursus, supervised by M. Malt. First performed with Vincent Davide, sax, and PM Lindborg. Inside Out Festival 2008, SOTA, Singapore, 16+18 August 2008 (two concerts), performances by Tim O'Dwyer and PM Lindborg.

Other research outputs

Software

49.Lindborg PM with Liu YD (2015). Locust Wrath, app for iOS. Apple iTunes. Lindborg conceived the software, and co-designed GUI and interaction logic. URL <https://itunes.apple.com/us/app/locust-wrath/id960126072?mt=8>

50.Apopi Pte Ltd (Skoric M, Lindborg PM, Yong RZ) with Liu YD and Park L (2013). K-pop generator and K-pop generator Lite, apps for iOS. Apple iTunes. Lindborg contributed to concept, performed research and music information retrieval (MIR), and contributed to GUI design. <https://www.appannie.com/apps/ios/publisher/apopi-pte-ltd/>

51.Lindborg PM (2010-2013). Various apps (Max stand-alones, patchers, abstractions), including Bark-Bands Calculator, Binaural Beats, Time-Level Trading, Masking Level Difference, TwiceAsLoud_StevensTest, Fletcher-Mundson Selftest, Clicks Perceptual Threshold, RoomAcousticsCalculator, RT60estimator, TimeDelayGapTester, pm.Madde, VoiceRangeProfile etc. URL <http://permagnus.org/pm/software/index.html>.

Technical reports

52.Lindborg PM (2011, Jan.). "3D sound research: state of the art". Internal Report for the School of Art, Design, and Media, NTU. DOI: 10.13140/RG.2.1.1105.5447.

53.Lindborg PM (2011, Dec.) "Acoustic measurements of ICMG space at Innovation Centre with analysis and recommendations for fittings". DOI: 10.13140/RG.2.1.4251.2724.

Catalogues / program books

54.Lindborg PM (2010). "Virtual instruments and sonic space design". In Koh, Joyce Beetuan (editor): On the String, Program Booklet. Singapore Arts Festival 2010.

55.Lindborg PM (2009). "Sound art and interactive design". In Singapore Voices, Exhibition Catalogue. NTU Art & Heritage Museum.

56.Lindborg PM (2008). "Messiaen and the idea of joie parfaite." In Koh, Joyce Beetuan (editor): Messiaen Day 2008 Program Booklet. SOTA, Singapore.