

Ewa Lach

List of Publications by Year in descending order

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12
papers

56
citations

2258059

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1720034

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docs citations

12
times ranked

59
citing authors

#	ARTICLE	IF	CITATIONS
1	AN EXAMPLE OF USING A PROJECT-BASED DESIGN IN SOLVING INTERDISCIPLINARY DESIGN PROBLEMS. EDULEARN Proceedings, 2022, , .	0.0	2
2	Analysis of Semestral Progress in Higher Technical Education with HMM Models. Lecture Notes in Computer Science, 2021, , 214-228.	1.3	0
3	Immersive Virtual Reality for Assisting in Inclusive Architectural Design. Advances in Intelligent Systems and Computing, 2020, , 23-33.	0.6	10
4	VIRTUAL REALITY SIMULATION OF OPEN SPACE DEDICATED TO ELDERLY PEOPLE. , 2020, , .		0
5	THE APPLICATION OF VIRTUAL REALITY FOR COGNITIVE FUNCTIONS' DIAGNOSIS OF THE GERIATRIC HOSPITAL'S PATIENTS. , 2020, , .		2
6	New Adaptations for Evolutionary Algorithm Applied to Dynamic Difficulty Adjustment System for Serious Game. Advances in Intelligent Systems and Computing, 2018, , 492-501.	0.6	0
7	Inertial Motion Capture Costume. Procedia Technology, 2017, 27, 139-140.	1.1	3
8	Inertial Motion Capture Costume Design Study. Sensors, 2017, 17, 612.	3.8	25
9	Dynamic Difficulty Adjustment for Serious Game Using Modified Evolutionary Algorithm. Lecture Notes in Computer Science, 2017, , 370-379.	1.3	2
10	Evaluation of Automatic Calibration Method for Motion Tracking Using Magnetic and Inertial Sensors. Advances in Intelligent Systems and Computing, 2016, , 337-348.	0.6	3
11	A Quick Method for Dynamic Difficulty Adjustment of a Computer Player in Computer Games. Lecture Notes in Computer Science, 2015, , 669-678.	1.3	5
12	FACT - animation framework for generation of virtual characters behaviours. , 2008, , .		4