MariÃ¡n HudÃ¡k

List of Publications by Year
in descending order

18 papers	79 citations	2682572 2 h-index	2272923 4 g-index
18 all docs	18 docs citations	18 times ranked	29 citing authors

#	Article	IF	Citations
1	Assessment and training of visuospatial cognitive functions in virtual reality: proposal and perspective. , 2018, , .		17
2	Advanced User Interaction for Web-based Collaborative Virtual Reality. , 2020, , .		13
3	Virtual-reality technologies and smart environments in the process of disabled people education. , 2017, , .		9
4	Enhancing Team Interaction and Cross-platform Access in Web-based Collaborative Virtual Environments. , 2019, , .		8
5	On architecture and performance of LIRKIS CAVE system. , 2017, , .		7
6	Special Input Devices Integration to LIRKIS CAVE. Open Computer Science, 2018, 8, 1-9.	1.7	7
7	Experimental Performance Evaluation of Enhanced User Interaction Components for Web-Based Collaborative Extended Reality. Applied Sciences (Switzerland), 2021, 11, 3811.	2.5	4
8	LIRKIS Global Collaborative Virtual Environments: Current State and Utilization Perspective. Open Computer Science, 2021, 11, 99-106.	1.7	4
9	Peripheral devices support for LIRKIS CAVE. , 2017, , .		3
10	Chaos simulation and audio output. , 2019, , .		2
11	LIRKIS CAVE: Architecture, Performance and Applications. Acta Polytechnica Hungarica, 2019, 16, .	2.9	2
12	SMART environment control in virtual and mixed reality based on cognitive user abilities. , 2020, , .		2
13	Microsoft HoloLens Evaluation Under Monochromatic RGB Light Conditions. Lecture Notes in Computer Science, 2019, , 161-169.	1.3	1
14	Gesture Control for Cognitive Training Based on VR Technologies. , 2018, , .		0
15	Walking Pad and Gyroscope-Based Object Manipulation for Virtual Reality CAVE. , 2018, , .		0
16	Virtualized Collaborative Learning Environment In The Process of Teaching People with Disabilities. , 2019, , .		0
17	Experimental Procedure for Evaluation of Visuospatial Cognitive Functions Training in Virtual Reality. Advances in Intelligent Systems and Computing, 2020, , 643-652.	0.6	0
18	Collaborative XR Systems and Computer Games Development. , 0, , .		0