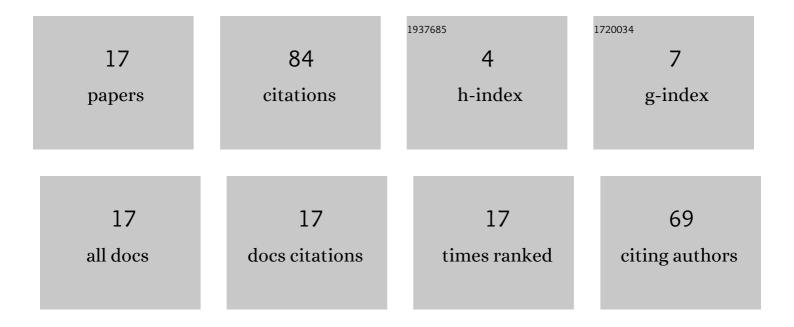
## Gabriela GabajovÃ;

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/3113900/publications.pdf Version: 2024-02-01



#	ARTICLE	IF	CITATIONS
1	The Use of a Six-Level Model of Business Development in Practice. SHS Web of Conferences, 2021, 92, 08014.	0.2	1
2	INTEGRATION OF VIRTUAL REALITY INTO TEACHING PROCESS FOR DESIGN OF MANUFACTURING SYSTEMS. , 2021, , .		0
3	DESIGNING VIRTUAL WORKPLACE USING UNITY 3D GAME ENGINE. Acta TecnologÃa, 2021, 7, 35-39.	0.3	14
4	A Case Study of Educational Games in Virtual Reality as a Teaching Method of Lean Management. Electronics (Switzerland), 2021, 10, 838.	3.1	18
5	APPLICATION OF VIRTUAL REALITY IN THE DESIGN OF PRODUCTION SYSTEMS AND TEACHING. Acta TecnologÃa, 2021, 7, 67-70.	0.3	0
6	3D Interactive Learning Environment as a Tool for Knowledge Transfer and Retention. Sustainability, 2021, 13, 7916.	3.2	18
7	EDUCATION OF EMPLOYEES IN THE ENTERPRISES OF THE Å $\frac{1}{2}$ ILINA REGION. , 2021, , .		0
8	IMPLEMENTING TEACHER COACHING TO IMPROVE STUDENT LEARNING. , 2021, , .		0
9	Creating 3D models of transportation vehicles using photogrammetry. Transportation Research Procedia, 2021, 55, 584-591.	1.5	1
10	USE OF AUGMENTED AND VIRTUAL REALITY IN INDUSTRAL ENGINEERING. Acta TecnologÃa, 2020, 6, 31-34.	0.3	1
11	USING ACTIVATING TEACHING METHODS FOR IMPROVING STUDENT MOTIVATION. , 2020, , .		2
12	Virtual Training Application by Use of Augmented and Virtual Reality under University Technology Enhanced Learning in Slovakia. Sustainability, 2019, 11, 6677.	3.2	28
13	Concept of Reconfigurability in Interoperation Manufacturing Buffers for Smart Factory. Quality Production Improvement - QPI, 2019, 1, 575-582.	0.2	0
14	Design of logistic system using Tecnomatix software. , 0, , .		0
15	COOPERATION BETWEEN HUMAN AND AGENTS IN HOLONIC MANUFACTURING SYSTEMS. CBU International Conference Proceedings, 0, 7, .	0.0	1
16	MANAGING RISK WITH THE USE OF COMPUTER SIMULATION. Proceedings of CBU in Economics and Business, 0, 2, 17-23.	0.0	0
17	DIGITAL DESIGN OF PRODUCTION SYSTEMS USING VIRTUAL REALITY. Proceedings of CBU in Economics and Business, 0, 1, 49-56.	0.0	0