

# Gabriela Gabajová

## List of Publications by Year in descending order

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17  
papers

84  
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1937685

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1720034

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17  
all docs

17  
docs citations

17  
times ranked

69  
citing authors

#	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 TechnologÁa, 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 TechnologÁa, 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 Å½ILINA 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 INDUSTRIAL ENGINEERING. Acta TechnologÁa, 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