

# Andrzej Zarzycki

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3201249/publications.pdf>

Version: 2024-02-01

31  
papers

36  
citations

2682572

2  
h-index

2272923

4  
g-index

33  
all docs

33  
docs citations

33  
times ranked

31  
citing authors

#	ARTICLE	IF	CITATIONS
1	Climate-adaptive buildings: Systems and materials. International Journal of Architectural Computing, 2019, 17, 166-184.	1.5	9
2	Epic video games: Narrative spaces and engaged lives. International Journal of Architectural Computing, 2016, 14, 201-211.	1.5	6
3	Dynamics-based tools. , 2009, , .		3
4	Exploring parametric BIM as a conceptual tool for design and building technology teaching. , 2010, , .		2
5	Urban games. , 2012, , .		2
6	Reflections on Computational Design Through Interactions With Materiality and Physical Mock-Ups. Journal of Architectural Education, 2014, 68, 94-103.	0.1	2
7	Augmented cities. , 2016, , .		2
8	Mom's tray. , 2017, , .		2
9	Describe, Explain, and Predict. Technology Architecture and Design, 2018, 2, 1-1.	0.2	2
10	Mods, Hacks, Makers: Crowdsourced Culture and Environment. KAIST Research Series, 2018, , 73-82.	1.5	2
11	Light, materiality and narrative. , 2006, , .		1
12	Intuitive structures. , 2010, , .		1
13	Designing with constraints parametric BIM. , 2011, , .		1
14	Zen of Python: Principle 8. Technology Architecture and Design, 2018, 2, 123-123.	0.2	1
15	Reconstructing or inventing the past. , 2002, , .		0
16	Im/possible images. , 2003, , .		0
17	Abstracting design, designing abstractions.... , 2004, , .		0
18	Form-making in architecture. , 2009, , .		0

#	ARTICLE	IF	CITATIONS
19	Formal mutations. , 2009, , .		0
20	Form-making with special effect tools. , 2011, , .		0
21	Integrating Physical and Digital Assemblies. International Journal of Architectural Computing, 2013, 11, 247-266.	1.5	0
22	Computing with matter. , 2013, , .		0
23	Towards new Mediapolis: networks, identities, and agents. Architectural Science Review, 2015, 58, 221-229.	2.2	0
24	Programmable buildings. , 2017, , .		0
25	Augmented realty as virtual design interface. , 2017, , .		0
26	The Mirror Stage. Technology Architecture and Design, 2017, 1, 127-127.	0.2	0
27	Overcoming HTTP404. Technology Architecture and Design, 2017, 1, 3-4.	0.2	0
28	Why TAD?. Technology Architecture and Design, 2017, 1, 1-2.	0.2	0
29	Engaging maker culture with digital prototyping. , 2017, , .		0
30	Design Drives. Technology Architecture and Design, 2020, 4, 243-243.	0.2	0
31	Formal Mutations: Variation, Constraint, Selection. , 2015, , 593-608.		0