

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

2681738

2
h-index

2272555

4
g-index

33
all docs

33
docs citations

33
times ranked

31
citing authors

#	ARTICLE	IF	CITATIONS
1	Design Drives. Technology Architecture and Design, 2020, 4, 243-243.	0.6	0
2	Climate-adaptive buildings: Systems and materials. International Journal of Architectural Computing, 2019, 17, 166-184.	0.9	9
3	Describe, Explain, and Predict. Technology Architecture and Design, 2018, 2, 1-1.	0.6	2
4	Zen of Python: Principle 8. Technology Architecture and Design, 2018, 2, 123-123.	0.6	1
5	Mods, Hacks, Makers: Crowdsourced Culture and Environment. KAIST Research Series, 2018, , 73-82.	1.5	2
6	Programmable buildings. , 2017, , .		0
7	Augmented realty as virtual design interface. , 2017, , .		0
8	Mom's tray. , 2017, , .		2
9	The Mirror Stage. Technology Architecture and Design, 2017, 1, 127-127.	0.6	0
10	Overcoming HTTP404. Technology Architecture and Design, 2017, 1, 3-4.	0.6	0
11	Why TAD?. Technology Architecture and Design, 2017, 1, 1-2.	0.6	0
12	Engaging maker culture with digital prototyping. , 2017, , .		0
13	Augmented cities. , 2016, , .		2
14	Epic video games: Narrative spaces and engaged lives. International Journal of Architectural Computing, 2016, 14, 201-211.	0.9	6
15	Towards new Mediapolis: networks, identities, and agents. Architectural Science Review, 2015, 58, 221-229.	1.1	0
16	Formal Mutations: Variation, Constraint, Selection. , 2015, , 593-608.		0
17	Reflections on Computational Design Through Interactions With Materiality and Physical Mock-Ups. Journal of Architectural Education, 2014, 68, 94-103.	0.0	2
18	Integrating Physical and Digital Assemblies. International Journal of Architectural Computing, 2013, 11, 247-266.	0.9	0

#	ARTICLE	IF	CITATIONS
19	Computing with matter. , 2013, , .		0
20	Urban games. , 2012, , .		2
21	Designing with constraints parametric BIM. , 2011, , .		1
22	Form-making with special effect tools. , 2011, , .		0
23	Exploring parametric BIM as a conceptual tool for design and building technology teaching. , 2010, , .		2
24	Intuitive structures. , 2010, , .		1
25	Form-making in architecture. , 2009, , .		0
26	Formal mutations. , 2009, , .		0
27	Dynamics-based tools. , 2009, , .		3
28	Light, materiality and narrative. , 2006, , .		1
29	Abstracting design, designing abstractions.... , 2004, , .		0
30	Im/possible images. , 2003, , .		0
31	Reconstructing or inventing the past. , 2002, , .		0