

Damian Grajewski

List of Publications by Year in descending order

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Version: 2024-02-01

25
papers

340
citations

1040056

9
h-index

839539

18
g-index

25
all docs

25
docs citations

25
times ranked

278
citing authors

#	ARTICLE	IF	CITATIONS
1	Low-cost VR system for interactive education of manual assembly procedure. Interactive Learning Environments, 2023, 31, 68-86.	6.4	2
2	Assessment of Mixed-Reality Devices for Production Engineering. Lecture Notes in Mechanical Engineering, 2022, , 472-483.	0.4	1
3	Analysis of Selected IT Tools Supporting Eco-Design in the 3D CAD Environment. IEEE Access, 2021, 9, 134945-134956.	4.2	4
4	Readiness to Use Augmented Reality Solutions in Small and Medium Enterprises in Poland: A Survey. Lecture Notes in Mechanical Engineering, 2021, , 14-23.	0.4	0
5	Study of Interaction Methods in Virtual Electrician Training. IEEE Access, 2021, 9, 118242-118252.	4.2	8
6	Virtual Simulation of Machine Tools. Lecture Notes in Mechanical Engineering, 2019, , 127-136.	0.4	0
7	Automation of the Ecodesign Process for Industry 4.0. Advances in Intelligent Systems and Computing, 2019, , 533-542.	0.6	2
8	Efficiency of Automatic Design in the Production Preparation Process for an Intelligent Factory. Advances in Intelligent Systems and Computing, 2019, , 543-552.	0.6	0
9	Modelling and Recycling-Oriented Assessment of Household Appliances. Advances in Intelligent Systems and Computing, 2018, , 306-315.	0.6	0
10	Automatization of the Ecodesign Process of Small Household Appliances based on CAD 3D System. Tehnicki Vjesnik, 2018, 25, .	0.2	0
11	Examination of Effectiveness of a Performed Procedural Task Using Low-Cost Peripheral Devices in VR. Lecture Notes in Computer Science, 2018, , 403-415.	1.3	3
12	Product Variants Recycling Cost Estimation with the Use of Multi-agent Support System. Lecture Notes in Mechanical Engineering, 2018, , 311-320.	0.4	1
13	Use of Delta Robot as an Active Touch Device in Immersive Case Scenarios. Procedia Computer Science, 2017, 104, 485-492.	2.0	3
14	Low " Cost Devices Used in Virtual Reality Exposure Therapy. Procedia Computer Science, 2017, 104, 445-451.	2.0	34
15	Possibilities and Determinants of Using Low-Cost Devices in Virtual Education Applications. Eurasia Journal of Mathematics, Science and Technology Education, 2016, 13, .	1.3	5
16	Multi-agent system to support decision-making process in design for recycling. Soft Computing, 2016, 20, 4347-4361.	3.6	30
17	Estimating the Cost of Product Recycling with the Use of Ecodesign Support System. Management and Production Engineering Review, 2016, 7, 33-39.	1.4	9
18	Functionality Assessment of Ecodesign Support System. Management and Production Engineering Review, 2015, 6, 10-15.	1.4	9

#	ARTICLE	IF	CITATIONS
19	Immersive and Haptic Educational Simulations of Assembly Workplace Conditions. <i>Procedia Computer Science</i> , 2015, 75, 359-368.	2.0	48
20	Improving the Skills and Knowledge of Future Designers in the Field of Ecodesign Using Virtual Reality Technologies. <i>Procedia Computer Science</i> , 2015, 75, 348-358.	2.0	32
21	Multi-agent System to Support Decision-Making Process in Ecodesign. <i>Advances in Intelligent Systems and Computing</i> , 2015, , 463-474.	0.6	13
22	Application of Virtual Reality Techniques in Design of Ergonomic Manufacturing Workplaces. <i>Procedia Computer Science</i> , 2013, 25, 289-301.	2.0	77
23	Virtual 3D Atlas of a Human Body – Development of an Educational Medical Software Application. <i>Procedia Computer Science</i> , 2013, 25, 302-314.	2.0	35
24	Utilization of Advanced Simulation Methods for Solving of Assembly Processes Automation Partial Tasks. <i>Manufacturing Technology</i> , 2013, 13, 478-486.	1.4	12
25	Process and product innovation needs integrated engineering collaboration skills. <i>Journal of Software: Evolution and Process</i> , 2012, 24, 551-560.	1.6	12