Dominik Szajerman

List of Publications by Year
in descending order

19 papers	76 citations	1937685 4 h-index	1588992 8 g-index
20 all docs	20 docs citations	20 times ranked	61 citing authors

#	Article	IF	Citations
1	Smart Events in Behavior of Non-player Characters in Computer Games. Lecture Notes in Computer Science, 2021, , 164-177.	1.3	0
2	Procedural Level Generation with Difficulty Level Estimation for Puzzle Games. Lecture Notes in Computer Science, 2021, , 106-119.	1.3	0
3	Visual Analysis of Computer Game Output Video Stream for Gameplay Metrics. Lecture Notes in Computer Science, 2020, , 538-552.	1.3	4
4	New emotional model environment for navigation in a virtual reality. Open Physics, 2020, 18, 864-870.	1.7	2
5	LSTM multichannel neural networks in mental task classification. COMPEL - the International Journal for Computation and Mathematics in Electrical and Electronic Engineering, 2019, 38, 1204-1213.	0.9	5
6	Optimization of screen-space directional occlusion algorithms. Open Physics, 2019, 17, 519-526.	1.7	1
7	Heuristic based real-time hybrid rendering with the use of rasterization and ray tracing method. Open Physics, 2019, 17, 527-544.	1.7	3
8	EEG-Based Mental Task Classification with Convolutional Neural Networks â€" Parallel vs 2D Data Representation. Advances in Intelligent Systems and Computing, 2019, , 549-560.	0.6	0
9	Convolutional Neural Networks in Speech Emotion Recognition â€" Time-Domain andÂSpectrogram-Based Approach. Advances in Intelligent Systems and Computing, 2019, , 167-178.	0.6	0
10	Joint analysis of simultaneous EEG and eye tracking data for video images. COMPEL - the International Journal for Computation and Mathematics in Electrical and Electronic Engineering, 2018, 37, 1870-1884.	0.9	10
11	Multi-Channel Convolutional Neural Networks Architecture Feeding for Effective EEG Mental Tasks Classification. Sensors, 2018, 18, 3451.	3.8	30
12	Effective BCI mental tasks classification with adaptively solved convolutional neural networks. , 2017, , .		4
13	Popular Brain Computer Interfaces forÂGame Mechanics Control. Advances in Intelligent Systems and Computing, 2017, , 123-134.	0.6	5
14	Joint analysis of simultaneous EEG and eye tracking data for video picture. , 2017, , .		1
15	Physically Based Area Lighting Model for Real-Time Animation. Lecture Notes in Computer Science, 2016, , 73-85.	1.3	1
16	Stereoscopic image perception quality factors. , 2015, , .		3
17	Fur Visualisation for Computer Game Engines and Real-Time Rendering. Lecture Notes in Computer Science, 2014, , 41-48.	1.3	0
18	The Method for Verifying Correctness of the Shapeâ€™s Changes Calculation in the Melting Block of Ice. Lecture Notes in Computer Science, 2010, , 203-210.	1.3	0

#	Article	IF	Citations
19	Mobile devices' GPUs in cloth dynamics simulation. , 0, , .		7