

Cyril Brom

List of Publications by Year in descending order

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Version: 2024-02-01

73
papers

911
citations

687363

13
h-index

526287

27
g-index

80
all docs

80
docs citations

80
times ranked

684
citing authors

#	ARTICLE	IF	CITATIONS
1	Are educational computer micro-games engaging and effective for knowledge acquisition at high-schools? A quasi-experimental study. <i>Computers and Education</i> , 2011, 57, 1971-1988.	8.3	132
2	How effective is emotional design? A meta-analysis on facial anthropomorphisms and pleasant colors during multimedia learning. <i>Educational Research Review</i> , 2018, 25, 100-119.	7.8	88
3	Implementing digital game-based learning in schools: augmented learning environment of "Europe 2045". <i>Multimedia Systems</i> , 2010, 16, 23-41.	4.7	68
4	Pogamut 3 Can Assist Developers in Building AI (Not Only) for Their Videogame Agents. <i>Lecture Notes in Computer Science</i> , 2009, , 1-15.	1.3	62
5	Flow, social interaction anxiety and salivary cortisol responses in serious games: A quasi-experimental study. <i>Computers and Education</i> , 2014, 79, 69-100.	8.3	47
6	You like it, you learn it: affectivity and learning in competitive social role play gaming. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2016, 11, 313-348.	3.0	39
7	A virtual reality task based on animal research "œ spatial learning and memory in patients after the first episode of schizophrenia. <i>Frontiers in Behavioral Neuroscience</i> , 2014, 8, 157.	2.0	34
8	Enjoyment or involvement? Affective-motivational mediation during learning from a complex computerized simulation. <i>Computers and Education</i> , 2017, 114, 236-254.	8.3	34
9	Personalized messages in a brewery educational simulation: Is the personalization principle less robust than previously thought?. <i>Computers and Education</i> , 2014, 72, 339-366.	8.3	29
10	What Does Your Actor Remember? Towards Characters with a Full Episodic Memory. , 2007, , 89-101.		28
11	Anthropomorphisms in multimedia learning: Attract attention but do not enhance learning?. <i>Journal of Computer Assisted Learning</i> , 2019, 35, 555-568.	5.1	23
12	Designing an Educational Game: Case Study of "Europe 2045". <i>Lecture Notes in Computer Science</i> , 2008, , 1-16.	1.3	22
13	Gamifying a Simulation: Do a Game Goal, Choice, Points, and Praise Enhance Learning?. <i>Journal of Educational Computing Research</i> , 2019, 57, 1575-1613.	5.5	18
14	Children like it more but don't learn more: Effects of esthetic visual design in educational games. <i>British Journal of Educational Technology</i> , 2019, 50, 1942-1960.	6.3	17
15	The role of cultural background in the personalization principle: Five experiments with Czech learners. <i>Computers and Education</i> , 2017, 112, 37-68.	8.3	16
16	Simulation Level of Detail for Virtual Humans. <i>Lecture Notes in Computer Science</i> , 2007, , 1-14.	1.3	16
17	Story Manager in "Europe 2045" Uses Petri Nets. , 2007, , 38-50.		15
18	SpoluprÅice rodiny a Åkoly v dobÅ uzavÅenÅ½ch zÅkladnÅch Åkol. <i>Studia Paedagogica</i> , 2020, 25, 9.	0.6	14

#	ARTICLE	IF	CITATIONS
19	Stories from the History of Czechoslovakia, A Serious Game for Teaching History of the Czech Lands in the 20th Century – Notes on Design Concepts and Design Process. Lecture Notes in Computer Science, 2012, , 67-74.	1.3	13
20	Can video games change attitudes towards history? Results from a laboratory experiment measuring short- and long-term effects. Journal of Computer Assisted Learning, 2021, 37, 1348-1369.	5.1	12
21	A Periphery of Pogamut: From Bots to Agents and Back Again. Lecture Notes in Computer Science, 2011, , 19-37.	1.3	12
22	EPISODIC MEMORY FOR HUMAN-LIKE AGENTS AND HUMAN-LIKE AGENTS FOR EPISODIC MEMORY. International Journal of Machine Consciousness, 2010, 02, 227-244.	1.0	11
23	Playing educational micro-games at high schools: Individually or collectively?. Computers in Human Behavior, 2015, 48, 682-694.	8.5	11
24	When a Couple Goes Together: Walk along Steering. Lecture Notes in Computer Science, 2011, , 278-289.	1.3	9
25	3D Immersion in Virtual Agents Education. Lecture Notes in Computer Science, 2008, , 59-70.	1.3	7
26	Notes on Pragmatic Agent-Programming with Jason. Lecture Notes in Computer Science, 2012, , 58-73.	1.3	7
27	Towards Fast Prototyping of IVAs Behavior: Pogamut 2. Lecture Notes in Computer Science, 2007, , 362-363.	1.3	6
28	How to Compare Usability of Techniques for the Specification of Virtual Agents'™ Behavior? An Experimental Pilot Study with Human Subjects. Lecture Notes in Computer Science, 2012, , 38-62.	1.3	5
29	Towards a novel paradigm for educational games. , 2008, , .		4
30	Timing in episodic memory for virtual characters. , 2010, , .		4
31	A computational model of the allocentric and egocentric spatial memory by means of virtual agents, or how simple virtual agents can help to build complex computational models. Cognitive Systems Research, 2012, 17-18, 1-24.	2.7	4
32	Formation and disruption of tonotopy in a large-scale model of the auditory cortex. Journal of Computational Neuroscience, 2015, 39, 131-153.	1.0	4
33	Using Behavior Objects to Manage Complexity in Virtual Worlds. IEEE Transactions on Games, 2017, 9, 166-180.	1.4	4
34	Can narrative cutscenes improve home learning from a math game? An experimental study with children. British Journal of Educational Technology, 2021, 52, 42-56.	6.3	4
35	Customization in educational computer games and its effect on learning: Experimental study with primary school children. Journal of Computer Assisted Learning, 2021, 37, 1370-1382.	5.1	4
36	To Date or Not to Date? A Minimalist Affect-Modulated Control Architecture for Dating Virtual Characters. Lecture Notes in Computer Science, 2011, , 419-425.	1.3	4

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37	Eye Tracking in Emotional Design Research. , 2016, , .		3
38	To Plan or to Simply React? An Experimental Study of Action Planning in a Game Environment. Computational Intelligence, 2016, 32, 668-710.	3.2	3
39	Is contextual animation needed in multimedia learning games for children? An eye tracker study. Journal of Computer Assisted Learning, 2021, 37, 305-318.	5.1	3
40	Towards Automatic Story Clustering for Interactive Narrative Authoring. Lecture Notes in Computer Science, 2013, , 95-106.	1.3	3
41	How Do Place and Objects Combine? “What-Where” Memory for Human-Like Agents. Lecture Notes in Computer Science, 2009, , 42-48.	1.3	3
42	Does High-Level Behavior Specification Tool Make Production of Virtual Agent Behaviors Better?. Lecture Notes in Computer Science, 2013, , 167-183.	1.3	3
43	Educational Games and Simulations at School: Experimental Comparison with Classic Teaching Methods and Requirements of Successful Implementation into School Environment and Curricula. , 2013, , .		3
44	StoryFactory “ A Tool for Scripting Machinimas in Unreal Engine 2 and UDK. Lecture Notes in Computer Science, 2011, , 334-337.	1.3	3
45	Eight-Year-Olds' Conceptions of Computer Viruses. , 2019, , .		3
46	Waste Recycling Can Promote Group Living: A cockroach case study. Letters in Biomathematics, 2014, 1, 17-22.	0.1	2
47	Extrinsically Integrated Instructional Quizzes in Learning Games: An Educational Disaster or Not?. Frontiers in Psychology, 2021, 12, 678380.	2.1	2
48	Towards More Human-Like Episodic Memory for More Human-Like Agents. Lecture Notes in Computer Science, 2009, , 484-485.	1.3	2
49	Extensions and Applications of Pogamut 3 Platform. Lecture Notes in Computer Science, 2009, , 506-507.	1.3	2
50	Turning High-Schools into Laboratories? Lessons Learnt from Studies of Instructional Effectiveness of Digital Games in the Curricular Schooling System. Lecture Notes in Computer Science, 2012, , 41-53.	1.3	2
51	Level-of-Detail in Behaviour of Virtual Humans. Lecture Notes in Computer Science, 2006, , 565-574.	1.3	2
52	Emohawk: Learning Virtual Characters by Doing. Lecture Notes in Computer Science, 2010, , 271-274.	1.3	2
53	Generating Corpora of Activities of Daily Living and towards Measuring the Corpora’s Complexity. Lecture Notes in Computer Science, 2013, , 149-166.	1.3	2
54	Where Did I Put My Glasses? Determining Trustfulness of Records in Episodic Memory by Means of an Associative Network. , 2007, , 243-252.		2

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55	Towards Characters with a Full Episodic Memory. Lecture Notes in Computer Science, 2007, , 360-361.	1.3	2
56	Fostering Knowledge of Computer Viruses among Children. , 2020, , .		2
57	Educational game Europe 2045. , 2008, , .		1
58	Creating game bots in a few easy steps. , 2009, , .		1
59	Does Motivation Enhance Knowledge Acquisition in Digital Game-Based and Multimedia Learning? A Review of Studies from One Lab. Lecture Notes in Computer Science, 2018, , 120-132.	1.3	1
60	To solve or to observe? The case of problem-solving interactivity within child learning games. Journal of Computer Assisted Learning, 2020, 36, 981-996.	5.1	1
61	Creating 3D Virtual Characters for Games and Storytelling Applications in a Few Easy Steps. Lecture Notes in Computer Science, 2009, , 348-349.	1.3	1
62	Controlling Three Agents in a Quarrel: Lessons Learnt. Lecture Notes in Computer Science, 2012, , 158-169.	1.3	1
63	HLA Proxy: Towards Connecting Agents to Virtual Environments by Means of High Level Architecture (HLA). Lecture Notes in Computer Science, 2013, , 1-16.	1.3	1
64	A Comparative Study of Programming Agents in POSH and GOAL. , 2016, , .		1
65	Agent-Based Simulation of Business Processes in a Virtual World. Lecture Notes in Computer Science, 2008, , 86-94.	1.3	1
66	Spatial memory in a virtual arena: Human virtual analogue of the Morris water maze. , 2013, , .		0
67	Virtual Agents in a Simulation of an ISO-Company. Lecture Notes in Computer Science, 2005, , 494-494.	1.3	0
68	GAL: Towards Large Simulations with Tens of Agents. Lecture Notes in Computer Science, 2005, , 493-493.	1.3	0
69	Evolution of GameBots Project. Lecture Notes in Computer Science, 2012, , 397-400.	1.3	0
70	Towards a Brewery Educational Game: Would Existence of a Game Goal Improve Learning?. Lecture Notes in Computer Science, 2012, , 389-392.	1.3	0
71	DyBaNeM: Bayesian Episodic Memory Framework for Intelligent Virtual Agents. Lecture Notes in Computer Science, 2013, , 15-28.	1.3	0
72	Generating Side Quests from Building Blocks. Lecture Notes in Computer Science, 2015, , 235-242.	1.3	0

#	ARTICLE	IF	CITATIONS
73	To Quiz or to Shoot When Practicing Grammar? Catching and Holding the Interest of Child Learners: A Field Study. <i>Frontiers in Psychology</i> , 2022, 13, 856623.	2.1	0