Cyril Brom

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/452163/publications.pdf

Version: 2024-02-01

73	911	687363	526287
papers	citations	13 h-index	27 g-index

80	80	80	684
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	To Quiz or to Shoot When Practicing Grammar? Catching and Holding the Interest of Child Learners: A Field Study. Frontiers in Psychology, 2022, 13, 856623.	2.1	0
2	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
3	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
4	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
5	Extrinsically Integrated Instructional Quizzes in Learning Games: An Educational Disaster or Not?. Frontiers in Psychology, 2021, 12, 678380.	2.1	2
6	Can video games change attitudes towards history? Results from a laboratory experiment measuring shortâ€•and longâ€term effects. Journal of Computer Assisted Learning, 2021, 37, 1348-1369.	5.1	12
7	To solve or to observe? The case of problemâ€solving interactivity within child learning games. Journal of Computer Assisted Learning, 2020, 36, 981-996.	5.1	1
8	SpoluprÃ¡ce rodiny a Å¡koly v dobÄ› uzavÅ™enÃ½ch zÃ¡kladnÃch Å¡kol. Studia Paedagogica, 2020, 25, 9.	0.6	14
9	Fostering Knowledge of Computer Viruses among Children. , 2020, , .		2
10	Anthropomorphisms in multimedia learning: Attract attention but do not enhance learning?. Journal of Computer Assisted Learning, 2019, 35, 555-568.	5.1	23
11	Children like it more but donâ€™t learn more: Effects of esthetic visual design in educational games. British Journal of Educational Technology, 2019, 50, 1942-1960.	6.3	17
12	Gamifying a Simulation: Do a Game Goal, Choice, Points, and Praise Enhance Learning?. Journal of Educational Computing Research, 2019, 57, 1575-1613.	5.5	18
13	Eight-Year-Olds' Conceptions of Computer Viruses. , 2019, , .		3
14	How effective is emotional design? A meta-analysis on facial anthropomorphisms and pleasant colors during multimedia learning. Educational Research Review, 2018, 25, 100-119.	7.8	88
15	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
16	Using Behavior Objects to Manage Complexity in Virtual Worlds. IEEE Transactions on Games, 2017, 9, 166-180.	1.4	4
17	The role of cultural background in the personalization principle: Five experiments with Czech learners. Computers and Education, 2017, 112, 37-68.	8.3	16
18	Enjoyment or involvement? Affective-motivational mediation during learning from a complex computerized simulation. Computers and Education, 2017, 114, 236-254.	8.3	34

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19	You like it, you learn it: affectivity and learning in competitive social role play gaming. International Journal of Computer-Supported Collaborative Learning, 2016, 11, 313-348.	3.0	39
20	Eye Tracking in Emotional Design Research. , 2016, , .		3
21	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
22	A Comparative Study of Programming Agents in POSH and GOAL. , 2016, , .		1
23	Playing educational micro-games at high schools: Individually or collectively?. Computers in Human Behavior, 2015, 48, 682-694.	8.5	11
24	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
25	Generating Side Quests from Building Blocks. Lecture Notes in Computer Science, 2015, , 235-242.	1.3	0
26	A virtual reality task based on animal research Ã¢â‚¬â€œ spatial learning and memory in patients after the first episode of schizophrenia. Frontiers in Behavioral Neuroscience, 2014, 8, 157.	2.0	34
27	Waste Recycling Can Promote Group Living: A cockroach case study. Letters in Biomathematics, 2014, 1, 17-22.	0.1	2
28	Flow, social interaction anxiety and salivary cortisol responses in serious games: A quasi-experimental study. Computers and Education, 2014, 79, 69-100.	8.3	47
29	Personalized messages in a brewery educational simulation: Is the personalization principle less robust than previously thought?. Computers and Education, 2014, 72, 339-366.	8.3	29
30	Spatial memory in a virtual arena: Human virtual analogue of the Morris water maze. , 2013, , .		0
31	Towards Automatic Story Clustering for Interactive Narrative Authoring. Lecture Notes in Computer Science, 2013, , 95-106.	1.3	3
32	Does High-Level Behavior Specification Tool Make Production of Virtual Agent Behaviors Better?. Lecture Notes in Computer Science, 2013, , 167-183.	1.3	3
33	Educational Games and Simulations at School: Experimental Comparison with Classic Teaching Methods and Requirements of Successful Implementation into School Environment and Curricula. , 2013, , .		3
34	HLA Proxy: Towards Connecting Agents to Virtual Environments by Means of High Level ArchitectureÂ(HLA). Lecture Notes in Computer Science, 2013, , 1-16.	1.3	1
35	Generating Corpora of Activities of Daily Living and towards Measuring the Corporaâ€™s Complexity. Lecture Notes in Computer Science, 2013, , 149-166.	1.3	2
36	DyBaNeM: Bayesian Episodic Memory Framework for Intelligent Virtual Agents. Lecture Notes in Computer Science, 2013, , 15-28.	1.3	0

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37	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
38	Notes on Pragmatic Agent-Programming with Jason. Lecture Notes in Computer Science, 2012, , 58-73.	1.3	7
39	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
40	Stories from the History of Czechoslovakia, A Serious Game for Teaching History of the Czech Lands in the 20th Century â€“ Notes on Design Concepts and Design Process. Lecture Notes in Computer Science, 2012, , 67-74.	1.3	13
41	How to Compare Usability of Techniques for the Specification of Virtual Agentsâ€™ Behavior? An Experimental Pilot Study with Human Subjects. Lecture Notes in Computer Science, 2012, , 38-62.	1.3	5
42	Evolution of GameBots Project. Lecture Notes in Computer Science, 2012, , 397-400.	1.3	0
43	Towards a Brewery Educational Game: Would Existence of a Game Goal Improve Learning?. Lecture Notes in Computer Science, 2012, , 389-392.	1.3	0
44	Controlling Three Agents in a Quarrel: Lessons Learnt. Lecture Notes in Computer Science, 2012, , 158-169.	1.3	1
45	Are educational computer micro-games engaging and effective for knowledge acquisition at high-schools? A quasi-experimental study. Computers and Education, 2011, 57, 1971-1988.	8.3	132
46	A Periphery of Pogamut: From Bots to Agents and Back Again. Lecture Notes in Computer Science, 2011, , 19-37.	1.3	12
47	When a Couple Goes Together: Walk along Steering. Lecture Notes in Computer Science, 2011, , 278-289.	1.3	9
48	StoryFactory â€“ A Tool for Scripting Machinimas in Unreal Engine 2 and UDK. Lecture Notes in Computer Science, 2011, , 334-337.	1.3	3
49	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
50	Implementing digital game-based learning in schools: augmented learning environment of â€˜Europe 2045â€™. Multimedia Systems, 2010, 16, 23-41.	4.7	68
51	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
52	Timing in episodic memory for virtual characters. , 2010, , .		4
53	Emohawk: Learning Virtual Characters by Doing. Lecture Notes in Computer Science, 2010, , 271-274.	1.3	2
54	Creating game bots in a few easy steps. , 2009, , .		1

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55	Pogamut 3 Can Assist Developers in Building AI (Not Only) for Their Videogame Agents. Lecture Notes in Computer Science, 2009, , 1-15.	1.3	62
56	Towards More Human-Like Episodic Memory for More Human-Like Agents. Lecture Notes in Computer Science, 2009, , 484-485.	1.3	2
57	Extensions and Applications of Pogamut 3 Platform. Lecture Notes in Computer Science, 2009, , 506-507.	1.3	2
58	How Do Place and Objects Combine? â€œWhat-Whereâ€•Memory for Human-Like Agents. Lecture Notes in Computer Science, 2009, , 42-48.	1.3	3
59	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
60	Educational game Europe 2045. , 2008, , .		1
61	Towards a novel paradigm for educational games. , 2008, , .		4
62	Designing an Educational Game: Case Study of â€™Europe 2045â€™. Lecture Notes in Computer Science, 2008, , 1-16.	1.3	22
63	3D Immersion in Virtual Agents Education. Lecture Notes in Computer Science, 2008, , 59-70.	1.3	7
64	Agent-Based Simulation of Business Processes in a Virtual World. Lecture Notes in Computer Science, 2008, , 86-94.	1.3	1
65	Simulation Level of Detail for Virtual Humans. Lecture Notes in Computer Science, 2007, , 1-14.	1.3	16
66	Story Manager in â€˜Europe 2045â€˜ Uses Petri Nets. , 2007, , 38-50.		15
67	What Does Your Actor Remember? Towards Characters with a Full Episodic Memory. , 2007, , 89-101.		28
68	Where Did I Put My Glasses? Determining Trustfulness of Records in Episodic Memory by Means of an Associative Network. , 2007, , 243-252.		2
69	Towards Characters with a Full Episodic Memory. Lecture Notes in Computer Science, 2007, , 360-361.	1.3	2
70	Towards Fast Prototyping of IVAs Behavior: Pogamut 2. Lecture Notes in Computer Science, 2007, , 362-363.	1.3	6
71	Level-of-Detail in Behaviour of Virtual Humans. Lecture Notes in Computer Science, 2006, , 565-574.	1.3	2
72	Virtual Agents in a Simulation of an ISO-Company. Lecture Notes in Computer Science, 2005, , 494-494.	1.3	0

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73	GAL: Towards Large Simulations with Tens of Agents. Lecture Notes in Computer Science, 2005, , 493-493.	1.3	0