

Marek Milosz

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5219130/publications.pdf>

Version: 2024-02-01

73
papers

263
citations

1478280

6
h-index

1281743

11
g-index

75
all docs

75
docs citations

75
times ranked

111
citing authors

#	ARTICLE	IF	CITATIONS
1	3D technologies for intangible cultural heritage preservation – literature review for selected databases. <i>Heritage Science</i> , 2022, 10, 3.	1.0	57
2	Gamification in Engineering Education – a Preliminary Literature Review. , 2020, , .		14
3	Technical aspects of museum exposition for visually impaired preparation using modern 3D technologies. , 2018, , .		9
4	3D Scanning and Visualization of Large Monuments of Timurid Architecture in Central Asia – A Methodical Approach. <i>Journal on Computing and Cultural Heritage</i> , 2021, 14, 1-31.	1.2	9
5	Methodology of 3D Scanning of Intangible Cultural Heritage – The Example of Lazgi Dance. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 11568.	1.3	9
6	European-Russian-central asian network of Master's degree – Informatics as a Second Competence , 2012, , .		8
7	Virtual and interactive museum of archaeological artefacts from Afrasiyab – An ancient city on the silk road. <i>Digital Applications in Archaeology and Cultural Heritage</i> , 2020, 18, e00155.	0.9	8
8	THE CONCEPT OF A 3D BOARD GAME TO RECOGNISE ARCHITECTURAL MONUMENTS. <i>INTED Proceedings</i> , 2017, , .	0.0	8
9	RELIABILITY OF COMPLEX PRODUCTION SYSTEMS. <i>Civil Engineering and Environmental Systems</i> , 1996, 13, 61-73.	0.2	7
10	Quality improvement of ERP system GUI using expert method: A case study. , 2013, , .		7
11	Overseas Use of the Remote Laboratory NetLab. , 2020, , .		7
12	Faculty Development and Quality Assurance in the EU ERAMIS Project. <i>International Journal of Engineering Pedagogy</i> , 2012, 2, 52.	0.7	6
13	Reengineering of computer science curriculum according to technology changes and market needs. , 2015, , .		6
14	Problems of acquisition and postprocessing of 3D scans of large architectural objects. <i>MATEC Web of Conferences</i> , 2019, 252, 03001.	0.1	6
15	Architectural Jewels of Lublin. <i>Journal on Computing and Cultural Heritage</i> , 2021, 14, 1-21.	1.2	6
16	Identification of the oculo-motor system based on the Volterra model using eye tracking technology. <i>Journal of Physics: Conference Series</i> , 2020, 1603, 012011.	0.3	6
17	Using Deming cycle for strengthening cooperation between industry and university in IT engineering education program. , 2012, , .		5
18	Mobile application usability testing in quasi-real conditions. , 2015, , .		5

#	ARTICLE	IF	CITATIONS
19	Documenting the geometry of large architectural monuments using 3D scanning – the case of the dome of the Golden Mosque of the Tillya-Kori Madrasah in Samarkand. Digital Applications in Archaeology and Cultural Heritage, 2021, 22, e00199.	0.9	5
20	The use of RFID technology to control a 3D model realising the gamification paradigm. , 2017, , .		4
21	Investments Decision Making on the Basis of System Dynamics. Studies in Computational Intelligence, 2018, , 293-303.	0.7	4
22	Usability Testing of e-Government Online Services Using Different Methods – a Case Study. , 2020, , .		4
23	DEVELOPING AN EDUCATIONAL BOARD GAME USING INFORMATION TECHNOLOGY. EDULEARN Proceedings, 2017, , .	0.0	4
24	3D INFORMATION TECHNOLOGIES IN CULTURAL HERITAGE PRESERVATION AND POPULARIZATION - A SERIES OF SEMINARS FOR MUSEOLOGISTS MADE BY COMPUTER SCIENTISTS. EDULEARN Proceedings, 2020, , .	0.0	4
25	Contribution of international seminars on computer science to education adjustment on European IT industry market. , 2012, , .		3
26	Developing and implementation of decision-making games for business education of engineering students. , 2017, , .		3
27	Mobile Application Usability Testing in Quasi-Real Conditions - the Synergy of Using Different Methods. , 2018, , .		3
28	Computer decision simulation games for logistic training of engineers. , 2018, , .		3
29	Determination of ceramic tile colour surface areas on the medieval Sher-Dor Madrasah mosaic in Samarkand – Problems and solutions. Digital Applications in Archaeology and Cultural Heritage, 2020, 16, e00134.	0.9	3
30	An Automated Support System in a Remote Laboratory in the Context of Online Learning. Advances in Intelligent Systems and Computing, 2021, , 657-665.	0.5	3
31	International Sharing of the Remote Laboratory NetLab. International Journal of Online and Biomedical Engineering, 2020, 16, 16.	0.9	3
32	The Optimal Control Problem with Fixed-End Trajectories for a Three-Sector Economic Model of a Cluster. Lecture Notes in Computer Science, 2018, , 382-391.	1.0	3
33	Preliminary Application of the Algorithm Highlighting Petroglyph Patterns. Applied Sciences (Switzerland), 2022, 12, 1660.	1.3	3
34	Knowledge Exchange Portal as a tool for long-term contacts with graduated students and industry. , 2012, , .		2
35	An inexpensive environmental monitoring system with IoT agents. ITM Web of Conferences, 2017, 15, 01001.	0.4	2
36	Eye Tracking – An Innovative Tool in Medical Parasitology. Journal of Clinical Medicine, 2021, 10, 2989.	1.0	2

#	ARTICLE	IF	CITATIONS
37	Memorability Experiment Vs. Expert Method in Websites Usability Evaluation. , 2013, , .		2
38	TEMPUS PROGRAMME AND ITS INFLUENCE ON DEVELOPMENT OF EU UNIVERSITIES. , 2016, , .		2
39	The "Architectural Jewels of Lublin" Game as a Tool for Collaborative Interactive Learning of History. Advances in Intelligent Systems and Computing, 2018, , 96-105.	0.5	2
40	Development of Extensive Polish Handwritten Characters Database for Text Recognition Research. Advances in Science and Technology Research Journal, 2020, 14, 30-38.	0.4	2
41	Virtual scientific expedition for 3D scanning of museum artifacts in the COVID-19 period " The methodology and case study. Digital Applications in Archaeology and Cultural Heritage, 2022, 26, e00230.	0.9	2
42	Lessons learned from academic teachers training in TEMPUS ERAMIS project. , 2012, , .		1
43	Faculty development in the EU ERAMIS project. , 2012, , .		1
44	Training sessions in a Master degree "Informatics as a Second Competence"; , 2013, , .		1
45	Pedagogy sharing in the PROMIS project. , 2015, , .		1
46	Professionalization of computer science studies - Project results and evaluation. , 2015, , .		1
47	Computer Science Studies in English from the Perspective of Students and Business. Lecture Notes in Business Information Processing, 2016, , 167-178.	0.8	1
48	3D DIGITAL TECHNOLOGIES IN THE PRACTICAL TRAINING OF ARCHAEOLOGISTS. , 2016, , .		1
49	The Perception of the One-Semester International Academic Mobility Programme by Students of Computer Science. Advances in Intelligent Systems and Computing, 2018, , 305-314.	0.5	1
50	Synergy effect in GUI usability and accessibility education improvement. , 2013, , .		0
51	The Use of Steganography to Control Multimedia Players. Communications in Computer and Information Science, 2015, , 515-525.	0.4	0
52	Pros and cons of computer science students' professional work " Research results. , 2017, , .		0
53	Professional Work of Computer Science Students and their Academic Achievements " Imagination vs. Reality. International Journal of Engineering Pedagogy, 2018, 8, 16.	0.7	0
54	Game-based learning efficiency " study results of using the computerised board game "Architectural Jewels of Lublin". , 2018, , .		0

#	ARTICLE	IF	CITATIONS
55	Motion Capture Technology as a Tool for Quantitative Assessment of the Rehabilitation Progress of Gait by Using Soft Orthoses. , 2018, , .		0
56	Problems of Optimal Control for a Class of Linear and Nonlinear Systems of the Economic Model of a Cluster. Vietnam Journal of Computer Science, 2020, 07, 109-127.	1.0	0
57	Experimental Study of Ultra Wideband Interference Over Wireless Sensor Networks. Advanced Science Letters, 2014, 20, 426-429.	0.2	0
58	IMPROVING DATA ACCESS SECURITY BY SERVER-SIDE FUNCTIONAL EXTENSIONS. Advances in Science and Technology Research Journal, 2016, 10, 69-75.	0.4	0
59	THE DESIGN THINKING APPROACH IN STUDENTS' TEAM SOFTWARE PROJECTS. , 2016, , .		0
60	WILLINGNESS AND READINESS OF POLISH AND TAJIK STUDENTS TO STUDY COMPUTER SCIENCE IN ENGLISH. , 2017, , .		0
61	FORMING AN ENTREPRENEURIAL MINDSET AMONG K-12 PUPILS THROUGH BUSINESS SIMULATION GAMES. , 2017, , .		0
62	Acquiring the History of the City with Collaborative Game Based Learning. Advances in Intelligent Systems and Computing, 2018, , 106-115.	0.5	0
63	ANALYSIS AND IMPROVEMENT OF A NATURAL USER INTERFACE OF THE COMPUTERIZED BOARD GAME "ARCHITECTURAL JEWELS OF LUBLIN". , 2018, , .		0
64	Optimisation of Discrete Processes with Bounded Control. Information Technology and Control, 2018, 47, .	1.1	0
65	NEEDS OF KYRGYZ ICT INDUSTRY AND ACM/IEEE COMPUTING CURRICULA. INTED Proceedings, 2019, , .	0.0	0
66	COMPUTER SCIENCE STUDENTS' PERCEPTION OF ONE-SEMESTER INTERNATIONAL ACADEMIC MOBILITY – A COMPARATIVE POLISH AND KAZAKH STUDY. , 2019, , .		0
67	KYRGYZ STUDENTS' WILLINGNESS AND EXPECTATIONS TO UNDERTAKE JOINT INTERNATIONAL MASTER'S STUDIES IN COMPUTER SCIENCE. EDULEARN Proceedings, 2020, , .	0.0	0
68	ICT STUDIES IN ENGLISH – A STUDY OF A PHENOMENON DYNAMIC AMONG KAZAKH STUDENTS. , 2020, , .		0
69	WORLD WIDE EDUCATION OF CULTURE HERITAGE USING NEW TECHNOLOGIES – "3D DIGITAL SILK ROAD" PORTAL CASE STUDY. , 2020, , .		0
70	ADJUSTING THE UNDERGRADUATE COMPUTER SCIENCE CURRICULA TO LABOUR MARKET REQUIREMENTS BASED ON THE ACM/IEEE MODEL. INTED Proceedings, 2020, , .	0.0	0
71	ANALYSIS OF TRENDS IN ICT AND ITS IMPLICATION IN HIGHER EDUCATION CURRICULA. INTED Proceedings, 2020, , .	0.0	0
72	WHAT PROGRAMMING LANGUAGE SHOULD BE TAUGHT TO COMPUTER SCIENCE STUDENTS? – THAT IS THE QUESTION. , 2020, , .		0

#	ARTICLE	IF	CITATIONS
73	Development of an algorithm for solving the problem of optimal control on a finite interval for a nonlinear system of a three-sector economic cluster. Eastern-European Journal of Enterprise Technologies, 2022, 1, 43-52.	0.3	0