Daina Gudoniene

List of Publications by Year
in descending order

23 papers	96 citations	1683354 5 h-index	1473754 9 g-index
26 all docs	26 docs citations	26 times ranked	64 citing authors

#	Article	IF	Citations
1	Virtual and Augmented Reality in Education. Baltic Journal of Modern Computing, 2019, 7, .	0.2	22
2	Multinational Perspectives on Information Technology from Academia and Industry. , 2015, , .		10
3	Opportunities, Quality Factors, and Required Changes during the Pandemic Based on Higher Education Leadersâ€™ Perspective. Sustainability, 2022, 14, 1933.	1.6	10
4	Models for Administration to Ensure the Successful Transition to Distance Learning during the Pandemic. Sustainability, 2021, 13, 4751.	1.6	9
5	Technological Aspects of the Gamification Model for e-Learning Participant's Engagement. Baltic Journal of Modern Computing, 2016, 4, .	0.2	9
6	Semantic Web Technologies for e-Learning: Models and Implementation. Informatica, 2015, 26, 221-240.	1.5	6
7	A Case Study on Emerging Learning Pathways in SDG-Focused Engineering Studies through Applying CBL. Sustainability, 2021, 13, 8495.	1.6	4
8	Pandemic-Induced Qualitative Changes in the Process of University Studies from the Perspective of University Authorities. Sustainability, 2021, 13, 9887.	1.6	3
9	The Integrated Environment for Learning Objects Design and Storing in Semantic Web. International Journal of Computers, Communications and Control, 2018, 13, 39.	1.2	3
10	Work in Progress: A MOOC-based Innovative Instructional Approach for Curriculum Design. , 2020, , .		2
11	An Experience of Running a MOOC on Information Technology. International Journal of Human Capital and Information Technology Professionals, 2016, 7, 76-88.	0.5	2
12	Sustainable and Security Focused Multimodal Models for Distance Learning. Sustainability, 2022, 14, 3414.	1.6	2
13	The Ways of Using Augmented Reality in Education. Communications in Computer and Information Science, 2018, , 483-490.	0.4	1
14	Methods and Technologies for ICT Workers Virtual Mobility. Smart Innovation, Systems and Technologies, 2015, , 459-467.	0.5	1
15	The Model for Learning Objects Design Based on Semantic Technologies. International Journal of Computers, Communications and Control, 2017, 12, 227.	1.2	1
16	The VOIL Digital Transformation Competence Framework. Evaluation and Design of Higher Education Curricula. Communications in Computer and Information Science, 2020, , 283-296.	0.4	1
17	Technological Challenges for Learning Objects in MOOCs Design. Communications in Computer and Information Science, 2016, , 491-498.	0.4	0
18	Engineering Solutions on Multimodal Profiling Tool for Digital Jobs Analysis and Matching of Requirements Competences Frameworks. , 2019, , .		0

#	Article	IF	Citations
19	ICT Architecture for Online Learning Approach. Communications in Computer and Information Science, 2012, , 373-387.	0.4	0
20	System Architecture Model Based on Service-Oriented Architecture Technology. Communications in Computer and Information Science, 2013, , 102-113.	0.4	0
21	COMPARING INSTITUTIONAL MOOCS STRATEGIES. INTED Proceedings, 2017, , .	0.0	0
22	Search, Exchange and Design of Learning Objects in Learning Objects Repositories. Smart Innovation, Systems and Technologies, 2018, , 330-338.	0.5	0
23	Preparation and Implementation Stages of Gender Equality Plan at Information Science and Technology Organization Lithuanian Case. , 2019, , .		0