

Przemysław Zawadzki

List of Publications by Year in descending order

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Version: 2024-02-01

32
papers

716
citations

759055

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580701

25
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37
all docs

37
docs citations

37
times ranked

714
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Smart Product Design and Production Control for Effective Mass Customization in the Industry 4.0 Concept. Management and Production Engineering Review, 2016, 7, 105-112. | 1.4 | 216 |
| 2 | Application of Virtual Reality Techniques in Design of Ergonomic Manufacturing Workplaces. Procedia Computer Science, 2013, 25, 289-301. | 1.2 | 77 |
| 3 | Immersive and Haptic Educational Simulations of Assembly Workplace Conditions. Procedia Computer Science, 2015, 75, 359-368. | 1.2 | 48 |
| 4 | Experimental Studies on 3D Printing of Automatically Designed Customized Wrist-Hand Orthoses. Materials, 2020, 13, 4091. | 1.3 | 44 |
| 5 | STRENGTH OF ABS PARTS PRODUCED BY FUSED DEPOSITION MODELLING TECHNOLOGY – A CRITICAL ORIENTATION PROBLEM. Advances in Science and Technology Research Journal, 0, 9, 12-19. | 0.4 | 38 |
| 6 | Virtual 3D Atlas of a Human Body – Development of an Educational Medical Software Application. Procedia Computer Science, 2013, 25, 302-314. | 1.2 | 35 |
| 7 | Low – Cost Devices Used in Virtual Reality Exposure Therapy. Procedia Computer Science, 2017, 104, 445-451. | 1.2 | 34 |
| 8 | Effective Design of Educational Virtual Reality Applications for Medicine using Knowledge-Engineering Techniques. Eurasia Journal of Mathematics, Science and Technology Education, 2016, 13, . | 0.7 | 32 |
| 9 | Immersive City Bus Configuration System for Marketing and Sales Education. Procedia Computer Science, 2015, 75, 137-146. | 1.2 | 31 |
| 10 | Virtual Reality Production Training System in the Scope of Intelligent Factory. Advances in Intelligent Systems and Computing, 2018, , 450-458. | 0.5 | 21 |
| 11 | Employee Training in an Intelligent Factory Using Virtual Reality. IEEE Access, 2020, 8, 135110-135117. | 2.6 | 20 |
| 12 | Application of Professional and Low-cost Head Mounted Devices in Immersive Educational Application. Procedia Computer Science, 2015, 75, 173-181. | 1.2 | 14 |
| 13 | Immersive Educational Simulation of Medical Ultrasound Examination. Procedia Computer Science, 2015, 75, 186-194. | 1.2 | 12 |
| 14 | APPLICATION OF ADDITIVELY MANUFACTURED POLYMER COMPOSITE PROTOTYPES IN FOUNDRY. Advances in Science and Technology Research Journal, 0, 9, 20-27. | 0.4 | 11 |
| 15 | Methodology of KBE System Development for Automated Design of Multivariant Products. Lecture Notes in Mechanical Engineering, 2018, , 239-248. | 0.3 | 10 |
| 16 | Design and Implementation of a Complex Virtual Reality System for Product Design with Active Participation of End User. Advances in Intelligent Systems and Computing, 2016, , 31-43. | 0.5 | 9 |
| 17 | Study of Interaction Methods in Virtual Electrician Training. IEEE Access, 2021, 9, 118242-118252. | 2.6 | 8 |
| 18 | Automated Design of Customized 3D-Printed Wrist Orthoses on the Basis of 3D Scanning. Mechanisms and Machine Science, 2020, , 1133-1143. | 0.3 | 6 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Possibilities and Determinants of Using Low-Cost Devices in Virtual Education Applications. Eurasia Journal of Mathematics, Science and Technology Education, 2016, 13, . | 0.7 | 5 |
| 20 | Fulfilling Individual Requirements of Customers in Smart Factory Model. Lecture Notes in Mechanical Engineering, 2018, , 185-194. | 0.3 | 5 |
| 21 | Dimensional Accuracy of Parts Manufactured by 3D Printing for Interaction in Virtual Reality. Advances in Science and Technology Research Journal, 2017, 11, 279-285. | 0.4 | 5 |
| 22 | Application of Low-cost Tracking Systems in Educational Training Applications. Procedia Computer Science, 2015, 75, 398-407. | 1.2 | 4 |
| 23 | Virtual reality training of hard and soft skills in production. , 2018, , . | | 4 |
| 24 | Design and Additive Manufacturing of an Individualized Specialized Leg Orthosis. Lecture Notes in Mechanical Engineering, 2022, , 31-44. | 0.3 | 4 |
| 25 | Knowledge Management in Open Industrial Virtual Reality Applications. Lecture Notes in Mechanical Engineering, 2019, , 104-118. | 0.3 | 3 |
| 26 | Virtual Reality Training of Practical Skills in Industry on Example of Forklift Operation. Lecture Notes in Electrical Engineering, 2019, , 46-52. | 0.3 | 2 |
| 27 | INFLUENCE OF MARKER ARRANGEMENT ON POSITIONING ACCURACY OF OBJECTS IN A VIRTUAL ENVIRONMENT. Advances in Science and Technology Research Journal, 2015, 9, 112-119. | 0.4 | 2 |
| 28 | Selection of Optimal Software for Immersive Virtual Reality Application of City Bus Configurator. Advances in Intelligent Systems and Computing, 2017, , 480-489. | 0.5 | 1 |
| 29 | Effectiveness of Automatic CAM Programming Using Machining Templates for the Manufacture of Special Production Tooling. Strojnicki Vestnik/Journal of Mechanical Engineering, 2021, 67, 475-488. | 0.6 | 1 |
| 30 | Correction on Effective Design of Educational Virtual Reality Applications for Medicine using Knowledge-Engineering Techniques. Eurasia Journal of Mathematics, Science and Technology Education, 2018, 14, . | 0.7 | 0 |
| 31 | Development and Studies on a Virtual Reality Configuration Tool for City Bus Driver Workplace. Advances in Intelligent Systems and Computing, 2017, , 469-479. | 0.5 | 0 |
| 32 | Efficiency of Automatic Design in the Production Preparation Process for an Intelligent Factory. Advances in Intelligent Systems and Computing, 2019, , 543-552. | 0.5 | 0 |