

Przemysław Zawadzki

List of Publications by Year in descending order

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Version: 2024-02-01

32
papers

716
citations

759055

12
h-index

580701

25
g-index

37
all docs

37
docs citations

37
times ranked

714
citing authors

#	ARTICLE	IF	CITATIONS
1	Design and Additive Manufacturing of an Individualized Specialized Leg Orthosis. Lecture Notes in Mechanical Engineering, 2022, , 31-44.	0.3	4
2	Study of Interaction Methods in Virtual Electrician Training. IEEE Access, 2021, 9, 118242-118252.	2.6	8
3	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
4	Employee Training in an Intelligent Factory Using Virtual Reality. IEEE Access, 2020, 8, 135110-135117.	2.6	20
5	Experimental Studies on 3D Printing of Automatically Designed Customized Wrist-Hand Orthoses. Materials, 2020, 13, 4091.	1.3	44
6	Automated Design of Customized 3D-Printed Wrist Orthoses on the Basis of 3D Scanning. Mechanisms and Machine Science, 2020, , 1133-1143.	0.3	6
7	Knowledge Management in Open Industrial Virtual Reality Applications. Lecture Notes in Mechanical Engineering, 2019, , 104-118.	0.3	3
8	Virtual Reality Training of Practical Skills in Industry on Example of Forklift Operation. Lecture Notes in Electrical Engineering, 2019, , 46-52.	0.3	2
9	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
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	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
12	Virtual reality training of hard and soft skills in production. , 2018, , .		4
13	Fulfilling Individual Requirements of Customers in Smart Factory Model. Lecture Notes in Mechanical Engineering, 2018, , 185-194.	0.3	5
14	Methodology of KBE System Development for Automated Design of Multivariant Products. Lecture Notes in Mechanical Engineering, 2018, , 239-248.	0.3	10
15	Low " Cost Devices Used in Virtual Reality Exposure Therapy. Procedia Computer Science, 2017, 104, 445-451.	1.2	34
16	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
17	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
18	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

#	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	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
21	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
22	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
23	Immersive Educational Simulation of Medical Ultrasound Examination. Procedia Computer Science, 2015, 75, 186-194.	1.2	12
24	Application of Professional and Low-cost Head Mounted Devices in Immersive Educational Application. Procedia Computer Science, 2015, 75, 173-181.	1.2	14
25	Immersive City Bus Configuration System for Marketing and Sales Education. Procedia Computer Science, 2015, 75, 137-146.	1.2	31
26	Application of Low-cost Tracking Systems in Educational Training Applications. Procedia Computer Science, 2015, 75, 398-407.	1.2	4
27	Immersive and Haptic Educational Simulations of Assembly Workplace Conditions. Procedia Computer Science, 2015, 75, 359-368.	1.2	48
28	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
29	Application of Virtual Reality Techniques in Design of Ergonomic Manufacturing Workplaces. Procedia Computer Science, 2013, 25, 289-301.	1.2	77
30	Virtual 3D Atlas of a Human Body – Development of an Educational Medical Software Application. Procedia Computer Science, 2013, 25, 302-314.	1.2	35
31	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
32	APPLICATION OF ADDITIVELY MANUFACTURED POLYMER COMPOSITE PROTOTYPES IN FOUNDRY. Advances in Science and Technology Research Journal, 0, 9, 20-27.	0.4	11