

Przemyslaw Zawadzki

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

35
papers

482
citations

11
h-index

21
g-index

37
ext. papers

572
ext. citations

1.1
avg, IF

4.28
L-index

#	Paper	IF	Citations
35	Smart Product Design and Production Control for Effective Mass Customization in the Industry 4.0 Concept. <i>Management and Production Engineering Review</i> , 2016 , 7, 105-112		152
34	Application of Virtual Reality Techniques in Design of Ergonomic Manufacturing Workplaces. <i>Procedia Computer Science</i> , 2013 , 25, 289-301	1.6	61
33	Immersive and Haptic Educational Simulations of Assembly Workplace Conditions. <i>Procedia Computer Science</i> , 2015 , 75, 359-368	1.6	36
32	STRENGTH OF ABS PARTS PRODUCED BY FUSED DEPOSITION MODELLING TECHNOLOGY IN CRITICAL ORIENTATION PROBLEM. <i>Advances in Science and Technology Research Journal</i> , 9, 12-19	2.1	29
31	Virtual 3D Atlas of a Human Body (Development of an Educational Medical Software Application). <i>Procedia Computer Science</i> , 2013 , 25, 302-314	1.6	28
30	Immersive City Bus Configuration System for Marketing and Sales Education. <i>Procedia Computer Science</i> , 2015 , 75, 137-146	1.6	24
29	Low Cost Devices Used in Virtual Reality Exposure Therapy. <i>Procedia Computer Science</i> , 2017 , 104, 445-456	1.6	20
28	Effective Design of Educational Virtual Reality Applications for Medicine using Knowledge-Engineering Techniques. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2016 , 13,	1.6	17
27	Experimental Studies on 3D Printing of Automatically Designed Customized Wrist-Hand Orthoses. <i>Materials</i> , 2020 , 13,	3.5	16
26	Virtual Reality Production Training System in the Scope of Intelligent Factory. <i>Advances in Intelligent Systems and Computing</i> , 2018 , 450-458	0.4	12
25	Application of Professional and Low-cost Head Mounted Devices in Immersive Educational Application. <i>Procedia Computer Science</i> , 2015 , 75, 173-181	1.6	11
24	Immersive Educational Simulation of Medical Ultrasound Examination. <i>Procedia Computer Science</i> , 2015 , 75, 186-194	1.6	10
23	APPLICATION OF ADDITIVELY MANUFACTURED POLYMER COMPOSITE PROTOTYPES IN FOUNDRY. <i>Advances in Science and Technology Research Journal</i> , 9, 20-27	2.1	7
22	Preparation and Production Control in Smart Factory Model. <i>Advances in Intelligent Systems and Computing</i> , 2017 , 519-527	0.4	6
21	Design and Implementation of a Complex Virtual Reality System for Product Design with Active Participation of End User. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 31-43	0.4	6
20	Methodology of KBE System Development for Automated Design of Multivariant Products. <i>Lecture Notes in Mechanical Engineering</i> , 2018 , 239-248	0.4	6
19	Employee Training in an Intelligent Factory Using Virtual Reality. <i>IEEE Access</i> , 2020 , 8, 135110-135117	3.5	6

18	Fulfilling Individual Requirements of Customers in Smart Factory Model. <i>Lecture Notes in Mechanical Engineering</i> , 2018 , 185-194	0.4	5
17	Application of Low-cost Tracking Systems in Educational Training Applications. <i>Procedia Computer Science</i> , 2015 , 75, 398-407	1.6	4
16	Automated Design of Customized 3D-Printed Wrist Orthoses on the Basis of 3D Scanning. <i>Mechanisms and Machine Science</i> , 2020 , 1133-1143	0.3	4
15	Possibilities and Determinants of Using Low-Cost Devices in Virtual Education Applications. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2016 , 13,	1.6	4
14	Knowledge Management in Open Industrial Virtual Reality Applications. <i>Lecture Notes in Mechanical Engineering</i> , 2019 , 104-118	0.4	3
13	Virtual Reality and CAD Systems Integration for Quick Product Variant Design. <i>Lecture Notes in Mechanical Engineering</i> , 2018 , 599-608	0.4	3
12	Virtual reality training of hard and soft skills in production 2018 ,		2
11	INFLUENCE OF MARKER ARRANGEMENT ON POSITIONING ACCURACY OF OBJECTS IN A VIRTUAL ENVIRONMENT. <i>Advances in Science and Technology Research Journal</i> , 2015 , 9, 112-119	2.1	2
10	Dimensional Accuracy of Parts Manufactured by 3D Printing for Interaction in Virtual Reality. <i>Advances in Science and Technology Research Journal</i> , 2017 , 11, 279-285	2.1	2
9	Virtual Reality Training of Practical Skills in Industry on Example of Forklift Operation. <i>Lecture Notes in Electrical Engineering</i> , 2019 , 46-52	0.2	2
8	Study of Interaction Methods in Virtual Electrician Training. <i>IEEE Access</i> , 2021 , 9, 118242-118252	3.5	2
7	Tooling CAD Models Preparation Process for Automated Technology Design System. <i>Lecture Notes in Mechanical Engineering</i> , 2019 , 36-44	0.4	1
6	Selection of Optimal Software for Immersive Virtual Reality Application of City Bus Configurator. <i>Advances in Intelligent Systems and Computing</i> , 2017 , 480-489	0.4	
5	Efficiency of Automatic Design in the Production Preparation Process for an Intelligent Factory. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 543-552	0.4	
4	Development and Studies on a Virtual Reality Configuration Tool for City Bus Driver Workplace. <i>Advances in Intelligent Systems and Computing</i> , 2017 , 469-479	0.4	
3	Comparison of the Tools for Design Process Automation in Popular CAx Systems. <i>Lecture Notes in Mechanical Engineering</i> , 2022 , 15-23	0.4	
2	Advantages of Automatic CAM Programming in Industrial Practice [A Case Study. <i>Lecture Notes in Mechanical Engineering</i> , 2022 , 138-148	0.4	
1	Design and Additive Manufacturing of an Individualized Specialized Leg Orthosis. <i>Lecture Notes in Mechanical Engineering</i> , 2022 , 31-44	0.4	

