

Daria S Bylieva

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6202967/publications.pdf>

Version: 2024-02-01

32
papers

317
citations

933264

10
h-index

940416

16
g-index

34
all docs

34
docs citations

34
times ranked

156
citing authors

#	ARTICLE	IF	CITATIONS
1	Digitization of Love. <i>Artificial Societies</i> , 2022, .	0.1	0
2	Shared Micromobility: Between Physical and Digital Reality. <i>Sustainability</i> , 2022, 14, 2467.	1.6	5
3	Ways of Enriching MOOCs for Higher Education: A Philosophy Course. <i>Lecture Notes in Networks and Systems</i> , 2021, , 338-351.	0.5	8
4	How Virtual Personal Assistants Influence Children's Communication. <i>Lecture Notes in Networks and Systems</i> , 2021, , 112-124.	0.5	9
5	How Human Communication Influences Virtual Personal Assistants. <i>Lecture Notes in Networks and Systems</i> , 2021, , 98-111.	0.5	5
6	The image of the sun in the art of the beginning of the 20th century. <i>Voprosy Istorii</i> , 2021, 2021, 200-205.	0.0	0
7	Russian University Teachers' Perceptions of Scientometrics. <i>Publications</i> , 2021, 9, 22.	1.9	4
8	Digital Solutions to the Problems of Chinese Students in St. Petersburg Multilingual Space. <i>International Journal of Emerging Technologies in Learning</i> , 2021, 16, 143-166.	0.8	7
9	Self-Regulation in E-Learning Environment. <i>Education Sciences</i> , 2021, 11, 785.	1.4	19
10	Meanings and scripts in the linguistic landscape of Saint Petersburg. <i>Open Linguistics</i> , 2021, 7, 802-815.	0.1	2
11	Visual syntax in social media. <i>Semiotičeskie Issledovaniĭa</i> , 2021, 1, 6-12.	0.1	0
12	Online Group Student Peer-Communication as an Element of Open Education. <i>Future Internet</i> , 2020, 12, 143.	2.4	20
13	Constructive model of multilingual education management in higher school. <i>IOP Conference Series: Materials Science and Engineering</i> , 2020, 940, 012132.	0.3	23
14	Ways of sociotechnical integration of scientists and volunteers in citizen science. <i>IOP Conference Series: Materials Science and Engineering</i> , 2020, 940, 012150.	0.3	5
15	Virtual Pet: Trends of Development. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 545-554.	0.5	14
16	Academic Dishonesty Prevention in E-learning University System. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 225-234.	0.5	17
17	ANALYSIS OF THE CONSEQUENCES OF THE TRANSITION TO ONLINE LEARNING ON THE EXAMPLE OF MOOC PHILOSOPHY DURING THE COVID-19 PANDEMIC. <i>Humanities and Social Sciences Reviews</i> , 2020, 8, 1083-1093.	0.2	13
18	Correlation between the Practical Aspect of the Course and the E-Learning Progress. <i>Education Sciences</i> , 2019, 9, 167.	1.4	54

#	ARTICLE	IF	CITATIONS
19	Serious Games as innovative tools in HR policy. IOP Conference Series: Earth and Environmental Science, 2019, 337, 012048.	0.2	12
20	Information and communication technologies as an active principle of social change. IOP Conference Series: Earth and Environmental Science, 2019, 337, 012054.	0.2	23
21	Human behavior as the source of data in the education system. , 2019, , .		24
22	Computer Technology in Art (Venice Biennale 2019). , 2019, , .		6
23	ONLINE FORUMS: COMMUNICATION MODEL, CATEGORIES OF ONLINE COMMUNICATION REGULATION AND NORMS OF BEHAVIOR. Humanities and Social Sciences Reviews, 2019, 7, 332-340.	0.2	19
24	Semiotic Analysis of the Soviet Great Patriotic War Poste. Voprosy Istorii, 2019, 2019, 117-123.	0.0	2
25	Homo Virtualis: existence in Internet space. SHS Web of Conferences, 2018, 44, 00021.	0.1	5
26	Evolution Of Smart Mob: From Flash Mob To Smart City Element. , 0, , .		5
27	Classification Of Educational Games According To Their Complexity And The Player's Skills. , 0, , .		3
28	Social Norms in Virtual Worlds of Computer Games. , 0, , .		1
29	Serious Games As A Recruitment Tool In Educational Projects. , 0, , .		1
30	The Use Of Business Games In Russian Higher Education: Prerequisites And Obstacles. , 0, , .		3
31	Possible Applications Of Analytics Data In Online Courses. , 0, , .		1
32	Moving Online Due To Pandemic 2020. , 0, , .		0