

Anton Bogdanovych

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7574658/publications.pdf>

Version: 2024-02-01

31
papers

439
citations

933447

10
h-index

839539

18
g-index

32
all docs

32
docs citations

32
times ranked

348
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual reality for acute and chronic pain management in adult patients: a narrative review. <i>Anaesthesia</i> , 2021, 76, 695-704.	3.8	54
2	Lessons learned from supplementing archaeological museum exhibitions with virtual reality. <i>Virtual Reality</i> , 2020, 24, 343-358.	6.1	40
3	The Island of Pain: a Virtual Reality Experience for Patients with Chronic Pain. , 2020, , .		0
4	Simulating complex social behaviours of virtual agents through case-based planning. <i>Computers and Graphics</i> , 2018, 77, 122-139.	2.5	3
5	Virtual worlds vs books and videos in history education. <i>Interactive Learning Environments</i> , 2017, 25, 904-929.	6.4	51
6	Capturing aboriginal heritage in virtual reality. , 2017, , .		4
7	Case-based planning for large virtual agent societies. , 2017, , .		6
8	To Plan or Not to Plan: Lessons Learned from Building Large Scale Social Simulations. <i>Lecture Notes in Computer Science</i> , 2017, , 53-62.	1.3	8
9	What makes virtual agents believable?. <i>Connection Science</i> , 2016, 28, 83-108.	3.0	18
10	Teaching Programming Fundamentals to Modern University Students. , 2016, , .		1
11	Virtual Dreaming: Simulating Everyday Life of the Darug People. <i>Lecture Notes in Computer Science</i> , 2016, , 509-512.	1.3	2
12	Personalities, Physiology, Institutions and Genetics: Simulating Ancient Societies with Intelligent Virtual Agents. <i>Computational Social Sciences</i> , 2016, , 377-404.	0.4	2
13	A novel approach to sports oriented video games with real-time motion streaming. , 2015, , .		1
14	Formalising Believability and Building Believable Virtual Agents. <i>Lecture Notes in Computer Science</i> , 2015, , 142-156.	1.3	4
15	Generating diverse ethnic groups with genetic algorithms. , 2012, , .		7
16	Real-Time Human-Robot Interactive Coaching System with Full-Body Control Interface. <i>Lecture Notes in Computer Science</i> , 2012, , 562-573.	1.3	4
17	The City of Uruk: Teaching Ancient History in a Virtual World. <i>Lecture Notes in Computer Science</i> , 2012, , 28-35.	1.3	23
18	Developing Virtual Heritage Applications as Normative Multiagent Systems. <i>Lecture Notes in Computer Science</i> , 2011, , 140-154.	1.3	8

#	ARTICLE	IF	CITATIONS
19	AUTHENTIC INTERACTIVE REENACTMENT OF CULTURAL HERITAGE WITH 3D VIRTUAL WORLDS AND ARTIFICIAL INTELLIGENCE. Applied Artificial Intelligence, 2010, 24, 617-647.	3.2	39
20	Virtual Agents and 3D Virtual Worlds for Preserving and Simulating Cultures. Lecture Notes in Computer Science, 2009, , 257-271.	1.3	14
21	Recognizing Customersâ€™ Mood in 3D Shopping Malls Based on the Trajectories of Their Avatars. Lecture Notes in Business Information Processing, 2009, , 745-757.	1.0	0
22	Virtual Institutions: Normative Environments Facilitating Imitation Learning in Virtual Agents. Lecture Notes in Computer Science, 2008, , 456-464.	1.3	10
23	Opening new dimensions for e-Tourism. Virtual Reality, 2007, 11, 75-87.	6.1	66
24	A Methodology for Developing Multiagent Systems as 3D Electronic Institutions. , 2007, , 103-117.		9
25	Implicit Training of Virtual Agents. Lecture Notes in Computer Science, 2007, , 356-357.	1.3	0
26	Travel Agents vs. Online Booking: Tackling the Shortcomings of Nowadays Online Tourism Portals. , 2006, , 418-428.		20
27	Playing the e-business game in 3D virtual worlds. , 2006, , .		8
28	Euclidean representation of 3D electronic institutions. , 2006, , .		5
29	Humans and agents in 3D electronic institutions. , 2005, , .		6
30	Narrowing the Gap Between Humans and Agents in e-Commerce: 3D Electronic Institutions. Lecture Notes in Computer Science, 2005, , 128-137.	1.3	20
31	Establishing Social Order in 3D Virtual Worlds with Virtual Institutions. , 0, , 140-169.		2