

Egils Ginters

List of Publications by Year in descending order

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47
papers

383
citations

1039880

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839398

18
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54
all docs

54
docs citations

54
times ranked

271
citing authors

#	ARTICLE	IF	CITATIONS
1	Cutting-edge Technologies Sustainability Assessment Towards EC Digital Decade 2030 Compass Objectives. WSEAS Transactions on Systems and Control, 2022, 17, 153-158.	0.5	0
2	Latent Impacts on Digital Technologies Sustainability Assessment and Development. Advances in Intelligent Systems and Computing, 2021, , 3-13.	0.5	4
3	Attributes of Digital Technologies and Related Impacts on Sustainability Assessment. , 2021, , .		3
4	Bayesian Acyclic Network Based Environmental Footprint Risk Assessment System for Oil and Gas Industry. International Journal of Circuits, Systems and Signal Processing, 2021, 15, 913-927.	0.2	0
5	Hidden and Latent Factorsâ€™ Influence on Digital Technology Sustainability Development. Mathematics, 2021, 9, 2801.	1.1	4
6	New Trends Towards Digital Technology Sustainability Assessment. , 2020, , .		6
7	Innovations in Mobility and Logistics: Assistance of Complex Analytical Processes in Visual Trend Analytics. , 2020, , .		4
8	Mapping of Conceptual Framework for Augmented Reality Application in Logistics. , 2020, , .		6
9	On Microservice Architecture Based Communication Environment for Cycling Map Developing and Maintenance Simulator. , 2020, , .		1
10	Digital Technologies Acceptance/Adoption Modeling Respecting Age Factor. Advances in Intelligent Systems and Computing, 2020, , 621-630.	0.5	3
11	Process Support and Visual Adaptation to Assist Visual Trend Analytics in Managing Transportation Innovations. Lecture Notes in Intelligent Transportation and Infrastructure, 2020, , 319-327.	0.3	1
12	Bicycle Path Network Designing and Exploitation Simulation as a Microservice Architecture. Lecture Notes in Intelligent Transportation and Infrastructure, 2020, , 344-351.	0.3	0
13	Visual Analytics in Mobility, Transportation and Logistics. Lecture Notes in Intelligent Transportation and Infrastructure, 2020, , 82-89.	0.3	1
14	Visual Analytics Indicators for Mobility and Transportation. , 2020, , .		0
15	Augmented reality use for cycling quality improvement. Procedia Computer Science, 2019, 149, 167-176.	1.2	10
16	Technologies Sustainability Modeling. Advances in Intelligent Systems and Computing, 2018, , 659-668.	0.5	10
17	Sustainability Simulation and Assessment of Bicycle Network Design and Maintenance Environment. , 2018, , .		6
18	Using Market Data of Technologies to Build a Dynamic Integrated Acceptance and Sustainability Assessment Model. Procedia Computer Science, 2017, 104, 501-508.	1.2	5

#	ARTICLE	IF	CITATIONS
19	Intelligence Enhancing of Dual Use Bicycle Routes Designing and Planning System Simulator. Procedia Computer Science, 2017, 104, 525-529.	1.2	2
20	Requirements Model of Sociotechnical Systems Simulator Architecture. Advances in Intelligent Systems and Computing, 2017, , 797-806.	0.5	0
21	Bicycle network construction and maintenance technology - VeloRouter (September 2016). , 2016, , .		1
22	Multi-agent system simulation for urban policy design: open space land use change problem. International Journal of Modeling, Simulation, and Scientific Computing, 2016, 07, 1642002.	0.9	3
23	State space analysis for model plausibility validation in multi-agent system simulation of urban policies. Journal of Simulation, 2016, 10, 216-226.	1.0	5
24	Preface ICTE 2015. Procedia Computer Science, 2015, 77, 1-2.	1.2	0
25	Architecture for Distributed Simulation Environment. Procedia Computer Science, 2015, 43, 18-25.	1.2	8
26	Best-Practice Piloting Based on an Integrated Social Media Analysis and Visualization for E-Participation Simulation in Cities. Procedia Computer Science, 2015, 75, 66-74.	1.2	1
27	Economic Development Assessment Simulator Based on Yantai Use Case. Procedia Computer Science, 2015, 77, 22-32.	1.2	2
28	Best-practice Piloting of Integrated Social Media Analysis Solution for E-Participation in Cities. Procedia Computer Science, 2015, 77, 11-21.	1.2	1
29	Integrated Acceptance and Sustainability Assessment Model Transformations into Executable System Dynamics Model. Procedia Computer Science, 2015, 77, 92-97.	1.2	8
30	Semantics Visualization "Definition, Approaches and Challenges. Procedia Computer Science, 2015, 75, 75-83.	1.2	13
31	Applying Theory of Diffusion of Innovations to Evaluate Technology Acceptance and Sustainability. Procedia Computer Science, 2015, 43, 69-77.	1.2	43
32	Holistic Benchmarking of the Bio-economy in Protected Landscape Areas. Procedia Computer Science, 2015, 43, 118-126.	1.2	2
33	Explorative Visualization of Impact Analysis for Policy Modeling by Bonding Open Government and Simulation Data. Lecture Notes in Computer Science, 2015, , 34-45.	1.0	4
34	Sociotechnical Aspects of Policy Simulation. Advances in Electronic Government, Digital Divide, and Regional Development Book Series, 2014, , 113-128.	0.2	8
35	Low Cost Augmented Reality and RFID Application for Logistics Items Visualization. Procedia Computer Science, 2013, 26, 3-13.	1.2	29
36	Markerless Outdoor AR-RFID Solution for Logistics. Procedia Computer Science, 2013, 25, 80-89.	1.2	20

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37	Validation of Integrated Acceptance and Sustainability Assessment Methodology. Procedia Computer Science, 2013, 26, 33-40.	1.2	7
38	Unified Theory of Acceptance and Use of Technology (UTAUT) for Market Analysis of FP7 CHOReOS Products. Procedia Computer Science, 2013, 26, 51-68.	1.2	28
39	Augmented Reality in Logistics. Procedia Computer Science, 2013, 26, 14-20.	1.2	65
40	Virtual and Augmented Reality in Education Preface VARE2013. Procedia Computer Science, 2013, 25, 1-3.	1.2	1
41	Preface ICTE 2013. Procedia Computer Science, 2013, 26, 1-2.	1.2	0
42	Validation of Agent-Based Urban Policy Models by Means of State Space Analysis. , 2013, , .		0
43	Introducing Integrated Acceptance and Sustainability Assessment of Technologies: A Model Based on System Dynamics Simulation. Lecture Notes in Business Information Processing, 2013, , 23-30.	0.8	14
44	AGENT-BASED TEMPERMOD APPROACH FOR APPLICANT'S CHARACTER RECOGNITION. , 2010, , .		0
45	EASY COMMUNICATION ENVIRONMENT FOR DISTRIBUTED SIMULATION. , 2010, , .		2
46	Agent-Based Simulation Use in Multi-step Training Systems Based on Applicant's Character Recognition. Lecture Notes in Computer Science, 2010, , 16-22.	1.0	1
47	FP7 FUPOL PROJECT " INNOVATION IN POLICY SCIENCE. CBU International Conference Proceedings, 0, 1, 231-237.	0.0	2