Tomas BlaÅ¾auskas

List of Publications by Year
in descending order

		759233	610901
36 papers	663 citations	12 h-index	24 g-index
36 all docs	36 docs citations	36 times ranked	730 citing authors

#	Article	IF	Citations
1	Hybrid Malware Classification Method Using Segmentation-Based Fractal Texture Analysis and Deep Convolution Neural Network Features. Applied Sciences (Switzerland), 2020, 10, 4966.	2.5	86
2	An Image Encryption Scheme Based on Block Scrambling, Modified Zigzag Transformation and Key Generation Using Enhanced Logistic–Tent Map. Entropy, 2019, 21, 656.	2.2	76
3	Recognition of American Sign Language Gestures in a Virtual Reality Using Leap Motion. Applied Sciences (Switzerland), 2019, 9, 445.	2.5	69
4	Fully Convolutional Neural Network with Augmented Atrous Spatial Pyramid Pool and Fully Connected Fusion Path for High Resolution Remote Sensing Image Segmentation. Applied Sciences (Switzerland), 2019, 9, 1816.	2.5	58
5	Eight Element Side Edged Framed MIMO Antenna Array for Future 5G Smart Phones. Micromachines, 2020, 11, 956.	2.9	55
6	An Efficient Mixture Model Approach in Brain-Machine Interface Systems for Extracting the Psychological Status of Mentally Impaired Persons Using EEG Signals. IEEE Access, 2019, 7, 77905-77914.	4.2	51
7	Multiple Kinect based system to monitor and analyze key performance indicators of physical training. Human-centric Computing and Information Sciences, 2020, 10, .	6.1	50
8	Removal of Movement Artefact for Mobile EEG Analysis in Sports Exercises. IEEE Access, 2019, 7, 7206-7217.	4.2	48
9	Software Code Smell Prediction Model Using Shannon, Rényi and Tsallis Entropies. Entropy, 2018, 20, 372.	2.2	30
10	A Perspective Review on Integrating VR/AR with Haptics into STEM Education for Multi-Sensory Learning. Robotics, 2022, 11, 41.	3.5	28
11	An Interactive Serious Mobile Game for Supporting the Learning of Programming in JavaScript in the Context of Eco-Friendly City Management. Computers, 2020, 9, 102.	3.3	25
12	Introducing Sustainable Development Topics into Computer Science Education: Design and Evaluation of the Eco JSity Game. Sustainability, 2021, 13, 4244.	3.2	16
13	UAREI: A model for formal description and visual representation /software gamification. DYNA (Colombia), 2017, 84, 326-334.	0.4	9
14	Technological Aspects of the Gamification Model for e-Learning Participant's Engagement. Baltic Journal of Modern Computing, 2016, 4, .	0.4	9
15	Faster pedagogical framework for steam education based on educational robotics. International Journal of Engineering and Technology(UAE), 2018, 7, 138.	0.3	8
16	Escape the Lab: Chemical Experiments in Virtual Reality. Communications in Computer and Information Science, 2020, , 273-282.	0.5	8
17	Computer-Aided Depth Video Stream Masking Framework for Human Body Segmentation in Depth Sensor Images. Sensors, 2022, 22, 3531.	3.8	8
18	Depression Behavior Detection Model Based on Participation in Serious Games. Lecture Notes in Computer Science, 2017, , 423-434.	1.3	7

#	Article	IF	Citations
19	Stage-Based Generative Learning Object Model for Automated Content Adaptation. Baltic Journal of Modern Computing, 2017, 5, .	0.4	7
20	Virtual Reality in Education: New Ways to Learn. Communications in Computer and Information Science, 2017, , 457-465.	0.5	6
21	Disturbance Rejection and Control Design of MVDC Converter with Evaluation of Power Loss and Efficiency Comparison of SiC and Si Based Power Devices. Electronics (Switzerland), 2020, 9, 1878.	3.1	3
22	Knowledge Sharing with Group Portfolio. , 2009, , .		2
23	Competition Based Online Social Learning. Communications in Computer and Information Science, 2012, , 388-396.	0.5	2
24	Ingame Design Framework. Communications in Computer and Information Science, 2021, , 291-300.	0.5	1
25	Test Data Generation for Complex Data Types Using Imprecise Model Constraints and Constraint Solving Techniques. Information Technology and Control, 2013, 42, .	2.1	1
26	The Mobile Application Based on Augmented Reality for Learning STEM Subjects. Communications in Computer and Information Science, 2018, , 476-482.	0.5	0
27	The Color Mix Problem. Applied Sciences (Switzerland), 2021, 11, 7263.	2.5	0
28	ElektroninÄ—s komercijos pagrindai. , 0, , .		0
29	InformaciniÅ³ technologijÅ³ pagrindai 1. PaskaitÅ³ skaidrÄ—s. , 0, , .		0
30	Informatika 1. E. darbo vieta. Laboratoriniai darbai. , 0, , .		0
31	Komponentinis programÅ³ sistemÅ³ projektavimas. , 0, , .		0
32	Service-Oriented Architecture for Designing of Physical Systems with Efficient Power Consumption. Communications in Computer and Information Science, 2012, , 275-287.	0.5	0
33	ElektroniniÅ³ dokumentÅ³ ir duomenÅ³ sauga. , 0, , .		0
34	Modelling for efficient network system design considering physical processes and power consumption. Energetika, 2013, 59, .	0.6	0
35	Prediction of Pending Data Using Interpolation and Extrapolation Techniques for Virtual Rowing. International Journal of Computers, Communications and Control, 2020, 15, .	1.8	0
36	The unsupervised pattern recognition for the ECG signal features detection. Biomedical Signal Processing and Control, 2022, 78, 103947.	5.7	0