Tomas BlaÅ¾auskas

List of Publications by Year
in descending order

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

#	Article	IF	Citations
1	A Perspective Review on Integrating VR/AR with Haptics into STEM Education for Multi-Sensory Learning. Robotics, 2022, 11, 41.	3.5	28
2	Computer-Aided Depth Video Stream Masking Framework for Human Body Segmentation in Depth Sensor Images. Sensors, 2022, 22, 3531.	3.8	8
3	The unsupervised pattern recognition for the ECG signal features detection. Biomedical Signal Processing and Control, 2022, 78, 103947.	5.7	0
4	Introducing Sustainable Development Topics into Computer Science Education: Design and Evaluation of the Eco JSity Game. Sustainability, 2021, 13, 4244.	3.2	16
5	The Color Mix Problem. Applied Sciences (Switzerland), 2021, 11, 7263.	2.5	0
6	Ingame Design Framework. Communications in Computer and Information Science, 2021, , 291-300.	0.5	1
7	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
8	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
9	Eight Element Side Edged Framed MIMO Antenna Array for Future 5G Smart Phones. Micromachines, 2020, 11, 956.	2.9	55
10	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
11	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
12	Escape the Lab: Chemical Experiments in Virtual Reality. Communications in Computer and Information Science, 2020, , 273-282.	0.5	8
13	Prediction of Pending Data Using Interpolation and Extrapolation Techniques for Virtual Rowing. International Journal of Computers, Communications and Control, 2020, 15, .	1.8	0
14	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
15	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
16	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
17	Recognition of American Sign Language Gestures in a Virtual Reality Using Leap Motion. Applied Sciences (Switzerland), 2019, 9, 445.	2.5	69
18	Removal of Movement Artefact for Mobile EEG Analysis in Sports Exercises. IEEE Access, 2019, 7, 7206-7217.	4.2	48

#	Article	IF	Citations
19	The Mobile Application Based on Augmented Reality for Learning STEM Subjects. Communications in Computer and Information Science, 2018, , 476-482.	0.5	0
20	Faster pedagogical framework for steam education based on educational robotics. International Journal of Engineering and Technology(UAE), 2018, 7, 138.	0.3	8
21	Software Code Smell Prediction Model Using Shannon, Rényi and Tsallis Entropies. Entropy, 2018, 20, 372.	2.2	30
22	Depression Behavior Detection Model Based on Participation in Serious Games. Lecture Notes in Computer Science, 2017, , 423-434.	1.3	7
23	Virtual Reality in Education: New Ways to Learn. Communications in Computer and Information Science, 2017, , 457-465.	0.5	6
24	UAREI: A model for formal description and visual representation /software gamification. DYNA (Colombia), 2017, 84, 326-334.	0.4	9
25	Stage-Based Generative Learning Object Model for Automated Content Adaptation. Baltic Journal of Modern Computing, 2017, 5, .	0.4	7
26	Technological Aspects of the Gamification Model for e-Learning Participant's Engagement. Baltic Journal of Modern Computing, 2016, 4, .	0.4	9
27	Test Data Generation for Complex Data Types Using Imprecise Model Constraints and Constraint Solving Techniques. Information Technology and Control, 2013, 42, .	2.1	1
28	Modelling for efficient network system design considering physical processes and power consumption. Energetika, 2013, 59, .	0.6	0
29	Service-Oriented Architecture for Designing of Physical Systems with Efficient Power Consumption. Communications in Computer and Information Science, 2012, , 275-287.	0.5	0
30	Competition Based Online Social Learning. Communications in Computer and Information Science, 2012, , 388-396.	0.5	2
31	Knowledge Sharing with Group Portfolio. , 2009, , .		2
32	Elektroninės komercijos pagrindai. , 0, , .		0
33	Informacinių technologijų pagrindai 1. Paskaitų skaidrės. , 0, , .		0
34	Informatika 1. E. darbo vieta. Laboratoriniai darbai. , 0, , .		0
35	Komponentinis programų sistemų projektavimas. , 0, , .		0
36	Elektroninių dokumentų ir duomenų sauga. , 0, , .		0