Cecilia Sik-Lanyi

List of Publications by Year
in descending order

35 papers	551 citations	759233 12 h-index	677142 22 g-index
38 all docs	38 docs citations	38 times ranked	581 citing authors

#	Article	IF	Citations
1	Suitability of the Kinect Sensor and Leap Motion Controller—A Literature Review. Sensors, 2019, 19, 1072.	3.8	101
2	Virtual reality gaming in the rehabilitation of the upper extremities post-stroke. Brain Injury, 2016, 30, 855-863.	1.2	72
3	Augmented reality in neurosurgery. Archives of Medical Science, 2018, 14, 572-578.	0.9	69
4	Computer- and Robot-Assisted Therapies to Aid Social and Intellectual Functioning of Children with Autism Spectrum Disorder. Medicina (Lithuania), 2019, 55, 440.	2.0	32
5	Making Shopping Easy for People with Visual Impairment Using Mobile Assistive Technologies. Applied Sciences (Switzerland), 2019, 9, 1061.	2.5	29
6	Analyzing the Spatial Skills of University Students with a Virtual Reality Application using a Desktop Display and the Gear VR. Acta Polytechnica Hungarica, 2020, 17, 35-56.	2.9	27
7	Improved bounds for batch scheduling with nonidentical job sizes. Naval Research Logistics, 2014, 61, 351-358.	2.2	18
8	How to develop serious games for social and cognitive competence of children with learning difficulties. , 2017, , .		17
9	Identification of Markers in Challenging Conditions for People with Visual Impairment Using Convolutional Neural Network. Applied Sciences (Switzerland), 2019, 9, 5110.	2.5	16
10	Accessibility Testing of European Health-Related Websites. Arabian Journal for Science and Engineering, 2019, 44, 9171-9190.	3.0	15
11	A Novel Marker Detection System for People with Visual Impairment Using the Improved Tiny-YOLOv3 Model. Computer Methods and Programs in Biomedicine, 2021, 205, 106112.	4.7	15
12	Navigation methods of special needs users in multimedia systems. Computers in Human Behavior, 2008, 24, 1418-1433.	8.5	14
13	Development and Evaluation of Intelligent Serious Games for Children With Learning Difficulties: Observational Study. JMIR Serious Games, 2020, 8, e13190.	3.1	13
14	Preparing spatial ability tests in a virtual reality application. , 2019, , .		12
15	Testing the accessibility of websites. International Journal of Knowledge and Web Intelligence, 2011, 2, 87.	0.2	9
16	Investigation of spatial ability test completion times in virtual reality using a desktop display and the Gear VR. Virtual Reality, 2022, 26, 601-614.	6.1	9
17	Multimedia Software Interface Design for Special-Needs Users. , 2009, , 2761-2766.		9
18	Creation and Evaluation of a Preoperative Education Website for Hip and Knee Replacement Patients—A Pilot Study. Medicina (Lithuania), 2019, 55, 32.	2.0	8

#	ARTICLE	IF	CITATIONS
19	Indoor Navigation for People with Visual Impairment using Augmented Reality Markers. , 2019, , .		8
20	The Influence of Display Parameters and Display Devices over Spatial Ability Test Answers in Virtual Reality Environments. Applied Sciences (Switzerland), 2020, 10, 526.	2.5	8
21	Investigation of COVID-19 Vaccine Information Websites across Europe and Asia Using Automated Accessibility Protocols. International Journal of Environmental Research and Public Health, 2022, 19, 2867.	2.6	8
22	Developing a virtual reality application for the improvement of depth perception. , 2018, , .		7
23	The Internet as a New Tool in the Rehabilitation Process of Patients—Education in Focus. International Journal of Environmental Research and Public Health, 2015, 12, 2373-2391.	2.6	5
24	A Physical Activity Mobile Game for Hematopoietic Stem Cell Transplant Patients: App Design, Development, and Evaluation. Jmirx Med, 2021, 2, e20461.	0.4	5
25	Striving for a Safer and More Ergonomic Workplace: Acceptability and Human Factors Related to the Adoption of AR/VR Glasses in Industry 4.0. Smart Cities, 2020, 3, 289-307.	9.4	5
26	Developing movement therapy application with Microsoft Kinect control for supporting stroke rehabilitation. Studies in Health Technology and Informatics, 2015, 217, 773-81.	0.3	5
27	On Developing Validator Software XValid for Testing Home Pages of Universal Design. Lecture Notes in Computer Science, 2007, , 284-293.	1.3	4
28	The Effects of Display Parameters and Devices on Spatial Ability Test Times. Applied Sciences (Switzerland), 2022, 12, 1312.	2.5	4
29	Developing movement recognition application with the use of Shimmer sensor and Microsoft Kinect sensor. Studies in Health Technology and Informatics, 2015, 217, 767-72.	0.3	3
30	Sustaining Inclusive, Quality Education during COVID-19 Lockdowns. Sustainability, 2021, 13, 13481.	3.2	2
31	Coloured shadows—Why they can be photographed. Color Research and Application, 2019, 44, 859-874.	1.6	1
32	Implementation of the Heinrich Spatial Visualization Test in a Virtual Environment. International Journal of Engineering and Management Sciences, 2021, 6, .	0.1	1
33	Development of collaborative game for Kinect sensor. , 2015, , .		0
34	Authors' Response to Peer Reviews of "A Physical Activity Mobile Game for Hematopoietic Stem Cell Transplant Patients: App Design, Development, and Evaluation" Jmirx Med, 2021, 2, e28334.	0.4	0
35	Helping People with Visual Impairments to Avoid Obstacles Using Deep Learning. Lecture Notes in Networks and Systems, 2022, , 909-917.	0.7	0