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	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
2	Helping People with Visual Impairments to Avoid Obstacles Using Deep Learning. Lecture Notes in Networks and Systems, 2022, , 909-917.	0.7	0
3	The Effects of Display Parameters and Devices on Spatial Ability Test Times. Applied Sciences (Switzerland), 2022, 12, 1312.	2.5	4
4	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
5	Authors' Response to Peer Reviews of â€œA Physical Activity Mobile Game for Hematopoietic Stem Cell Transplant Patients: App Design, Development, and Evaluationâ€. Jmirx Med, 2021, 2, e28334.	0.4	0
6	A Physical Activity Mobile Game for Hematopoietic Stem Cell Transplant Patients: App Design, Development, and Evaluation. Jmirx Med, 2021, 2, e20461.	0.4	5
7	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
8	Sustaining Inclusive, Quality Education during COVID-19 Lockdowns. Sustainability, 2021, 13, 13481.	3.2	2
9	Implementation of the Heinrich Spatial Visualization Test in a Virtual Environment. International Journal of Engineering and Management Sciences, 2021, 6, .	0.1	1
10	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
11	Development and Evaluation of Intelligent Serious Games for Children With Learning Difficulties: Observational Study. JMIR Serious Games, 2020, 8, e13190.	3.1	13
12	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
13	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
14	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
15	Coloured shadowsâ€"Why they can be photographed. Color Research and Application, 2019, 44, 859-874.	1.6	1
16	Accessibility Testing of European Health-Related Websites. Arabian Journal for Science and Engineering, 2019, 44, 9171-9190.	3.0	15
17	Creation and Evaluation of a Preoperative Education Website for Hip and Knee Replacement Patientsâ€"A Pilot Study. Medicina (Lithuania), 2019, 55, 32.	2.0	8
18	Making Shopping Easy for People with Visual Impairment Using Mobile Assistive Technologies. Applied Sciences (Switzerland), 2019, 9, 1061.	2.5	29

#	Article	IF	Citations
19	Suitability of the Kinect Sensor and Leap Motion Controller—A Literature Review. Sensors, 2019, 19, 1072.	3.8	101
20	Preparing spatial ability tests in a virtual reality application. , 2019, , .		12
21	Indoor Navigation for People with Visual Impairment using Augmented Reality Markers. , 2019, , .		8
22	Identification of Markers in Challenging Conditions for People with Visual Impairment Using Convolutional Neural Network. Applied Sciences (Switzerland), 2019, 9, 5110.	2.5	16
23	Developing a virtual reality application for the improvement of depth perception. , 2018, , .		7
24	Augmented reality in neurosurgery. Archives of Medical Science, 2018, 14, 572-578.	0.9	69
25	How to develop serious games for social and cognitive competence of children with learning difficulties. , 2017, , .		17
26	Virtual reality gaming in the rehabilitation of the upper extremities post-stroke. Brain Injury, 2016, 30, 855-863.	1.2	72
27	Development of collaborative game for Kinect sensor. , 2015, , .		0
28	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
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	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
31	Improved bounds for batch scheduling with nonidentical job sizes. Naval Research Logistics, 2014, 61, 351-358.	2.2	18
32	Testing the accessibility of websites. International Journal of Knowledge and Web Intelligence, 2011, 2, 87.	0.2	9
33	Multimedia Software Interface Design for Special-Needs Users. , 2009, , 2761-2766.		9
34	Navigation methods of special needs users in multimedia systems. Computers in Human Behavior, 2008, 24, 1418-1433.	8.5	14
35	On Developing Validator Software XValid for Testing Home Pages of Universal Design. Lecture Notes in Computer Science, 2007, , 284-293.	1.3	4