Tibor Guzsvinecz

List of Publications by Year
in descending order

23 papers	240 citations	1683934 5 h-index	1199470 12 g-index
23 all docs	23 docs citations	23 times ranked	204 citing authors

#	ARTICLE	IF	CITATIONS
1	Suitability of the Kinect Sensor and Leap Motion Controller—A Literature Review. Sensors, 2019, 19, 1072.	2.1	101
2	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.	2.5	27
3	How to develop serious games for social and cognitive competence of children with learning difficulties. , 2017, , .		17
4	Identification of Markers in Challenging Conditions for People with Visual Impairment Using Convolutional Neural Network. Applied Sciences (Switzerland), 2019, 9, 5110.	1.3	16
5	Preparing spatial ability tests in a virtual reality application. , 2019, , .		12
6	Investigation of spatial ability test completion times in virtual reality using a desktop display and the Gear VR. Virtual Reality, 2022, 26, 601-614.	4.1	9
7	Indoor Navigation for People with Visual Impairment using Augmented Reality Markers. , 2019, , .		8
8	The Influence of Display Parameters and Display Devices over Spatial Ability Test Answers in Virtual Reality Environments. Applied Sciences (Switzerland), 2020, 10, 526.	1.3	8
9	Developing a virtual reality application for the improvement of depth perception. , 2018, , .		7
10	Movement Pattern Recognition in Physical Rehabilitation - Cognitive Motivation-based IT Method and Algorithms. Acta Polytechnica Hungarica, 2020, 17, 211-235.	2.5	7
11	Improved algorithms for movement pattern recognition and classification in physical rehabilitation. , 2019, , .		6
12	Using Analytics to Identify When Course Materials Are Accessed Relative to Online Exams during Digital Education. Education Sciences, 2021, 11, 576.	1.4	6
13	The Effects of Display Parameters and Devices on Spatial Ability Test Times. Applied Sciences (Switzerland), 2022, 12, 1312.	1.3	4
14	The correlation between positive reviews, playtime, design and game mechanics in souls-like role-playing video games. Multimedia Tools and Applications, 2023, 82, 4641-4670.	2.6	4
15	How to Develop Serious Games for Social and Cognitive Competence of Children with Learning DifficultiesÂ. Acta Polytechnica Hungarica, 2019, 16, .	2.5	2
16	How Banks Were Chosen and Rated in Hungary before and during the COVID-19 Pandemic. Sustainability, 2022, 14, 6720.	1.6	2
17	Usability and colour-check of a healthcare WEB-site. , 2017, , .		1
18	Preliminary results of evaluating a prediction-based algorithm for movement pattern recognition and classification. , 2020, , .		1

#	Article	IF	Citations
19	Test software development of size and contrast effect research. , 2020, , .		1
20	Implementation of the Heinrich Spatial Visualization Test in a Virtual Environment. International Journal of Engineering and Management Sciences, 2021, 6, .	0.1	1
21	Designing Trainer's Manual for the ISG for Competence Project. Lecture Notes in Computer Science, 2018, , 284-288.	1.0	0
22	Android Games for Developing Fine Coordination of Movement Skills. Lecture Notes in Computer Science, 2016, , 549-552.	1.0	0
23	Presenting the User's Focus in Needs & Development (UFIND) method and its comparison to other design methods. , 2020, , .		0