Tibor Guzsvineczz

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/8747699/publications.pdf

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23	240	1683934 5	1199470 12
papers	citations	h-index	g-index

23	23	23	204
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	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
2	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
3	The Effects of Display Parameters and Devices on Spatial Ability Test Times. Applied Sciences (Switzerland), 2022, 12, 1312.	1.3	4
4	How Banks Were Chosen and Rated in Hungary before and during the COVID-19 Pandemic. Sustainability, 2022, 14, 6720.	1.6	2
5	Using Analytics to Identify When Course Materials Are Accessed Relative to Online Exams during Digital Education. Education Sciences, 2021, 11, 576.	1.4	6
6	Implementation of the Heinrich Spatial Visualization Test in a Virtual Environment. International Journal of Engineering and Management Sciences, 2021, 6, .	0.1	1
7	Preliminary results of evaluating a prediction-based algorithm for movement pattern recognition and classification. , 2020, , .		1
8	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
9	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
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	Test software development of size and contrast effect research. , 2020, , .		1
12	Presenting the User's Focus in Needs & Development (UFIND) method and its comparison to other design methods. , 2020, , .		0
13	Suitability of the Kinect Sensor and Leap Motion Controllerâ€"A Literature Review. Sensors, 2019, 19, 1072.	2.1	101
14	Improved algorithms for movement pattern recognition and classification in physical rehabilitation. , 2019, , .		6
15	Preparing spatial ability tests in a virtual reality application. , 2019, , .		12
16	Indoor Navigation for People with Visual Impairment using Augmented Reality Markers. , 2019, , .		8
17	Identification of Markers in Challenging Conditions for People with Visual Impairment Using Convolutional Neural Network. Applied Sciences (Switzerland), 2019, 9, 5110.	1.3	16
18	How to Develop Serious Games for Social and Cognitive Competence of Children with Learning DifficultiesÂ. Acta Polytechnica Hungarica, 2019, 16, .	2.5	2

#	Article	IF	Citations
19	Developing a virtual reality application for the improvement of depth perception. , 2018, , .		7
20	Designing Trainerâ€™s Manual for the ISG for Competence Project. Lecture Notes in Computer Science, 2018, , 284-288.	1.0	0
21	How to develop serious games for social and cognitive competence of children with learning difficulties. , 2017, , .		17
22	Usability and colour-check of a healthcare WEB-site. , 2017, , .		1
23	Android Games for Developing Fine Coordination of Movement Skills. Lecture Notes in Computer Science, 2016, , 549-552.	1.0	0