Branislav Sobota

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/9765609/publications.pdf

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46	165	1684188 5	1588992 8
papers	citations	h-index	g-index

46	46	46	77
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Assessment and training of visuospatial cognitive functions in virtual reality: proposal and perspective. , 2018, , .		17
2	Data Processing for Virtual Reality. Intelligent Systems Reference Library, 2012, , 333-361.	1.2	13
3	Advanced User Interaction for Web-based Collaborative Virtual Reality. , 2020, , .		13
4	Software Model Creation with Multidimensional UML. Lecture Notes in Computer Science, 2015, , 343-352.	1.3	10
5	3D Modelling of Chua's Circuit Boundary Surface. Acta Electrotechnica Et Informatica, 2011, 11, .	0.3	10
6	Virtual-reality technologies and smart environments in the process of disabled people education. , 2017, , .		9
7	On architecture and performance of LIRKIS CAVE system. , 2017, , .		7
8	Special Input Devices Integration to LIRKIS CAVE. Open Computer Science, 2018, 8, 1-9.	1.7	7
9	Using path-finding algorithms of graph theory for route-searching in geographical information systems. , 2008, , .		6
10	Petri Nets to B-Language Transformation in Software Development. Acta Polytechnica Hungarica, 2014, 11, .	2.9	6
11	JBdiEmo — OCC model based emotional engine for Jadex BDI agent system. , 2014, , .		5
12	Parallelizing boundary surface computation of Chua's circuit. , 2017, , .		5
13	Acceleration of the Calculation of Boundary Surface Cross-Sections. Lecture Notes in Networks and Systems, 2022, , 129-141.	0.7	5
14	Digital preservation of historical buildings using virtual reality technologies. Open Computer Science, 2012, 2, .	1.7	4
15	Semi-immersive virtual reality system with support for educational and pedagogical activities. , 2014, , .		4
16	Possibilities of Utilization Chaos for the Cognitive Tests Using Virtual Reality Technologies. , 2018, , .		4
17	Experimental Performance Evaluation of Enhanced User Interaction Components for Web-Based Collaborative Extended Reality. Applied Sciences (Switzerland), 2021, 11, 3811.	2.5	4
18	LIRKIS Global Collaborative Virtual Environments: Current State and Utilization Perspective. Open Computer Science, 2021, 11, 99-106.	1.7	4

#	Article	IF	Citations
19	Control of Large Graphics Data Set Visualization Using Script Language. Acta Electrotechnica Et Informatica, 2011, 11, .	0.3	3
20	Peripheral devices support for LIRKIS CAVE. , 2017, , .		3
21	Virtualization of Chua's Circuit State Space. , 2019, , 127-163.		3
22	Processing 3D scanner data for virtual reality. , 2010, , .		2
23	Virtual reality - creation, usage and education. , 2011, , .		2
24	Virtual reality and its technologies in education - Our experiences. , 2012, , .		2
25	Emotional agents as non-playable characters in games: Experience with Jadex and JBdiEmo. , 2014, , .		2
26	On the way to virtual training system based on human body movements. , 2015, , .		2
27	Virtual-reality technologies in the process of handicapped school children education. , 2016, , .		2
28	Chaos simulation and audio output. , 2019, , .		2
29	LIRKIS CAVE: Architecture, Performance and Applications. Acta Polytechnica Hungarica, 2019, 16, .	2.9	2
30	SMART environment control in virtual and mixed reality based on cognitive user abilities. , 2020, , .		2
31	On building an object-oriented parallel virtual reality system. Open Computer Science, 2012, 2, .	1.7	1
32	3D visualization of chaos in state space. , 2015, , .		1
33	Microsoft HoloLens Evaluation Under Monochromatic RGB Light Conditions. Lecture Notes in Computer Science, 2019, , 161-169.	1.3	1
34	3D Computer Graphics and Virtual Reality. , 0, , .		1
35	Extended Reality in Youth Education: a Literature Review. , 2021, , .		1
36	Acceleration of ray tracing method using predictive evaluation and GPGPU technology. Open Computer Science, 2014, 4, .	1.7	0

#	Article	IF	Citations
37	User interfaces and GPGPU technology. , 2014, , .		0
38	Application of human body movements on the avatars model for the purpose of virtual training system. Open Computer Science, 2016, 6, 100-107.	1.7	0
39	Calculation of cross-sections of boundary surface using parallelization. , 2017, , .		0
40	Gesture Control for Cognitive Training Based on VR Technologies. , 2018, , .		0
41	Walking Pad and Gyroscope-Based Object Manipulation for Virtual Reality CAVE. , 2018, , .		0
42	Virtualized Collaborative Learning Environment In The Process of Teaching People with Disabilities. , 2019, , .		0
43	Computer Games as Virtual Environments for Safety-Critical Software Validation. Journal of Information and Organizational Sciences, 2017, 41, 197-212.	0.3	0
44	Experimental Procedure for Evaluation of Visuospatial Cognitive Functions Training in Virtual Reality. Advances in Intelligent Systems and Computing, 2020, , 643-652.	0.6	0
45	Introductory Chapter: Computer Graphics and Imaging. , 0, , .		0
46	Collaborative XR Systems and Computer Games Development. , 0, , .		0