Stefan Marks

List of Publications by Year
in descending order

16 papers	**296** citations	2258059 **3** h-index	2550090 **3** g-index
16 all docs	**16** docs citations	**16** times ranked	**259** citing authors

#	Article	IF	Citations
1	Evolving spatio-temporal data machines based on the NeuCube neuromorphic framework: Design methodology and selected applications. Neural Networks, 2016, 78, 1-14.	5.9	123
2	Evaluation of game engines for simulated surgical training. , 2007, , .		40
3	Towards the Holodeck. , 2014, , .		39
4	Getting up your nose. , 2017, , .		30
5	An Intuitive Tangible Game Controller. , 2014, , .		17
6	Design of a virtual trainer for exergaming. , 2016, , .		16
7	Immersive visualisation of 3-dimensional spiking neural networks. Evolving Systems, 2017, 8, 193-201.	3.9	8
8	Active Learning and Teaching through Digital Technology and Live Performance: â€˜Choreographic Thinkingâ€™ as Art Practice in the Tertiary Sector. International Journal of Art and Design Education, 2019, 38, 137-152.	1.1	6
9	Problem Solving at the Edge of Disciplines. Advances in Higher Education and Professional Development Book Series, 0, , 212-234.	0.2	5
10	An Evaluation of the Effectiveness of Virtual Reality in Air Traffic Control. , 2020, , .		5
11	Evaluation of a Virtual Reality Nasal Cavity Education Tool. , 2018, , .		4
12	Extending a Virtual Reality Nasal Cavity Education Tool with Volume Rendering. , 2018, , .		2
13	Optimisation and comparison framework for monocular camera-based face tracking. , 2009, , .		1
14	From von Neumann Architecture and Atanasoffs ABC to Neuro-Morphic Computation and Kasabovâ€™s NeuCube: Principles and Implementations. Studies in Computational Intelligence, 2018, , 1-28.	0.9	0
15	Design and evaluation of a medical teamwork training simulator using consumer-level equipment. Studies in Health Technology and Informatics, 2012, 173, 273-9.	0.3	0
16	Evaluation of a Multi-agent â€œHuman-in-the-loopâ€•Game Design System. ACM Transactions on Interactive Intelligent Systems, 2022, 12, 1-26.	3.7	0