

Stefan Marks

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5266154/publications.pdf>

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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	Evaluation of a Multi-agent "Human-in-the-loop" Game Design System. ACM Transactions on Interactive Intelligent Systems, 2022, 12, 1-26.	3.7	0
2	An Evaluation of the Effectiveness of Virtual Reality in Air Traffic Control. , 2020, , .		5
3	Active Learning and Teaching through Digital Technology and Live Performance: "Choreographic Thinking" as Art Practice in the Tertiary Sector. International Journal of Art and Design Education, 2019, 38, 137-152.	1.1	6
4	From von Neumann Architecture and Atanasoffs ABC to Neuro-Morphic Computation and Kasabov's NeuCube: Principles and Implementations. Studies in Computational Intelligence, 2018, , 1-28.	0.9	0
5	Extending a Virtual Reality Nasal Cavity Education Tool with Volume Rendering. , 2018, , .		2
6	Evaluation of a Virtual Reality Nasal Cavity Education Tool. , 2018, , .		4
7	Immersive visualisation of 3-dimensional spiking neural networks. Evolving Systems, 2017, 8, 193-201.	3.9	8
8	Getting up your nose. , 2017, , .		30
9	Design of a virtual trainer for exergaming. , 2016, , .		16
10	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
11	Towards the Holodeck. , 2014, , .		39
12	An Intuitive Tangible Game Controller. , 2014, , .		17
13	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
14	Optimisation and comparison framework for monocular camera-based face tracking. , 2009, , .		1
15	Evaluation of game engines for simulated surgical training. , 2007, , .		40
16	Problem Solving at the Edge of Disciplines. Advances in Higher Education and Professional Development Book Series, 0, , 212-234.	0.2	5