

## Списък на публикациите на гл. ас. д-р Лилия Радославова Павлова

представени за участие в конкурс за академична длъжност „доцент“ в област на висше образование 4.

Природни науки, математика и информатика, професионално направление 4.6. Информатика и компютърни науки, научна специалност: Информатика (Системи, методи и средства за представяне и управление на цифрови културни и образователни ресурси), обявен в ДВ, бр. 22/18.03.2022 г.

- 1 Paneva-Marinova, D., **Pavlova-Draganova, L.**, Draganov, L., Georgiev, V. Ontological Presentation of Analysis Method for Technology-enhanced Learning. In: Proceedings of the International Conference on Computer Systems and Technologies ComSysTech'12, ACM International Conference Proceeding Series, 2012, ISBN:978-1-4503-1193-9, 384-390. **SJR (Scopus, 2012):0.181 (Scopus, ACM)**
- 2 Dimova, M., Paneva-Marinova, D., **Pavlova, L.** Towards Better Understanding of Ancient Civilizations by Storytelling and Gaming. TEM Journal, 7, 3, UIKTEN - Association for Information Communication Technology Education and Science, Serbia, 2018, ISSN:2217-8309, DOI:10.18421/TEM73-24, 658-661. **SJR (Scopus, 2018):0.148 Q4 (Scopus) (Web of Science) [Линк](#)**
- 3 Sapundjiev, V., Paneva-Marinova, D., **Pavlova, L.** Methods and Algorithms for Analysis of Drivers' Behavior Based on Convergence of Multiple Data. Comptes rendus de l'Academie bulgare des Sciences, 73, 7, 2020, Bulgarian Academy of Sciences, ISSN: 1310-1331, DOI:10.7546/CRABS.2020.07.0, 926-933. **JCR-IF (Web of Science, 2020): 0.378 Q4 (Web of Science) [Линк](#)**
- 4 Paneva-Marinova, D., Stoikov, J., **Pavlova, L. (Radoslavova, P.L.)**, Luchev, D. System Architecture and Intelligent Data Curation of Virtual Museum for Ancient History. SPIIRAS Proceedings, 18, 2, St. Petersburg Institute for Informatics and Automation of the Russian Academy of Sciences, 2019, ISSN:2078-9181, DOI:10.15622/sp.18.2.444-470, 444-470. **SJR (Scopus, 2019):0.226 Q3 (Scopus) (Web of Science) [Линк](#)**
- 5 Paneva-Marinova, D., Rousseva, M., Dimova, M., **Pavlova, L.** Tell the Story of Ancient Thracians through Serious Game. In: Ioannides M. et al. (eds.) Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection. EuroMed 2018. October 29<sup>th</sup> – November 3<sup>rd</sup>, 2018, Cyprus, Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics), vol. 11196 LNCS, 2018, Springer, Cham. ISBN: 978-3-030-01761-3, DOI: [https://doi.org/10.1007/978-3-030-01762-0\\_44](https://doi.org/10.1007/978-3-030-01762-0_44), 509-517. **SJR (Scopus, 2018):0.283 Q2 (Scopus) [Линк](#)**
- 6 Paneva-Marinova, D., Zlatkov, L., **Pavlova, L.** Improved User Experience in Digital Library through Advanced Content Synthesizing. In: Proceedings of the 9<sup>th</sup> International Conference on Information Communication and Management (ICICM 2019), Association for Computing Machinery, New York, NY, USA, ACM International Conference Proceeding Series, 2019, ISBN: 978-1-4503-7188-9, DOI: <https://doi.org/10.1145/3357419.3357432>, 170-174. **SJR (Scopus, 2019):0.200 (Scopus, ACM) [Линк](#)**
- 7 Zlatkov, L., Paneva-Marinova, D., Luchev, D., **Pavlova, L.**, Pavlov, R. Aquae Calidae – Towards a Serious Game Attracting Students to Ancient Civilizations. In: Proceedings of the 2019 2<sup>nd</sup> International Conference on Education Technology Management (ICETM 2019, University of Barcelona, Spain, December 18-20, 2019), Association for Computing Machinery, New York, NY, USA, ACM International Conference Proceeding Series, 2019, ISBN: 978-1-4503-7629-7, DOI: <https://doi.org/10.1145/3375900.3375919>, 14-18. **SJR (Scopus, 2019):0.200 (Scopus, ACM) [Линк](#)**
- 8 Luchev, D., Paneva-Marinova, D., Senka, G., **Pavlova, L.**, Pavlov, R. Conceptual Models for the Development of Online Learning Games in Cultural Heritage Field. Pedagogy, 92, 5, "Az Buki" National Publishing House, 2020, ISSN:0861-3982, 620-633 (in Bulgarian) **(ERIH+, Web of Science) [Линк](#)**
- 9 Luchev, D., Paneva-Marinova, D., **Pavlova, L.**, Zlatkov, L., Pavlov, R. Development of a Serious Game "Aquae Calidae" for Studying the Ancient History and Civilizations in Primary School. In: Proceedings of the 14<sup>th</sup> annual International Technology, Education and Development Conference, INTED2020, Valencia, March 2-4, 2020, IATED, 2020, ISBN:978-84-09-17939-8, ISSN:2340-1079, 5253-5258 **(Web of Science) [Линк](#)**

- 10 Alexiev, V., Tarkalanov, P., Georgiev, N., **Pavlova, L.** Bulgarian Icons in Wikidata and EDM. In: Digital Presentation and Preservation of Cultural and Scientific Heritage. International Conference Proceedings, 10, Institute of Mathematics and Informatics, BAS, 2020, ISSN 1314-4006, 45-64. (**Web of Science, Scopus**) [Линк](#)
- 11 Moumoutzis, N., Rigas, N., Xanthaki, C., Christodoulakis, C., Paneva-Marinova, D., **Pavlova, L.** Using the PerFECT Framework to Invent Playful Learning Activities for Exploring the Binary System. In: Proceedings of 2021 IEEE Global Engineering Education Conference (EDUCON), April 21st-23rd, 2021, Vienna, Austria, IEEE, 2021, ISBN:978-1-7281-8478-4, DOI:10.1109/EDUCON46332.2021.9453986, 1237-1246 (**Web of Science, Scopus**) [Линк](#)
- 12 Moumoutzis, N., Sifakis, Y., Christodoulakis, C., Paneva-Marinova, D., **Pavlova, L.** Performative framework and case study for technology-enhanced learning communities. Informatics and Automation, 20, 4, St. Petersburg Institute for Informatics and Automation of the Russian Academy of Sciences, 2021, ISSN:2713-3192, DOI:10.15622/IA.20.4.6, 905-939 **SJR (Scopus, 2021):0.151 Q4 (Scopus)** [Линк](#)
- 13 Stoyanova, M., Krylova, M., **Pavlova, L.** The Plan of S. Maria Assunta in Torcello Designed by N. Brjullov at the Service of the Virtual 4D Reconstruction of the Cathedral Towards May 1855. In: Digital Presentation and Preservation of Cultural and Scientific Heritage, International Conference Proceedings, 11, Institute of Mathematics and Informatics, BAS, 2021, ISSN:1314-4006, 203-214 (**Web of Science, Scopus**) [Линк](#)
- 14 Stoyanova, M. Stoyanov, D.C., **Pavlova, L.** Digital Reconstruction by Imaging and Post Processing Techniques of the Nicopeia Icon Transformations. In: Digital Presentation and Preservation of Cultural and Scientific Heritage. International Conference Proceedings, 10, Institute of Mathematics and Informatics, BAS, 2020, ISSN 1314-4006, 173-184. (**Web of Science, Scopus**) [Линк](#)
- 15 **Pavlova, L.**, Draganov, L. Recovering Valuable Artifacts of the Cultural Heritage through Modern Technology and Equipment. In: Digital Presentation and Preservation of Cultural and Scientific Heritage, International Conference Proceedings, 3, Institute of Mathematics and Informatics, BAS, 2013, ISSN 1314-4006 (Print), 235-240. (**Scopus**) [Линк](#)
- 16 Stewart, S., Zheleva-Monova, M., Zhelev, Y., **Pavlova, L.**, Luchev, D., Paneva-Marinova, D., Pavlov, R. The Orthodox Icons Collection of the Regional Historical Museum—Burgas: A Digital Library for Iconographic Objects. In: Digital Presentation and Preservation of Cultural and Scientific Heritage, International Conference Proceedings, 5, Institute of Mathematics and Informatics, BAS, 2015, ISSN:1314-4006, 157-172 (**Scopus**) [Линк](#)
- 17 Stoyanova, M., **Pavlova, L.** Edge Detection Algorithms in Mapping the Condition and Historic Phases of the Last Judgment Mosaics in Torcello/Venice. In: Digital Presentation and Preservation of Cultural and Scientific Heritage. International Conference Proceedings, 9, Institute of Mathematics and Informatics, BAS, 2019, ISSN 1314-4006, 163-176. (**Scopus, Web of Science**) [Линк](#)
- 18 Stoyanova, M., Luchev, D., **Pavlova, L.**, Provorova, I. Technical Visualizations of Easel Painting. Integration of Imaging Techniques and Textual Repertories. In: Digital Presentation and Preservation of Cultural and Scientific Heritage, International Conference Proceedings, 5, Institute of Mathematics and Informatics, BAS, 2015, ISSN:1314-4006, 321-330. (**Scopus**) [Линк](#)
- 19 Luchev, D., Paneva-Marinova, D., Pavlov, R., **Pavlova, L.**, Márkus, Zs. L., Kaposi, G., Szkaliczki, T., Veres, M. Presenting Bulgarian Cultural and Historical Sites with Panorama Pictures. In: Digital Presentation and Preservation of Cultural and Scientific Heritage. International Conference Proceedings, 7, Institute of Mathematics and Informatics, BAS, 2017, ISSN: 1314-4006, 113-122. (**Scopus**) [Линк](#)
- 20 Draganov L., Paneva-Marinova, D., **Pavlova, L.**, Luchev, D., Márkus, Z., Szántó, G., Szkaliczki, T. Technology-enhanced Learning for Cultural Heritage. In: Digital Presentation and Preservation of Cultural and Scientific Heritage, International Conference Proceedings, 5, Institute of Mathematics and Informatics, BAS, 2015, ISSN:1314-4006, 293-301 (**Scopus**) [Линк](#)
- 21 Márkus, Z. L., Kaposi, G., Veres, M., Weisz, Z., Szántó, G., Szkaliczki, T., Paneva-Marinova, D., Pavlov, R., Luchev, D., Goynov, M., **Pavlova, L.** Interactive Game Development to Assist Cultural Heritage. In: Digital Presentation and Preservation of Cultural and Scientific Heritage, International Conference Proceedings, 8, Institute of Mathematics and Informatics, BAS, 2018, ISSN:1314-4006, 71-82 (**Web of Science, Scopus**) [Линк](#)

- 22 Luchev, D., Goynov, M., Paneva-Marinoва, D., Stoykov, J., **Pavlova, L.** Synergy of National Cultural Heritage and Technology. In: Digital Presentation and Preservation of Cultural and Scientific Heritage, International Conference Proceedings, 11, Institute of Mathematics and Informatics, BAS, 2021, ISSN:1314-4006, 281-286 (**Web of Science, Scopus**) [Линк](#)
- 23 Paneva-Marinoва, D., **Pavlova, L.**, Goynov, M., Draganov, L., Pavlov, R. Towards Enhancement of the Quality of Education through Innovative Use of Digital Cultural Ecosystems. In: Proceedings of the 14<sup>th</sup> annual International Technology, Education and Development Conference, INTED2020, Valencia, March 2-4, 2020, IATED, 2020, ISBN: 978-84-09-17939-8, ISSN: 2340-1079, 1520-1523. (**Web of Science**) [link](#)
- 24 Paneva-Marinoва, D., Goynov, M., Luchev, D., **Pavlova, L.**, Márkus, Z. L., Veres, M., Weisz, Z., Szántó, G., Szkaliczki, T. Studying Thracian Civilization through Serious Games and Storytelling. Handbook of Research on Cross-Disciplinary Uses of Gamification in Organizations (Oscar Bernardes, Vanessa Amorim, and Antonio Moreira Eds.), IGI Global, 2022, ISBN:9781799892236, DOI:10.4018/978-1-7998-9223-6, 445-466 (**book chapter**) [Линк](#)
- 25 Moumoutzis, N., Paneva-Marinoва, D., **Pavlova, L.** Onlife drama: Towards a reference framework for hyper-connected activity. Mind and Matter - Challenges and Opportunities in Cognitive Semiotics and Aesthetics (Edited by Asun López-Varela Azcárate), IntechOpen, 2021, ISBN:978-1-83969-936-8, DOI:10.5772/intechopen.100238 (**book chapter**) [Линк](#)
- 26 Moumoutzis, N., Rigas, N., Nikolaos, A., Xanthaki, C., Maragkoudakis, I., Christodoulakis, C., Paneva-Marinoва, D., **Pavlova, L.** The Design of a Serious Game to Enable the Exploration of the Binary System. In: Auer, M.E., Tsiatsos, T. (eds) New Realities, Mobile Systems and Applications. IMCL 2021. Lecture Notes in Networks and Systems, vol. 411, Springer, Cham, 2022, ISBN:978-3-030-96295-1, DOI: [https://doi.org/10.1007/978-3-030-96296-8\\_81](https://doi.org/10.1007/978-3-030-96296-8_81), 897-906 **SJR (Scopus, 2021):0.151 Q4 (Scopus)** [Линк](#)
- 27 Moumoutzis, N., Xanthaki, C., Maragkoudakis, I., Christodoulakis, C., Paneva-Marinoва, D., **Pavlova, L.**, Lameris, P., Misthou, S., Kalmipourtzis, G. Cooking STEAM: A Case Study on Establishing a STEAM Learning Community using a Performative Framework and Cooking. In: Auer, M.E., Tsiatsos, T. (eds) New Realities, Mobile Systems and Applications. IMCL 2021. Lecture Notes in Networks and Systems, vol 411., Springer, Cham, 2022, ISBN:978-3-030-96295-1, DOI: [https://doi.org/10.1007/978-3-030-96296-8\\_82](https://doi.org/10.1007/978-3-030-96296-8_82), 907-916. **SJR (Scopus, 2021):0.151 Q4 (Scopus)** [Линк](#)

### Класификация по тематика

#### Системи за управление на цифрово културно съдържание и приложения

*Методи и средства за създаване, представяне и използване на съдържанието в цифрови библиотеки. Цифрови културни екосистеми (7) – 4, 6, 10, 16, 19, 22, 23;*

*Методи и средства за анализ и извличане на знания от данни (2) – 1, 3;*

*Цифрова реконструкция на културно-исторически авоари (5) – 13, 14, 15, 17, 18.*

#### Съвременни информационни технологии в обучението

*Разработване и приложения на сериозни образователни игри (serious games), цифров театър (digital theatre) и метода „разказването на истории“ (storytelling) в обучението (13) – 2, 5, 7, 8, 9, 11, 12, 20, 21, 24, 25, 26, 27.*

### Класификация по тип издания

Тип	Номер от горния списък	Брой
Научни публикации в научни списания:	2, 3, 4, 8, 12	5
Научни публикации в сборници и трудове на международни конференции:	1, 5, 6, 7, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 26, 27	19
Глави от книги или колективни монографии:	24, 25	2

### Класификация според индексирание в световни научни бази от данни

Тип	Номер от горния списък	Брой
Научни публикации, индексирани в Scopus:	1, 2, 3, 4, 5, 6, 7, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 26, 27	21
Научни публикации, индексирани в Web of Science:	2, 3, 4, 8, 9, 10, 11, 13, 14, 17, 21, 22, 23	13
Научни публикации, индексирани в ACM:	1, 6, 7	3
Научни публикации с SJR и/или IF:	1, 2, 3, 4, 5, 6, 7, 12, 26, 27	10