

Пълен списък на научните трудове, изобретения и други научно-приложни резултати на д-р Десислава Дакова Василева

за участие в конкурс за доцент в област на висше образование 4. Природни науки, математика и информатика, професионално направление 4.6. Информатика и компютърни науки, научна специалност „Информатика“ (Адаптивни образователни софтуерни системи), обявен в ДВ, бр. 63 от 10.07.2026 г.

Представените по-долу научни трудове, изобретения и други научно-приложни резултати на д-р Десислава Дакова Василева обхващат 59 публикации и 2 полезни модела за периода 2003–2026 г. Списъкът е предшестван от обобщителна таблица с ключови показатели - брой публикации, индексирание, импакт фактор и квартили, следвана от подробна таблица с пълните библиографски данни за всеки труд. Квартилите в обобщителната таблица са дадени по две системи: JCR квартил - по Journal Citation Reports на Web of Science и SJR квартил - по Scimago Journal Rank на Scopus. Колоната „Конкурс“ в подробната таблица указва в коя академична процедура е представена съответната публикация. Публикациите, отбелязани като *Доцент*, са представени в настоящия конкурс за академична длъжност „доцент“ по научна специалност „Информатика“ (Адаптивни образователни софтуерни системи), обявен в ДВ, бр. 63 от 10.07.2026 г; обозначението в скоби (напр. ВЗ, Г9) съответства на номера на показателя в справката за изпълнение на минималните изисквания (Приложение 2.2). Публикациите, отбелязани като *Доктор*, са представени за придобиване на образователната и научна степен „доктор“ през 2011 г. Публикациите без отбелязване не са представени в нито една от двете процедури.

Обобщителна таблица	
Общ брой публикации	59
Публикации индексирани в Scopus, Web of Science, ACM DL, IEEE Xplore или MathSciNet	36
От тях с импакт фактор (IF)	2
От тях с импакт ранг (SJR)	25
Публикации Q1 (JCR/Web of Science)	1
Публикации Q2 (JCR/Web of Science)	1
Публикации Q1 (SJR/Scopus)	1
Публикации Q2 (SJR/Scopus)	2
Публикации Q3 (SJR/Scopus)	4
Публикации Q4 (SJR/Scopus)	5
Полезни модели (патенти)	2
Представени за участие в конкурса за доцент	22
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№	Публикация	Инд. база	IF и/или SJR	SJR квартил	JCR квартил	Конкурс
1	Vassileva, D. , Bontchev, B. (2003). CEVS - A Corporative E-Voting System based on EML. Proceedings of the 18th International Symposium on Computer and Information Sciences (ISCIS 2003), Lecture Notes in Computer Science, Vol. 2869, Springer-Verlag, Heidelberg, pp. 356–363. ISSN: 0302-9743	Scopus, Web of Science	SJR=0.41	Q2	-	-
2	Bontchev, B., Vassileva, D. (2003). Internet Authoring Tool for E-learning Courseware, WSEAS'2003 CSCC Int. Conf., Corfu Island, Greece, Vol.457, pp.305-310. ISBN: 9608052882	Scopus	-	-	-	-
3	Bontchev, B., Aleksieva, A., Petrov, M., Iliev, T., Vassileva, D. (2003). ARCADE - Architecture for Reusable Courseware Authoring and Delivery, White Paper	-	-	-	-	-
4	Vassileva, D. , Bontchev, B. (2004). Modeling adaptive hypermedia for e-learning platforms, IADAT Int. Conf. on Education, IADATe-2004, Bilbao, pp.225-230. ISBN 84-933971-0-5	-	-	-	-	-
5	Popova, L., Tskhakaya, D., Kuhn, S., Nickolov, T., Hristov, S., Hristov, V., Kamberov, G., Marichkova, H., Tomova, Z., Vasileva, D. (2004). Study of the Ionization Rate in the Scrape-off Layer. Contributions to Plasma Physics, Vol. 44, No. 1-3, pp. 252–255. ISSN: 0863-1042. DOI: 10.1002/ctpp.200410037	Scopus, Web of Science	SJR=0.458	Q3	-	-
6	Bontchev, B., Vassileva, D. (2005). Modeling self adaptive e-learning systems. Proceedings of the 2nd International Conference on E-Learning and the Knowledge Society, Berlin, Germany, pp. 265–272. ISBN: 90-709639-2-2	-	-	-	-	-
7	Vassileva, D. , Bontchev, B. (2005). E-learning courseware composition and delivery with self adaptive systems. Proceedings of the 8th International Conference on Interactive Computer-aided	-	-	-	-	-

	Learning (ICL 2005), Villach, Austria, pp. 252–255. ISBN: 3-8167-7250-1.					
8	Vassileva, D. , Bontchev, B. (2006). Courseware Composition and Delivery for Self Adaptive E-learning Systems. B: Proceedings of the 13th Annual EDiNEB Conference: Leading Innovation in Global Education & Training, Lisbon, Portugal, June 14-16, 2006, pp. 252–255.	-	-	-	-	-
9	Vassileva, D. , Bontchev, B. (2006). Self adaptive hypermedia navigation based on learner model characters. Proceedings of the IADAT International Conference on Education (IADAT-e2006), Barcelona, Spain, pp. 48–52. ISBN: 84-933971-9-9	-	-	-	-	Доктор
10	Bontchev, B., Vassileva, D. (2006). Software architecture of a self adaptive hypermedia e-learning system. Proceedings of the 3rd International Conference on Computer Science, Istanbul, Turkey, Vol. 2, pp. 306–311.	-	-	-	-	-
11	Vassileva, D. (2008). Adaptive control over e-content delivery. Proceedings of the 5th International TENCompetence Open Workshop „Stimulating Personal Development and Knowledge Sharing“, Sofia, Bulgaria, October 30-31, 2008, pp. 89–94. ISBN: 978-954-92146-5-9.	-	-	-	-	Доктор
12	Vassileva, D. , Bontchev, B., Grigorov, S. (2009). Mastering Adaptive Hypermedia Courseware. Acta Electrotechnica et Informatica, Vol. 9, No. 1, pp. 57–62. ISSN: 1338-3957.	-	-	-	-	Доктор
13	Bontchev, B., Vassileva, D. (2009). Authoring adaptive courseware with enhanced metadata support. Proceedings of the IADIS International Conference e-Society 2009, Barcelona, Spain, pp. 299–306. ISBN: 978-972-8924-78-2.	-	-	-	-	-
14	Vassileva, D. , Bontchev, B. (2009). Adaptation engine construction based on formal rules. Proceedings of the 1st International Conference on Computer Supported Education (CSEDU 2009),	Scopus, Web of Science	-	-	-	Доцент (Г1)

	Lisbon, Portugal, pp. 327–332. ISBN: 978-989-8111-82-1					
15	Vassileva, D. , Bontchev, B. (2009). A service oriented approach for implementing adaptation engines. Proceedings of the 5th International Scientific Conference on eLearning and Software for Education (eLSE 2009), Bucharest, Romania, pp. 199–208. ISBN: 978-973-663-717-9	-	-	-	-	-
16	Bontchev, B., Vassileva, D. (2009). Courseware Authoring for Adaptive E-learning, IEEE Proc. of ICETC 2009, Singapore, pp.176-180. ISBN 978-0-7695-3609-5	Scopus, Web of Science	SJR=0.106	-	-	Доктор
17	Vassileva, D. , Bontchev, B. (2009). Activities workflow of adaptive courseware design and delivery. Proceedings of the IADIS International Conference on Multi Conference on Computer Science and Information Systems (MCCSIS 2009), Algarve, Portugal, pp. 223–230. ISBN: 978-972-8924-83-6	Scopus	-	-	-	Доцент (Г2)
18	Bontchev, B., Vassileva, D., Chavkova, B., Mitev, V. (2009). Architectural design of a software engine for adaptation control in the ADOPTA e-learning platform. Proceedings of the International Conference on Computer Systems and Technologies and Workshop for PhD Students in Computing (CompSysTech 2009), Ruse, Bulgaria, ACM International Conference Proceeding Series, Vol. 433, pp. II.111–II.116. ISSN: 1313-8936. DOI: 10.1145/1731740.1731767 (best paper award)	Scopus	SJR=0.274	-	-	Доктор
19	Bontchev, B., Vassileva, D. (2009). Rule-driven approach for adaptable e-learning content delivery. Proceedings of the 3rd International Multi-Conference on Society, Cybernetics and Informatics (IMSCI 2009), Orlando, Florida, USA, Vol. 1, pp. 143–148. ISBN: 978-1-934272-72-5.	Scopus	-	-	-	-

20	Vassileva, D. , Bontchev, B., Chavkova, B., Mitev, V. (2009). Software construction of an authoring tool for adaptive e-learning platforms. Proceedings of the 4th Balkan Conference in Informatics (BCI 2009), Thessaloniki, Greece, pp. 187–192. ISBN: 978-0-7695-3783-2. DOI: 10.1109/BCI.2009.43	Scopus, Web of Science	-	-	-	Доктор
21	Bontchev B., Vassileva D. (2009). Adaptive courseware design based on learner character. Proceedings of the 12th International Conference on Interactive Computer Aided Learning (ICL 2009), Villach, Austria, pp. 724–731. ISBN: 978-3-89958-481-3.	-	-	-	-	-
22	Vassileva, D. , Bontchev, B. (2010). Management of storyboard graphs for adaptive courseware construction. WSEAS Transactions on Information Science and Applications, Vol. 7, Issue 3, pp. 321–330. ISSN: 1790-0832.	Scopus, Web of Science	SJR=0.225	Q3	-	Доктор
23	Bontchev B., Vassileva D. (2010). Modeling educational quizzes as board games. Proceedings of the IADIS International Conference e-Society 2010, Porto, Portugal, pp. 21–27. ISBN: 978-972-8939-07-6	-	-	-	-	-
24	Bontchev B., Vassileva D. (2010). Towards automatic construction of adaptable courseware storyboards. Proceedings of the 2nd International Conference on Computer Supported Education (CSEDU 2010), Valencia, Spain, Vol. 1, pp. 368–373. ISBN: 978-989-674-023-8	Scopus, Web of Science	SJR=0.118	-	-	-
25	Bontchev B., Vassileva D. (2010). Educational Quiz Board Games for Adaptive E-Learning. World Academy of Science, Engineering and Technology, Vol. 66, pp. 256–263. ISSN: 2010-3778.	Scopus	SJR=0.113	Q4	-	-
26	Bontchev B., Varbanov, S., Vassileva D. (2010). Software Agents in Educational Board Games. Proceedings of the 7th WSEAS International Conference on	Scopus, Web of Science	SJR=0.1	-	-	-

	Engineering Education, Corfu, Greece, pp. 387–392. ISBN: 978-960-474-202-8.					
27	Vassileva, D. (2010). Storyboard Design for Adaptive E-learning Based on Learning Styles. Proceedings of the International Conference on Software, Services and Semantic Technologies (S3T 2010), Sofia, Bulgaria, pp. 22–29. ISBN: 978-954-9526-71-4	-	-	-	-	Доктор
28	Bontchev, B., Vassileva, D. (2011). A Light-Weight Semantic Content Model for Mobile Game Based Learning. Proceedings of the IADIS International Conference Mobile Learning 2011, Avila, Spain, pp. 177–182. ISBN: 978-972-8939-45-8.	Scopus	SJR=0.1	-	-	-
29	Bontchev, B., Vassileva, D. (2011). Adaptive assessment based on learning styles and student knowledge level. Proceedings of the 3rd International Conference on Computer Supported Education (CSEDU 2011), Noordwijkerhout, Netherlands, Vol. 2, pp. 449–454. ISBN: 978-989-8425-50-8.	Scopus	SJR=0.118	-	-	Доцент (Г5)
30	Vassileva, D. , Bontchev, B. (2011). Adaptable E-Learning Courseware Delivery Controlled by RULEML. Proceedings of the ENMA International Conference on Education 2011, Bilbao, Spain, pp. 49–56. ISBN: 978-84-937328-5-1.	-	-	-	-	-
31	Bontchev, B., Vassileva, D. (2011).). Learning Objects Types Dependability on Styles of Learning. Proceedings of the 8th WSEAS International Conference on Engineering Education, Corfu, Greece, pp. 227–234. ISBN: 978-1-61804-021-3	Scopus	SJR=0.1	-	-	-
32	Vassileva, D. , Bontchev, B. (2011). Storyboard Design for Courseware Adaptation to Learner Style and Knowledge. Proceedings of the IADIS International Conference on e-Learning 2011, Rome, Italy, Vol. 1, pp. 157–164. ISBN: 978-972-8939-38-0	Scopus	SJR=0.116	-	-	Доцент (Г3)

33	Bontchev, B., Varbanov, S., Vassileva, D. (2011). Semantically Rich Educational Word Games Enhanced by Software Agents. Proceedings of the 4th International Conference on Intelligent Information and Engineering Systems (INFOS 2011), Rzeszow-Polanczyk, Poland, pp. 167–177. ISBN: 978-954-16-0053-5	-	-	-	-	-
34	Bontchev, B., Vassileva, D. , Traicheva, V. (2011). Putting Edutainment in Practice: from Courseware Authoring to Logic Games. Proceedings of the 5th European Conference on Games-Based Learning (ECGBL 2011), Athens, Greece, pp. 57–66. ISBN: 978-1-908272-18-8. ISSN: 2049-0992	Scopus, Web of Science	SJR=0.119	-	-	Доцент (Г4)
35	Vassileva, D. (2011). Innovative virtual platforms for game-based learning. Proceedings of the International Conference on Automatics and Informatics 2011, Sofia, Bulgaria, pp. B245–B248. ISSN: 1313-1850, IEEE Xplore	IEEE Xplore	-	-	-	-
36	Vassileva, D. (2011). Evaluation of learning styles adaption in the adopted e-learning platform. Proceedings of the 12th International Conference on Computer Systems and Technologies (CompSysTech 2011), ACM Press, pp. 540–545. ISBN: 978-1-4503-0917-2. DOI: 10.1145/2023607.2023697	Scopus, ACM DL	-	-	-	Доцент (Г6)
37	Bontchev, B., Vassileva, D. (2012). Courseware adaptation to learning styles and knowledge level. In: E-Learning Book 4, InTech, pp. 3–22. ISBN: 979-953-307-688-0	-	-	-	-	-
38	Bontchev, B., Vassileva, D. (2012). Adaptive Edutainment in UML. Proceedings of the 8th WSEAS International Conference on Education and Educational Technology (EDUTE 2012), Porto, Portugal, pp. 129–134. ISBN: 978-1-61804-104-3	-	-	-	-	-

39	Vassileva, D. (2012). Adaptive e-learning content design and delivery based on learning styles and knowledge level. <i>Serdica Journal of Computing</i> , Vol. 6, No. 2, pp. 207–252. ISSN: 1312-6555.	MathSci Net	-	-	-	Доцент (Г7)
40	Bontchev, B., Konstantinov, O., Vassileva, D. (2014). Video lectures as a tool for modern distance education. In: T. Tashev (Ed.), <i>Proceedings of the Twelfth International Conference „Challenges in Higher Education and Research in the 21st Century“</i> , Sozopol, Bulgaria, June 3–6, 2014, Sofia: Heron Press, Vol. 12, pp. 248–251. ISBN: 978-954-580-350-5	-	-	-	-	-
41	Bontchev, B., Vassileva, D. (2016). Assessing Engagement in an Emotionally-Adaptive Applied Game. <i>Proceedings of the 4th International Conference on Technological Ecosystems for Enhancing Multiculturality (TEEM 2016)</i> , ACM, ISBN: 978-1-4503-4747-1, pp. 747–754. DOI: 10.1145/3012430.3012602	Scopus, ACM DL	SJR=0.213	-	-	Доцент (Г8)
42	Bontchev, B.P., Vassileva, D. (2017). Affect-based adaptation of an applied video game for educational purposes. <i>Interactive Technology and Smart Education</i> , Emerald, Vol. 14, No. 1, pp. 31–49. ISSN: 1741-5659. DOI: 10.1108/ITSE-07-2016-0023	Scopus, Web of Science	SJR=0.191	Q3	-	Доцент (В3)
43	Bontchev, B., Vassileva, D. (2018). Detection of player learning curve in a car driving game. <i>Proceedings of the 12th Annual International Technology, Education and Development Conference (INTED 2018)</i> , IATED, Valencia, Spain, pp. 9302–9311. ISBN: 978-84-697-9480-7. DOI: 10.21125/inted.2018.2323	Web of Science	-	-	-	Доцент (Г9)
44	Bontchev, B., Vassileva, D. , Ivanov, D. (2018). Player-centric adaptation of a car driving video game. <i>Proceedings of the IADIS International Conference e-Society 2018</i> , Lisbon, Portugal, pp. 193–200. ISBN: 978-989-8533-75-3.	-	-	-	-	-

45	Bontchev, B., Vassileva, D. (2018). Dynamic game adaptation based on detection of behavioral patterns. Proceedings of the 10th Annual International Conference on Education and New Learning Technologies (EDULEARN 2018), IATED, pp. 8182–8191. ISBN: 978-84-09-02709-5. DOI: 10.21125/edulearn.2018.1913.	Web of Science	-	-	-	Доцент (Г10)
46	Bontchev, B., Vassileva, D. , Aleksieva-Petrova, A., Petrov, M. (2018). Playing styles based on experiential learning theory. Computers in Human Behavior, Elsevier, Vol. 85, pp. 319–328. ISSN: 0747-5632. DOI: 10.1016/j.chb.2018.04.009	Scopus, Web of Science	IF=4.306, SJR=1.711	Q1	Q1	Доцент (В1)
47	Terzieva, V., Paunova, E., Bontchev, B., Vassileva, D. (2018). Teachers Need Platforms for Construction of Educational Video Games. Proceedings of the 10th Annual International Conference on Education and New Learning Technologies (EDULEARN 2018), IATED, ISBN: 978-84-09-02709-5, pp. 8260–8270	Web of Science	-	-	-	Доцент (Г11)
48	Bontchev, B., Vassileva, D. , Dankov, Y. (2019). The APOGEE Software Platform for Construction of Rich Maze Video Games for Education. Proceedings of the 14th International Conference on Software Technologies (ICSOFTE 2019), Prague, Czech Republic, pp. 491–498. ISBN: 978-989-758-379-7. DOI: 10.5220/0007923404910498	Scopus, Web of Science	SJR=0.138	-	-	Доцент (Г12)
49	Vassileva, D. , Penchev, N. (2019). An Online Metadata-Driven Editor for Rich Maze Video Games for Education. International Journal of Education and Learning Systems, IARAS, Vol. 4, pp. 7–13. ISSN: 2367-8933	-	-	-	-	-
50	Vassileva, D. (2019). Vassileva, D. (2019). Measuring and Mitigating Racial Prejudices by Means of Serious Video Games. Proceedings of the 11th Annual International Conference on Education and New Learning Technologies (EDULEARN	Web of Science	-	-	-	Доцент (Г13)

	2019), IATED, pp. 4443–4449. ISSN: 2340-1117. DOI: 10.21125/edulearn.2019.1102					
51	Bontchev, B., Dankov, Y., Vassileva, D. , Kovachev, M. (2021).). Software Instruments for Analysis and Visualization of Game-Based Learning Data. Lecture Notes in Networks and Systems, Vol. 271, Springer, pp. 395–402. ISBN: 978-3-030-80125-0, ISSN: 2194-5357. DOI: 10.1007/978-3-030-80126-7_40	Scopus, Web of Science	SJR=0.215	Q4	-	Доцент (Г14)
52	Paunova-Hubenova, E., Dankov, Y., Terzieva, V., Vassileva, D. , Bontchev, B., Antonova, A. (2023). Ready to play – a comparison of four educational maze games. Lecture Notes in Networks and Systems, Vol. 556, Springer, pp. 84–94. ISBN: 978-3-031-17600-5, ISSN: 2367-3370. DOI: 10.1007/978-3-031-17601-2_9	Scopus, Web of Science	SJR=0.171	Q4	-	Доцент (Г15)
53	Bontchev, B., Terzieva, V., Antonova, A., Dankov, Y., Vassileva, D. (2023). Educational Video Games on Climate Resilience of Built Cultural Heritage. In: Heritage Education for Climate Action, Vol. 2, ISTE Ltd and John Wiley & Sons, pp. 53–64. ISBN: 978-1-786-30903-7.	-	-	-	-	-
54	Bontchev, B., Terzieva, V., Vassileva, D. , Dankov, Y. (2024). Students Attitude to Serious Games for Cultural Heritage. Proceedings of the 6th IFAC Conference on Technology, Culture and International Stability (TECIS 2024), IFAC-PapersOnLine, Elsevier, Vol. 58, No. 3, pp. 316–321. ISBN: 978-3-903438-23-1, ISSN: 2405-8963. DOI: 10.1016/j.ifacol.2024.07.410.	Scopus, Web of Science	SJR=0.328	-	-	Доцент (Г16)
55	Bontchev, B., Terzieva, V., De Bonis, L., Nocera, R., Vassileva, D. , Ottaviano, G. (2025). Raising Awareness of Climate Heritage Resilience and Vulnerability by Playing Serious Video Games. Applied Sciences, MDPI, Vol. 15, No. 21, pp. 1–18. ISSN: 2076-3417. DOI: 10.3390/app15010021.	Scopus, Web of Science	IF=2.9, SJR=0.555	Q2	Q2	Доцент (В2)

56	Bontchev, B., Terzieva, V., Vassileva, D. (2025). The Eye-tracking-based Adaptation for Personalized Game-based Learning, AMEE'2025, Sozopol, Bulgaria, AIP Conf. Proceedings, ISBN: 9780735450929, ISSN: 0094243X	-	-	-	-	-
57	Bontchev, B., Vassileva, D. , Avramov, V., Manchev, D. (2026). Towards Educational Video Games with Enhanced Virtual Players. Lecture Notes in Networks and Systems, Vol. 1718, Springer, Cham, pp. 232–244. ISBN: 978-3-032-10730-5, ISSN: 2367-3370. DOI: 10.1007/978-3-032-10731-2_21	Scopus, Web of Science	SJR=0.165	Q4	-	Доцент (Г17)
58	Bontchev, B., Tsoleva, S., Vassileva, D. (2025). A Serious Game for Teaching Entrepreneurship and Strategic Management. Proceedings of the 2025 Federated Conference on Computer Science and Information Systems (FedCSIS 2025), IEEE, Annals of Computer Science and Information Systems, Vol. 43, pp. 489–497. ISSN: 2300-5963. DOI: 10.15439/2025F6951.	Scopus, Web of Science	SJR=0.188	Q3	-	Доцент (Г18)
59	Bontchev, B., Terzieva, V., Paunova, E., Dankov, Y., Vassileva, D. (2025). Technological approaches for adaptation and personalization in educational video games. Proceedings of the 28th International Conference on Interactive Collaborative Learning (ICL 2025), Budapest, Hungary, Lecture Notes in Networks and Systems, Vol. 1849, Springer, Cham, ISSN: 2367-3389, pp. 3-16. DOI: 10.1007/978-3-032-18891-5_1.	Scopus, Web of Science	SJR=0.165	Q4		Доцент (В4)

Полезни модели

1. Полезен модел № 3234 U1, регистриран по надлежния ред – електронно устройство за измерване на кожна проводимост; https://portal.bpo.bg/bpo-registers/utility-models/view/BG_U_2019_4294; <https://worldwide.espacenet.com/patent/search/family/074126216/publication/BG3234U1?q=BG3234U1>

2. Полезен модел № 4406 U1, регистриран по надлежния ред – електронно устройство за оценяване на индивидуална емоционална възбуда на база на измерена абсолютна кожна проводимост; https://portal.bpo.bg/bpo-registers/utility-models/view/BG_U_2022_5532; <https://worldwide.espacenet.com/patent/search/family/089033715/publication/BG4406U1?q=pn%3DBG4406U1>