

Списък с цитиранията

на д-р Десислава Дакова Василева

за участие в конкурс за заемане на 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“ (Адаптивни образователни софтуерни системи), обявен в ДВ, бр. 63 от 10.07.2026 г.

Списъкът включва 25 цитирания (без автоцитати) на 9 публикации на д-р Десислава Дакова Василева. Цитиранията са групирани по годината на публикуване на цитираната статия. Номерацията на публикациите съответства на тази в списъка на научните трудове за участие в конкурса. След всяко цитиращо издание е посочена индексиращата база данни.

Обобщена таблица на цитиранията

	Брой цитирания
Цитирания в реферирани и индексирани издания (Web of Science и/или Scopus)	25
Публикации с цитирания / Общо за конкурса	9/22

2009

1. Vassileva, D., Bontchev, B. (2009). Adaptation engine construction based on formal rules. Proceedings of the 1st International Conference on Computer Supported Education (CSEDU 2009), Lisbon, Portugal, ISBN: 978-989-8111-82-1, pp. 327–332.

Цитира се в:

1. Muñoz-Merino, P. J., Kloos, C. D., Muñoz-Organero, M., Pardo, A. (2015). A software engineering model for the development of adaptation rules and its application in a hinting adaptive e-learning system. Computer Science and Information Systems, Vol. 12, No. 1, pp. 203-231. ISSN: 1820-0214. DOI: 10.2298/CSIS140114007M. (Инд. база: Scopus)

2. 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, ISBN: 978-972-8924-83-6, pp. 223–230.

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2. Yarandi, M., Tawil, A. R., Jahankhani, H. (2011). Adaptive e-learning system using ontology. Proceedings of the 2011 22nd International Workshop on Database and Expert Systems Applications (DEXA), IEEE Computer Society, Toulouse, France, pp. 511-516. Print ISSN: 1529-4188. Electronic ISSN: 2378-3915. ISBN: 978-0-7695-4486-1. DOI: 10.1109/DEXA.2011.9. (Инд. база: Scopus)

7. Vassileva, D. (2012). Adaptive e-learning content design and delivery based on learning styles and knowledge level. *Serdica Journal of Computing*, Vol. 6, pp. 101–146. ISSN: 1312-6555.

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3. Mahnane, L., Laskri, M. T. (2012). Domain ontology and Hermann brain dominance instrument model for personalized e-learning hypermedia system. *International Journal of Web-Based Learning and Teaching Technologies*, Vol. 7, No. 4, pp. 1-12. ISSN: 1548-1093. DOI: 10.4018/jwlts.2012100101. (Инд. база: Scopus)
4. Mahnane, L., Tayeb, L. M., Trigano, P. (2013). A model for an adaptive e-learning hypermedia system. *International Journal of Information and Communication Technology Education*, Vol. 9, No. 4, pp. 21-39. ISSN: 1550-1876. DOI: 10.4018/ijcte.2013100102. (Инд. база: Scopus)
5. Vagale, V., Niedrite, L. (2016). The organization of topics sequence in adaptive e-learning systems. *Frontiers in Artificial Intelligence and Applications*, Vol. 291, IOS Press BV, pp. 327-340. ISSN: 0922-6389. DOI: 10.3233/978-1-61499-714-6-327. (Инд. база: Scopus)
6. Christudas, B. C. L., Kirubakaran, E., Thangaiah, P. R. J. (2018). An evolutionary approach for personalization of content delivery in e-learning systems based on learner behavior forcing compatibility of learning materials. *Telematics and Informatics*, Vol. 35, pp. 520-533. ISSN: 0736-5853. DOI: 10.1016/j.tele.2018.01.007. Q1. (Инд. база: Scopus)
7. Mwambe, O. O., Tan, P. X., Kamioka, E. (2020). Bioinformatics-based adaptive system towards real-time dynamic e-learning content personalization. *Education Sciences*, Vol. 10, No. 2, p. 42. ISSN: 2227-7102. DOI: 10.3390/educsci10020042. Q2. (Инд. база: Scopus)
8. Vagale, V., Niedrite, L., Ignatjeva, S. (2020). Implementation of personalized adaptive e-learning system. *Baltic Journal of Modern Computing*, Vol. 8, No. 2, pp. 293-310. ISSN: 2255-8942. DOI: 10.22364/BJMC.2020.8.2.06. (Инд. база: Scopus)
9. El-Sabagh, H. A. (2021). Adaptive e-learning environment based on learning styles and its impact on development students' engagement. *International Journal of Educational Technology in Higher Education*, Vol. 18, p. 53. ISSN: 2365-9440. DOI: 10.1186/s41239-021-00289-4. Q1. (Инд. база: Scopus)
10. Siddiquei, N. L., Khalid, R. (2021). Development and validation of learning style scale for e-learners. *SAGE Open*, Vol. 11, No. 2. ISSN: 2158-2440. DOI: 10.1177/21582440211022324. (Инд. база: Scopus)
11. Renganayagalu, S. K., Mallam, S. C., Hernes, M. (2022). Maritime education and training in the COVID-19 era and beyond, *TransNav*, Vol. 16, pp. 59-69. ISSN: 2083-6473. DOI: 10.12716/1001.16.01.06. (Инд. база: Scopus)
12. Nouman, N., Shaikh, Z. A., Wasi, S. (2024). A novel personalized learning framework with interactive e-mentoring. *IEEE Access*, Vol. 12, pp. 10428-10458. ISSN: 2169-3536. DOI: 10.1109/ACCESS.2024.3354167. Q2. (Инд. база: Scopus)

2016

8. Bontchev, B., Vassileva, D. (2016). Assessing Engagement in an Emotionally-Adaptive Applied Game. Proceedings of the 4th International Conference on Technological Ecosystems for Enhancing Multiculturality (TEEM 2016), ACM, ISBN: 978-1-4503-4747-1, pp. 747–754. DOI: 10.1145/3012430.3012602.

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13. Lara-Cabrera, R., Camacho, D. (2017). A taxonomy and state of the art revision on Affective games. *Future Generation Computer Systems*, Vol. 44, pp. 1-12. ISSN: 0167-739X. DOI: 10.1016/j.future.2014.08.004. Q1. (Инд. база: Scopus)
14. Jerčić, P., Sundstedt, V. (2019). Practicing emotion-regulation through biofeedback on the decision-making performance in the context of serious games: a systematic review. *Entertainment Computing*, Vol. 30, p. 100289. ISSN: 1875-9521. DOI: 10.1016/j.entcom.2019.01.001. Q2. (Инд. база: Scopus)
15. Tlili, A., Denden, M., Essalmi, F., Jemni, M., Chen, N. S., Huang, R. (2019). Does Providing a Personalized Educational Game Based on Personality Matter? A Case Study, *IEEE Access*, Vol. 7, pp. 119566-119575. ISSN: 2169-3536. DOI: 10.1109/ACCESS.2019.2936384. Q1. (Инд. база: Scopus)

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9. Bontchev, B.P., Vassileva, D. (2017). Affect-based adaptation of an applied video game for educational purposes, *Interactive Technology and Smart Education*, Emerald, ISSN: 1741-5659, 14(1), pp.31-49.

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16. Mostefai, B., Balla, A., Trigano, P. (2019). A generic and efficient emotion-driven approach toward personalized assessment and adaptation in serious games. *Cognitive Systems Research*, Vol. 56, pp. 82-106. ISSN: 1389-0417. DOI: 10.1016/j.cogsys.2019.03.006. (Инд. база: Scopus)
17. Croissant, M., Frister, M., Schofield, G., McCall, C. (2025). Advancing methodological approaches in affect-adaptive video game design: Empirical validation of emotion-driven gameplay modification. *International Journal of Human-Computer Interaction*, Vol. 41, No. 14, pp. 8719-8733. ISSN: 1044-7318. DOI: 10.1080/10447318.2024.2413304. (Инд. база: Scopus)

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12. Bontchev, B., Vassileva, D., Aleksieva-Petrova, A., Petrov, M. (2018). Playing styles based on experiential learning theory, *Computers in Human Behavior*, Elsevier, No.85, 2018, pp.319-328, <https://doi.org/10.1016/j.chb.2018.04.009>.

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18. Torres-Molina, R., Banda-Almeida, J., Guachi-Guachi, L. (2019). Artificial neural networks in mathematical mini-games for automatic students' learning styles identification: A first approach. *Proceedings of the 20th International Conference on Intelligent Data Engineering and Automated Learning (IDEAL 2019)*, *Lecture Notes in Computer Science*, Vol. 11872, Springer, Manchester,

UK, pp. 53-60. ISBN: 978-3-030-33616-5. ISSN: 0302-9743. DOI: 10.1007/978-3-030-33617-2_6. (Инд. база: Scopus)

19. Liu, Z., Moon, J., Kim, B., Dai, C.-P. (2020). Integrating adaptivity in educational games: A combined bibliometric analysis and meta-analysis review. *Educational Technology Research and Development*, Vol. 68, No. 4, pp. 1931-1959. ISSN: 1042-1629. DOI: 10.1007/s11423-020-09791-4. Q1. (Инд. база: Scopus)
20. Zhang, X., Cheng, X. (2022). College students' learning performance, teaching skills, and teaching innovation in intercultural communication class: Evidence based on experiential learning theory. *Frontiers in Psychology*, Vol. 13, p. 953501. ISSN: 1664-1078. DOI: 10.3389/fpsyg.2022.953501. (Инд. база: Scopus)
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14. 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 (ICSOFT 2019), Prague, Czech Republic, ISBN: 978-989-758-379-7, pp. 491–498.

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22. Silva-Vásquez, P. O., Rosales-Morales, V. Y., Benítez-Guerrero, E., Alor-Hernández, G., Mezura-Godoy, C., Montané-Jiménez, L. G. (2023). Model for semi-automatic serious games generation. *Applied Sciences*, Vol. 13, No. 8, p. 5158. ISSN: 2076-3417. DOI: 10.3390/app13085158. Q2. (Инд. база: Scopus)

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18. 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. ISSN: 2405-8963.

Цитира се в:

23. Zhao, P., Wang, P., Lu, Y., Lu, Y., Wang, Z. (2026). Interactive experience design for the historic centre of Macau: A serious game-based study. *Buildings*, Vol. 16, No. 2, p. 323. ISSN: 2075-5309. DOI: 10.3390/buildings16020323. (Инд. база: Scopus)
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19. 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, ISSN: 2076-3417, Vol.15, No.21, pp.1-18.

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25. Zhang, Q., Grassi, A., Vallati, M. (2026). Gamification and sustainability: A review of approaches for urban mobility and climate change resilience. Sustainable Futures, Vol. 11, p. 101589. ISSN: 2666-1888. DOI: 10.1016/j.sftr.2026.101589. Q1. (Инд. база: Scopus)