

## Списък с цитирания на гл. ас. д-р Максим Красимиров Гойнов

представен 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 за управление на цифрово културно съдържание и електронно обучение), обявен в ДВ, бр. 103/02.12.2025 г.

Описание на цитирането (цитирана статия и цитиращ източник / цитиращи източници)	Инд. база
<p>Pavlova-Draganova, L., Paneva-Marinova, D., Pavlov, R., <b>Goynov, M.</b> On the Wider Accessibility of the Valuable Phenomena of Orthodox Iconography through Digital Library. Proceedings of the 3rd International Conference dedicated on Digital Heritage (EuroMed 2010), 8-13 November 2010, Lymassol, Published by ARCHAEOLOGIA, 2010, ISBN:978-963-9911-16-1, 173-178</p> <p><i>Цитирана се в:</i></p> <ol style="list-style-type: none"> <li>Baroncini, S., Sartini, B. (2024). Improving Retrieval and Expression of Iconographical and Iconological Semantic Statements: An Extension of the ICON Ontology. In: Antonacopoulos, A., et al. Linking Theory and Practice of Digital Libraries. TPD 2024. Lecture Notes in Computer Science, vol 15177. Print ISBN 978-3-031-72436-7, Springer, Cham. https://doi.org/10.1007/978-3-031-72437-4_10, pp 159–177, @2024 <a href="#">Линк</a></li> </ol>	Scopus
<p>Márkus, Z. L., Kaposi, G., Veres, M., Weisz, Z., Szántó, G., Szkaliczki, T., Paneva-Marinova, D., Pavlov, R., Luchev, D., <b>Goynov, M.</b>, Pavlova, L. Interactive Game Development to Assist Cultural Heritage. Digital Presentation and Preservation of Cultural and Scientific Heritage, Conference Proceedings, 8, Institute of Mathematics and Informatics, BAS, 2018, ISSN:1314-4006, 71-82 <a href="#">Линк</a></p> <p><i>Цитирана се в:</i></p> <ol style="list-style-type: none"> <li>Tramonti, M. "Art and Science: Combining Learning Tool". Digital Presentation and Preservation of Cultural and Scientific Heritage. Vol. 9, Sofia, Bulgaria: Institute of Mathematics and Informatics – BAS, 2019, 145-152. ISSN: 1314-4006, eISSN: 2535-0366, indexed in Web of Science/Scopus @2019</li> <li>Ioakeim, N., Printezis, P., Skarimpas, C., Koutsabasis, P., Vosinakis, S., &amp; Stavrakis, M. "Kirini: An Interactive Projection-Mapping Installation for Storytelling About Mediterranean Beekeeping Heritage". In: Ioannides, M., Fink, E., Cantoni, L., Champion, E. (eds), Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection. Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics), 12642 LNCS, Springer International Publishing, Cham, 2021, pp. 190-201. ISSN: 03029743, ISBN: 978-303073042-0, DOI: 10.1007/978-3-030-73043-7_16, indexed in Scopus @2021 <a href="#">Линк</a></li> <li>Rajpurohit, A., Raman A., Modi, H. "Development of a Serious Game for the Purpose of Education and Learning, " 2021 8th International Conference on Signal Processing and Integrated Networks (SPIN), 2021, ISSN: 2688-7681, pp. 686-691, doi: 10.1109/SPIN52536.2021.9566120., indexed in Scopus @2021 <a href="#">Линк</a></li> <li>Hou, Y., Kenderdine, S., Picca, D., Egloff, M., Adamou, A. "Digitizing Intangible Cultural Heritage Embodied: State of the Art", Journal on Computing and Cultural Heritage, 2022, 15(3), Art. No.: 55, 1–20. ISSN: 1556-4673, E-ISSN: 1556-4711, https://dl.acm.org/doi/10.1145/3494837, @2022 <a href="#">Линк</a></li> </ol>	<p>Web of Science, Scopus</p> <p>Scopus</p> <p>Scopus</p> <p>Web of Science, Scopus</p>

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<p>Pavlov, R., Paneva-Marinova, D., Rangochev, K., <b>Goynov, M.</b>, Luchev, D.. Towards Online Accessibility of Valuable Phenomena of the Bulgarian Folklore Heritage. In the Proceedings of the 11th International Conference on Computer Systems and Technologies - CompSysTech'10, June, 2010, Sofia, Bulgaria, ACM International Conference Proceeding Series, 471, 2010, ISBN:978-1-4503-0243-2, DOI:10.1145/1839379.1839437, 329-334. SJR (Scopus):0.25 <a href="#">Линк</a></p> <p><i>Цитира се в:</i></p> <ol style="list-style-type: none"> <li>T. Kalushkov, D. Valcheva, E. Petkov, G. Shipkovenski and V. Milev, "Models For Implementation Of Augmented And Virtual Reality Technologies In Folklore Dancing Halls, " 2023 5th International Congress on Human-Computer Interaction, Optimization and Robotic Applications (HORA), Istanbul, Turkiye, 2023, ISBN: 979-8-3503-3753-2, pp. 1-6, doi: 10.1109/HORA58378.2023.10156656., @2023 <a href="#">Линк</a></li> </ol>	<p>Scopus</p>
<p>Paneva-Marinova, D., <b>Goynov, M.</b>, Luchev, D.. Multimedia Digital Library as a Constructive Block in Ecosystems for Digital Cultural Assets. Digital Presentation and Preservation of Cultural and Scientific Heritage, Conference Proceedings, 7, Institute of Mathematics and Informatics, Bulgarian Academy of Sciences, 2017, ISSN:1314-4006, 31-40 <a href="#">Линк</a></p> <p><i>Цитира се в:</i></p> <ol style="list-style-type: none"> <li>PaheL, J., Stipić, S., Babić, T. "Students Evaluation of Creative Art Learning Based on Online Art Resources, " 2024 47th MIPRO ICT and Electronics Convention (MIPRO), Opatija, Croatia, 2024, ISSN: 1847-3938, pp. 619-624, doi: 10.1109/MIPRO60963.2024.10569586, @2024 <a href="#">Линк</a></li> <li>Lee, Pei-Chun. "Evaluating User Experience in Digital Curation Within Libraries, Archives, and Museums." Journal of Web Librarianship, April, 1–44. 2025, ISSN 1932-2909, 1932-2917, doi:10.1080/19322909.2025.2481047., @2025 <a href="#">Линк</a></li> </ol>	<p>Scopus</p> <p>Web of Science</p>
<p>Noev N., <b>M. Goynov</b>, VI. Sapundjiev, I. Valev. A Serious Educational Game of Bulgarian Military and Historical Heritage. Digital Preservation and Presentation of Cultural and Scientific Heritage, 7, Sofia, Bulgaria: Institute of Mathematics and Informatics – BAS, 2017, ISSN:1314-4006, 249-254 <a href="#">Линк</a></p> <p><i>Цитира се в:</i></p> <ol style="list-style-type: none"> <li>Marques Célio Gonçalo, João Paulo Pedro, Inês Araújo. "A systematic literature review of gamification in/for cultural heritage: leveling up, going beyond." Heritage 6.8 (2023): 5935-5951, ISSN: 2571-9408, <a href="https://doi.org/10.3390/heritage6080312">https://doi.org/10.3390/heritage6080312</a>, @2023 <a href="#">Линк</a></li> </ol>	<p>Web of Science</p>

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<p>Pilege, E., Plota, S., Pilegis, G., Zivitere, M., Luchev, D., <b>Goynov, M.</b>. The Role of the Digital Environment in the Context of Cultural Rights. Digital Presentation and Preservation of Cultural and Scientific Heritage, Conference Proceedings, 12, Institute of Mathematics and Informatics, BAS, 2022, ISSN:1314-4006, DOI: <a href="https://doi.org/10.55630/dipp.2022.12.8">https://doi.org/10.55630/dipp.2022.12.8</a>, 111-120 <a href="#">Линк</a></p> <p><i>Цитира се в:</i></p> <ol style="list-style-type: none"> <li>14. Moreno, A.F.S., Quemac, R.E.C., de Aviles, M.L.M., Mina, J.R.L. Consideraciones sobre empoderamiento digital y tutela judicial desde la perspectiva de los derechos culturales. Bibliotecas. Anales de Investigación, 2023, Vol. 19, No.3, No. Especial 2, 75-92., ISSN: 1683-8947 <b>@2023</b> <a href="#">Линк</a></li> <li>15. Naranjo Luzuriaga, E. J., Terán Lilian, F. H., Campaña Muñoz, L.C., Cacpata Calle, W. A. Análisis a las prácticas informacionales de los docentes universitarios [Analysis of University Teachers' Information Practices]. Bibliotecas. Anales de Investigacion, 2023, 19(2 especial), 1-13., ISSN: 0006-176X, <b>@2023</b> <a href="#">Линк</a></li> </ol>	<p>Scopus</p> <p>Web of Science</p>
<p>Paneva-Marinova, D., <b>Goynov, M.</b>, Pavlova, L., Zlatkov, L., Luchev, L.. Studying the Ancient Civilizations on the Balkan Peninsula through Serious Game and Storytelling. In: Auer, M.E., Tsiatsos, T. (eds) New Realities, Mobile Systems and Applications. Lecture Notes in Networks and Systems, vol. 411, 2022, Springer, 2022, ISBN:978-3-030-96295-1, ISSN:2367-3370, DOI: <a href="https://doi.org/10.1007/978-3-030-96296-8_48">https://doi.org/10.1007/978-3-030-96296-8_48</a>, 537-546. SJR (Scopus):0.151 <a href="#">Линк</a></p> <p><i>Цитира се в:</i></p> <ol style="list-style-type: none"> <li>16. Rodriguez-Garcia, B., Guillen-Sanz, H., Checa, D., Bustillo, A. "A systematic review of virtual 3D reconstructions of Cultural Heritage in immersive Virtual Reality". Multimedia Tools and Applications, 2024, Volume 83, ISSN: 1380-7501, 89743–89793. <a href="https://doi.org/10.1007/s11042-024-18700-3">https://doi.org/10.1007/s11042-024-18700-3</a>, <b>@2024</b> <a href="#">Линк</a></li> <li>17. Liu, X., Byun, J., Seo, J., Zhang, X., &amp; Wang, R. (2025). "A Systematic Framework for Interactive Modes in Cultural Heritage VR Serious Games". International Journal of Human–Computer Interaction, 1–27, 2025, ISSN: 1044-7318, 1532-7590. <a href="https://doi.org/10.1080/10447318.2025.2541253">https://doi.org/10.1080/10447318.2025.2541253</a>, <b>@2025</b> <a href="#">Линк</a></li> </ol>	<p>Scopus</p> <p>Web of Science</p>

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<p>Paneva-Marinova, D., <b>Goynov, M.</b>, Pavlov, R.. Enhanced and personalized learning experience in digital libraries. In the Proceedings of the 10th annual International Conference of Education, Research and Innovation, ICERI2017, 16th - 18th of November, 2017, Seville, Spain, 2017, ISBN:978-84-697-6957-7, ISSN:2340-1095, 1941-1950 <a href="#">Линк</a></p> <p><i>Цитира се в:</i></p> <p>19. Ardyawin, I., Sugihartati, R., Danugroho, A. "The Role of Digital Technology in Transforming Academic Library Services: A Systematic Literature Review", New Review of Academic Librarianship, 1–21, 2025, ISSN: 1361-4533, 1740-7834. <a href="https://doi.org/10.1080/13614533.2025.2524806">https://doi.org/10.1080/13614533.2025.2524806</a>, @2025 <a href="#">Линк</a></p>	Web of Science
<p>Paneva-Marinova, D., Minev, D., Krachanov, I., Luchev, D., <b>Goynov, M.</b>, Zlatkov, L., Pavlov, R., Pavlova, L.. The Power of Intelligent Content Curation and Context-Based Digital Library Content Usage for Research and E-Learning (The Case of National Library “Ivan Vazov” – Plovdiv, Bulgaria). Proceedings of the 16th annual International Technology, Education and Development Conference, IATED, 2022, ISBN:978-84-09-37758-9, ISSN:2340-1079, DOI: 10.21125/inted.2022, 4013-4021</p> <p><i>Цитира се в:</i></p> <p>20. Lee, Pei-Chun. "Bridging Contexts: The Role of Digital Curations in Libraries." Journal of Electronic Resources Librarianship, 36(4), 271–291, 2025, ISSN 1941-126X, 1941-1278. doi:10.1080/1941126X.2024.2414716., @2025 <a href="#">Линк</a></p>	Scopus
<p>Paneva-Marinova, D., <b>Goynov, M.</b>, Zhelev, Y., Monova-Zheleva, M., Mitreva, E., Luchev, D., Pavlov, R.. Full-fledged Access and Usability of Content in Digital Cultural Heritage Library: Approaches, Paradigms and Implementation. ACM Journal on Computing and Cultural Heritage, 17, 1, Association for Computing Machinery, New York, NY, United States, 2023, ISSN:1556-4673, DOI: <a href="https://doi.org/10.1145/3631135">https://doi.org/10.1145/3631135</a>, 1-12. JCR-IF (Web of Science): 2.4 <a href="#">Линк</a></p> <p><i>Цитира се в:</i></p> <p>21. Bui, T.T., Dinh, L.D. and Nguyen, L.T., "Preserving and disseminating cultural heritage information in Vietnam's provincial public libraries". Library Management, Vol. 46 No. 5, pp. 367-385, 2025, ISSN 0143-5124, EISSN 1758-7921. <a href="https://doi.org/10.1108/LM-02-2025-0027">https://doi.org/10.1108/LM-02-2025-0027</a>, @2025 <a href="#">Линк</a></p> <p>22. Li, T., Zhang, D. "Exploring the Digital Humanities Technology Framework from a Research Paradigm Perspective". Library and Information Service, 2025, 69(4): 103-113, ISSN:0143-5124. DOI: 10.13266/j.issn.0252-3116.2025.04.009, @2025 <a href="#">Линк</a></p>	Web of Science  Scopus