

Creating randomness with games

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CyberGenomics : application of behavioral genetics in cybersecurity

Domarkiene, Ingrida; Ambrozaityte, Laima; Bukauskas, Linas; Rancelis, Tautvydas; **Sütterlin, Stefan**; Knox, Benjamin James; **Maennel, Kaie**; **Maennel, Olaf Manuel**; Parish, Karen; Lugo, Ricardo Gregorio; Brilingaite, Agne Behavioral Sciences 2021 / art. 152 <https://doi.org/10.3390/bs11110152> [Journal metrics at Scopus](#) [Article at Scopus](#) [Journal metrics at WOS](#) [Article at WOS](#)

Dynamic predictive modeling approach of user behavior in virtual reality based application

Köse, Ahmet; **Tepļakov, Aleksei**; **Petlenkov, Eduard** 2019 27th Mediterranean Conference on Control and Automation (MED) 2019 / p. 57-62 : ill <https://doi.org/10.1109/MED.2019.8798521>

Real time data communication for intelligent extended reality applications

Köse, Ahmet; **Tepļakov, Aleksei**; **Petlenkov, Eduard** 2020 IEEE International Conference on Computational Intelligence and Virtual Environments for Measurement Systems and Applications (CIVEMSA), 22-24 June 2020 : proceedings 2021 / 6 p <https://doi.org/10.1109/CIVEMSA48639.2020.9132970>

Towards assessment of behavioral patterns in a virtual reality environment

Köse, Ahmet; **Tepļakov, Aleksei**; **Abel, Mihkel**; **Petlenkov, Eduard** Augmented Reality, Virtual Reality, and Computer Graphics : 6th International Conference, AVR 2019 : Santa Maria al Bagno, Italy, June 24–27, 2019 : Proceedings. Part I 2019 / p. 237–253 : ill https://doi.org/10.1007/978-3-030-25965-5_18 [Conference proceeding at Scopus](#) [Article at Scopus](#) [Conference proceeding at WOS](#) [Article at WOS](#)