



## Tomas Blažauskas

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Tomas Blažauskas received a Ph.D. degree in Computer Science, in 2003. He is currently a Professor with the Department of Software Engineering, Faculty of Informatics, Kaunas University of Technology. Also, he leads the Virtual and Augmented Reality laboratory department. He has authored more than 50 research articles and publications. Virtual reality solutions designed by his research group were demonstrated in more than 20 exhibitions and other events. His scientific interests include multimodal input and output interfaces, smart well-being technologies, augmented and virtual reality systems, and gamification in e-learning.

### Some recent publications:

1. Swacha, Jakub; Maskeliūnas, Rytis; Damaševičius, Robertas; Kulikajevs, Audrius; Blažauskas, Tomas; Muszyńska, Karolina; Miluniec, Agnieszka; Kowalska, Magdalena. Introducing sustainable development topics into computer science education: design and evaluation of the Eco JSity game // Sustainability. Basel : MDPI. ISSN 2071-1050. 2021, vol. 13, iss. 8, art. no. 4244, p. 1-17. DOI: 10.3390/su13084244.

2. Maskeliūnas, Rytis; Kulikajevs, Audrius; Blažauskas, Tomas; Damaševičius, Robertas; Swacha, Jakub. An interactive serious mobile game for supporting the learning of programming in javascript in the context of eco-friendly city management // Computers. Basel : MDPI. ISSN 2073-431X. 2020, vol. 9, iss. 4, art. no. 102, p. 1-18. DOI: 10.3390/computers9040102.

3. Valatkevičius, Tomas; Paulauskas, Andrius; Blažauskas, Tomas; Bartkutė, Reda. The mobile application based on augmented reality for learning STEM subjects // Information and software technologies: 24th international conference, ICIST 2018, Vilnius, Lithuania, October 4–6, 2018: proceedings / editors: R. Damaševičius, G. Vasiljeviėnė. Cham : Springer, 2018. ISBN 9783319999715. eISBN 9783319999722. p. 476-482. (Communications in computer and information science, ISSN 1865-0929, eISSN 1865-0937 ; Vol. 920). DOI: 10.1007/978-3-319-99972-2\_39.

4. Blažauskas, Tomas; Maskeliūnas, Rytis; Bartkutė, Reda; Kersienė, Vitalija; Jurkeviciute, Indre; Dubosas, Mindaugas. Virtual reality in education: new ways to learn // Information and software technologies: 23rd international conference, ICIST 2017, Druskininkai, Lithuania, October 12–14, 2017: proceedings / R. Damaševičius, V. Mikašytė (eds.). Cham : Springer, 2017. ISBN 9783319676418. eISBN 9783319676425. p. 457-465. (Communications in computer and information science, ISSN 1865-0929, eISSN 1865-0937 ; Vol. 756). DOI:

10.1007/978-3-319-67642-5\_38.

5. Gudonienė, Daina; Blažauskas, Tomas. The ways of using augmented reality in education // Information and software technologies: 24th international conference, ICIST 2018, Vilnius, Lithuania, October 4–6, 2018: proceedings / editors: R. Damaševičius, G. Vasiljeviene. Cham : Springer, 2018. ISBN 9783319999715. eISBN 9783319999722. p. 483-490. (Communications in computer and information science, ISSN 1865-0929, eISSN 1865-0937 ; Vol. 920). DOI: 10.1007/978-3-319-99972-2\_40.

6. Štuikys, Vytautas; Burbaitė, Renata; Blažauskas, Tomas; Barisas, Dominykas; Binkis, Mikas. Model for introducing STEM1 into high school computer science education // International Journal of Engineering Education. Dublin : TEMPUS Publications. ISSN 0949-149X. 2017, Vol. 33, iss. 5, SI, p. 1684-1698.

7. Ulozienė, Ingrida; Totilienė, Milda; Paulauskas, Andrius; Blažauskas, Tomas; Marozas, Vaidotas; Kaski, Diego; Ulozas, Virgilijus. Subjective visual vertical assessment with mobile virtual reality system // Medicina. Wrocław : Elsevier Sp. z o.o. ISSN 1010-660X. eISSN 1648-9144. 2017, vol. 53, no. 6, p. 394-402. DOI: 10.1016/j.medic.2018.02.002.