Liuxing Tsao

List of Publications by Year in descending order

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LULYING TSAO

#	Article	IF	CITATIONS
1	Survey of ear anthropometry for young college students in China and its implications for earâ€related product design. Human Factors and Ergonomics in Manufacturing, 2021, 31, 86-97.	2.7	4
2	An exploratory study comparing three work/rest schedules during simulated repetitive precision work. Ergonomics, 2021, 64, 1579-1594.	2.1	1
3	General and passenger-relevant factors of work-related musculoskeletal disorders (WMSDs) among Chinese female flight attendants. Work, 2020, 66, 861-869.	1.1	3
4	Modelling performance during repetitive precision tasks using wearable sensors: a data-driven approach. Ergonomics, 2020, 63, 831-849.	2.1	10
5	Human Work and Status Evaluation Based on Wearable Sensors in Human Factors and Ergonomics: A Review. IEEE Transactions on Human-Machine Systems, 2019, 49, 72-84.	3.5	34
6	Continuous Measurement of Muscle Fatigue Using Wearable Sensors During Light Manual Operations. Lecture Notes in Computer Science, 2019, , 266-277.	1.3	2
7	Using Non-invasive Wearable Sensors to Estimate Perceived Fatigue Level in Manual Material Handling Tasks. Advances in Intelligent Systems and Computing, 2019, , 65-74.	0.6	7
8	Comparison of foot shape between recreational sprinters and non-habitual exercisers using 3D scanning data. International Journal of Industrial Ergonomics, 2018, 68, 337-343.	2.6	13
9	A Quick Method to Extract Earphone-Related Ear Dimensions Using Two-Dimensional (2D) Image. Advances in Intelligent Systems and Computing, 2018, , 321-328.	0.6	3
10	Effect of local wrist muscle fatigue on multiple assemblyâ€related psychomotor skills. Human Factors and Ergonomics in Manufacturing, 2017, 27, 210-217.	2.7	5
11	Fatigue of Chinese railway employees and its influential factors: Structural equation modelling. Applied Ergonomics, 2017, 62, 131-141.	3.1	21
12	Comparison of Rarefication Techniques for Foot Simulation Using Subject Specific Three-Dimensional Anthropometry Data. Lecture Notes in Computer Science, 2017, , 57-68.	1.3	0
13	Using subject-specific three-dimensional (3D) anthropometry data in digital human modelling: case study in hand motion simulation. Ergonomics, 2016, 59, 1526-1539.	2.1	7
14	User Requirements of Wearable Technology for Activity Tracking. Lecture Notes in Computer Science, 2016, , 436-447.	1.3	4
15	Development of a Quick Instrument Measuring Kaizen Culture (for Chinese). Procedia Manufacturing, 2015, 3, 4708-4715.	1.9	10