

Kok Wai Wong

List of Publications by Year in descending order

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45
papers

1,003
citations

1040056

9
h-index

580821

25
g-index

46
all docs

46
docs citations

46
times ranked

797
citing authors

#	ARTICLE	IF	CITATIONS
1	How does desktop virtual reality enhance learning outcomes? A structural equation modeling approach. <i>Computers and Education</i> , 2010, 55, 1424-1442.	8.3	378
2	Learning with desktop virtual reality: Low spatial ability learners are more positively affected. <i>Computers and Education</i> , 2014, 79, 49-58.	8.3	270
3	A Review of Using Virtual Reality for Learning. <i>Lecture Notes in Computer Science</i> , 2008, , 231-241.	1.3	82
4	AUC-Based Extreme Learning Machines for Supervised and Semi-Supervised Imbalanced Classification. <i>IEEE Transactions on Systems, Man, and Cybernetics: Systems</i> , 2021, 51, 7919-7930.	9.3	28
5	The use of eye tracking technology to explore learning and performance within virtual reality and mixed reality settings: a scoping review. <i>Interactive Learning Environments</i> , 2022, 30, 1338-1350.	6.4	25
6	Review of EEG-based pattern classification frameworks for dyslexia. <i>Brain Informatics</i> , 2018, 5, 4.	3.0	24
7	Relationship between accumulated temperature and quality of paddy. <i>International Journal of Food Properties</i> , 2019, 22, 19-33.	3.0	21
8	Repurposing N-Doped Grape Marc for the Fabrication of Supercapacitors with Theoretical and Machine Learning Models. <i>Nanomaterials</i> , 2022, 12, 1847.	4.1	20
9	A comparison study on the relationship between the selection of EEG electrode channels and frequency bands used in classification for emotion recognition. , 2016, , .		13
10	Resilience interventions using interactive technology: a scoping review. <i>Interactive Learning Environments</i> , 2022, 30, 1940-1955.	6.4	13
11	An interpretable fuzzy monthly rainfall spatial interpolation system for the construction of aerial rainfall maps. <i>Soft Computing</i> , 2016, 20, 4631-4643.	3.6	10
12	Language Modeling through Long-Term Memory Network. , 2019, , .		10
13	Imbalanced data classification using complementary fuzzy support vector machine techniques and SMOTE. , 2017, , .		9
14	Simulation platforms in initial teacher education: Past practice informing future potentiality. <i>Computers and Education</i> , 2021, 178, 104385.	8.3	8
15	Persuasive impact of online media: investigating the influence of visual persuasion. , 2015, , .		7
16	A neural network model used in continuous grain dryer control system. <i>Drying Technology</i> , 2022, 40, 1901-1922.	3.1	7
17	An integrated intelligent technique for monthly rainfall time series prediction. , 2014, , .		6
18	Improving Follicular Lymphoma Identification using the Class of Interest for Transfer Learning. , 2019, , .		6

#	ARTICLE	IF	CITATIONS
19	An exploration of userâ€™ facet interaction in collaborative-based personalized multiple facet selection. Knowledge-Based Systems, 2020, 209, 106444.	7.1	6
20	EEG Signal Analysis of Real-Word Reading and Nonsense-Word Reading between Adults with Dyslexia and without Dyslexia. , 2017, , .		5
21	Collaborative Filtering for Personalised Facet Selection. , 2018, , .		5
22	Using Case Studies to Explore Need Satisfaction and Frustration in Puzzle Video Games. Games and Culture, 2022, 17, 752-772.	2.8	5
23	Cluster validation methods for localization of spatial rainfall data in the northeast region of Thailand. , 2013, , .		4
24	Rule extraction from electroencephalogram signals using support vector machine. , 2017, , .		4
25	Text Document Clustering Using Memetic Feature Selection. , 2017, , .		4
26	Embodied Conversational Agents for H5N1 Pandemic Crisis. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2007, 11, 282-288.	0.9	4
27	Using misclassification data to improve classification performance. , 2015, , .		3
28	An evaluation study on text categorization using automatically generated labeled dataset. Neurocomputing, 2017, 249, 321-336.	5.9	3
29	WNet: Joint Multiple Head Detection and Head Pose Estimation from a Spectator Crowd Image. Lecture Notes in Computer Science, 2019, , 484-493.	1.3	3
30	A fuzzy data augmentation technique to improve regularisation. International Journal of Intelligent Systems, 2022, 37, 4561-4585.	5.7	3
31	H.264 and H.265 video traffic modeling using neural networks. Computer Communications, 2022, 184, 149-159.	5.1	3
32	Query Based Intelligent Web Interaction with Real World Knowledge. New Generation Computing, 2007, 26, 3-22.	3.3	2
33	A proposed framework for visualising music mood using texture image. , 2013, , .		2
34	The impact of online visual on usersâ€™™ motivation and behavioural intention - A comparison between persuasive and non-persuasive visuals. AIP Conference Proceedings, 2016, , .	0.4	2
35	Enhancing Semantic Word Representations by Embedding Deep Word Relationships. , 2019, , .		2
36	An Integrated Intelligent Technique for Monthly Rainfall Spatial Interpolation in the Northeast Region of Thailand. Lecture Notes in Computer Science, 2013, , 384-391.	1.3	2

#	ARTICLE	IF	CITATIONS
37	Improving Question Answering over Knowledge Graphs Using Graph Summarization. Lecture Notes in Computer Science, 2021, , 489-500.	1.3	2
38	MON: Multiple Output Neurons. Communications in Computer and Information Science, 2019, , 432-439.	0.5	1
39	Margin-based approach for outlier detection of industrial design data using a modified general regression neural network. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2022, 36, .	1.1	1
40	VisualChat: A Visualization Tool for Human-Machine Interaction. , 2008, , .		0
41	Guest editorial: uncertainty modelling and intelligent information processing. Memetic Computing, 2010, 2, 247-248.	4.0	0
42	Modelling the persuasive visual design model for web design: A confirmatory factor analysis with PLS-SEM. AIP Conference Proceedings, 2018, , .	0.4	0
43	Evaluating the Usability of Browsing Songs by Mood using Visual Texture. , 2019, , .		0
44	Unsupervised Text Feature Selection Using Memetic Dichotomous Differential Evolution. Algorithms, 2020, 13, 131.	2.1	0
45	Body Detection in Spectator Crowd Images Using Partial Heads. Lecture Notes in Computer Science, 2019, , 65-77.	1.3	0