Kok Wai Wong

List of Publications by Year
in descending order

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	The use of eye tracking technology to explore learning and performance within virtual reality and mixed reality settings: a scoping review. Interactive Learning Environments, 2022, 30, 1338-1350.	6.4	25
2	Resilience interventions using interactive technology: a scoping review. Interactive Learning Environments, 2022, 30, 1940-1955.	6.4	13
3	A neural network model used in continuous grain dryer control system. Drying Technology, 2022, 40, 1901-1922.	3.1	7
4	A fuzzy data augmentation technique to improve regularisation. International Journal of Intelligent Systems, 2022, 37, 4561-4585.	5.7	3
5	H.264 and H.265 video traffic modeling using neural networks. Computer Communications, 2022, 184, 149-159.	5.1	3
6	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
7	Using Case Studies to Explore Need Satisfaction and Frustration in Puzzle Video Games. Games and Culture, 2022, 17, 752-772.	2.8	5
8	Repurposing N-Doped Grape Marc for the Fabrication of Supercapacitors with Theoretical and Machine Learning Models. Nanomaterials, 2022, 12, 1847.	4.1	20
9	AUC-Based Extreme Learning Machines for Supervised and Semi-Supervised Imbalanced Classification. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2021, 51, 7919-7930.	9.3	28
10	Simulation platforms in initial teacher education: Past practice informing future potentiality. Computers and Education, 2021, 178, 104385.	8.3	8
11	Improving Question Answering overÂKnowledge Graphs Using Graph Summarization. Lecture Notes in Computer Science, 2021, , 489-500.	1.3	2
12	An exploration of userâ€"facet interaction in collaborative-based personalized multiple facet selection. Knowledge-Based Systems, 2020, 209, 106444.	7.1	6
13	Unsupervised Text Feature Selection Using Memetic Dichotomous Differential Evolution. Algorithms, 2020, 13, 131.	2.1	0
14	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
15	Enhancing Semantic Word Representations by Embedding Deep Word Relationships. , 2019, , .		2
16	Relationship between accumulated temperature and quality of paddy. International Journal of Food Properties, 2019, 22, 19-33.	3.0	21
17	Evaluating the Usability of Browsing Songs by Mood using Visual Texture. , 2019, , .		0
18	Language Modeling through Long-Term Memory Network. , 2019, , .		10

#	Article	IF	Citations
19	Improving Follicular Lymphoma Identification using the Class of Interest for Transfer Learning. , 2019, , .		6
20	MON: Multiple Output Neurons. Communications in Computer and Information Science, 2019, , 432-439.	0.5	1
21	Body Detection in Spectator Crowd Images Using Partial Heads. Lecture Notes in Computer Science, 2019, , 65-77.	1.3	0
22	Collaborative Filtering for Personalised Facet Selection. , 2018, , .		5
23	Modelling the persuasive visual design model for web design: A confirmatory factor analysis with PLS-SEM. AIP Conference Proceedings, 2018, , .	0.4	0
24	Review of EEG-based pattern classification frameworks for dyslexia. Brain Informatics, 2018, 5, 4.	3.0	24
25	Rule extraction from electroencephalogram signals using support vector machine. , 2017, , .		4
26	An evaluation study on text categorization using automatically generated labeled dataset. Neurocomputing, 2017, 249, 321-336.	5.9	3
27	Text Document Clustering Using Memetic Feature Selection. , 2017, , .		4
28	EEG Signal Analysis of Real-Word Reading and Nonsense-Word Reading between Adults with Dyslexia and without Dyslexia. , 2017, , .		5
29	Imbalanced data classification using complementary fuzzy support vector machine techniques and SMOTE. , 2017, , .		9
30	An interpretable fuzzy monthly rainfall spatial interpolation system for the construction of aerial rainfall maps. Soft Computing, 2016, 20, 4631-4643.	3.6	10
31	A comparison study on the relationship between the selection of EEG electrode channels and frequency bands used in classification for emotion recognition. , 2016, , .		13
32	The impact of online visual on users' motivation and behavioural intention - A comparison between persuasive and non-persuasive visuals. AIP Conference Proceedings, 2016, , .	0.4	2
33	Persuasive impact of online media: investigating the influence of visual persuasion. , 2015, , .		7
34	Using misclassification data to improve classification performance. , 2015, , .		3
35	An integrated intelligent technique for monthly rainfall time series prediction. , 2014, , .		6
36	Learning with desktop virtual reality: Low spatial ability learners are more positively affected. Computers and Education, 2014, 79, 49-58.	8.3	270

#	Article	IF	Citations
37	A proposed framework for visualising music mood using texture image. , 2013, , .		2
38	Cluster validation methods for localization of spatial rainfall data in the northeast region of Thailand. , 2013, , .		4
39	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
40	Guest editorial: uncertainty modelling and intelligent information processing. Memetic Computing, 2010, 2, 247-248.	4.0	0
41	How does desktop virtual reality enhance learning outcomes? A structural equation modeling approach. Computers and Education, 2010, 55, 1424-1442.	8.3	378
42	VisualChat: A Visualization Tool for Human-Machine Interaction. , 2008, , .		0
43	A Review of Using Virtual Reality for Learning. Lecture Notes in Computer Science, 2008, , 231-241.	1.3	82
44	Query Based Intelligent Web Interaction with Real World Knowledge. New Generation Computing, 2007, 26, 3-22.	3.3	2
45	Embodied Conversational Agents for H5N1 Pandemic Crisis. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2007, 11, 282-288.	0.9	4