Chih-Ming Chen

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/2533603/publications.pdf

Version: 2024-02-01

76	3,711	218677	276875
papers	citations	26 h-index	41 g-index

76	76	76	2515
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Personalized e-learning system using Item Response Theory. Computers and Education, 2005, 44, 237-255.	8.3	374
2	Effects of different video lecture types on sustained attention, emotion, cognitive load, and learning performance. Computers and Education, 2015, 80, 108-121.	8.3	335
3	Personalized mobile English vocabulary learning system based on item response theory and learning memory cycle. Computers and Education, 2008, 51, 624-645.	8.3	320
4	Intelligent web-based learning system with personalized learning path guidance. Computers and Education, 2008, 51, 787-814.	8.3	294
5	An efficient fuzzy classifier with feature selection based on fuzzy entropy. IEEE Transactions on Systems, Man, and Cybernetics, 2001, 31, 426-432.	5.0	219
6	Personalised context-aware ubiquitous learning system for supporting effective English vocabulary learning. Interactive Learning Environments, 2010, 18, 341-364.	6.4	216
7	Interactive augmented reality system for enhancing library instruction inÂelementary schools. Computers and Education, 2012, 59, 638-652.	8.3	207
8	Personalized E-learning system with self-regulated learning assisted mechanisms for promoting learning performance. Expert Systems With Applications, 2009, 36, 8816-8829.	7.6	121
9	Webâ€based reading annotation system with an attentionâ€based selfâ€regulated learning mechanism for promoting reading performance. British Journal of Educational Technology, 2014, 45, 959-980.	6.3	99
10	Assessing the attention levels of students by using a novel attention aware system based on brainwave signals. British Journal of Educational Technology, 2017, 48, 348-369.	6.3	89
11	Enhancing digital reading performance with a collaborative reading annotation system. Computers and Education, 2014, 77, 67-81.	8.3	88
12	Assessing the effects of different multimedia materials on emotions and learning performance for visual and verbal style learners. Computers and Education, 2012, 59, 1273-1285.	8.3	87
13	A self-organizing HCMAC neural-network classifier. IEEE Transactions on Neural Networks, 2003, 14, 15-27.	4.2	80
14	Mobile formative assessment tool based on data mining techniques for supporting web-based learning. Computers and Education, 2009, 52, 256-273.	8.3	76
15	Ontologyâ€based concept map for planning a personalised learning path. British Journal of Educational Technology, 2009, 40, 1028-1058.	6.3	70
16	Using emotion recognition technology to assess the effects of different multimedia materials on learning emotion and performance. Library and Information Science Research, 2011, 33, 244-255.	2.0	69
17	Web-based remote human pulse monitoring system with intelligent data analysis for home health care. Expert Systems With Applications, 2011, 38, 2011-2019.	7.6	62
18	Mining learner profile utilizing association rule for web-based learning diagnosis. Expert Systems With Applications, 2007, 33, 6-22.	7.6	59

#	Article	IF	Citations
19	Effects of different text display types on reading comprehension, sustained attention and cognitive load in mobile reading contexts. Interactive Learning Environments, 2016, 24, 553-571.	6.4	55
20	Two novel feature selection approaches for web page classification. Expert Systems With Applications, 2009, 36, 260-272.	7.6	46
21	Learning efficiency improvement of back-propagation algorithm by error saturation prevention method. Neurocomputing, 2001, 41, 125-143.	5.9	43
22	Emotion recognition and communication for reducing second-language speaking anxiety in a web-based one-to-one synchronous learning environment. British Journal of Educational Technology, 2011, 42, 417-440.	6.3	41
23	An intelligent mobile location-aware book recommendation system that enhances problem-based learning in libraries. Interactive Learning Environments, 2013, 21, 469-495.	6.4	41
24	Efficient auto-focus algorithm utilizing discrete difference equation prediction model for digital still cameras. IEEE Transactions on Consumer Electronics, 2006, 52, 1135-1143.	3.6	39
25	Mining learning social networks for cooperative learning with appropriate learning partners in a problem-based learning environment. Interactive Learning Environments, 2014, 22, 97-124.	6.4	35
26	Investigating the effects of structured and guided inquiry on studentsâ€™ development of conceptual knowledge and inquiry abilities: a case study in Taiwan. International Journal of Science Education, 2016, 38, 1945-1971.	1.9	32
27	Facilitating English-language learners' oral reading fluency with digital pen technology. Interactive Learning Environments, 2016, 24, 96-118.	6.4	31
28	Intelligent Web-based Tutoring System with Personalized Learning Path Guidance. , 2007, , .		30
29	Personalized Intelligent M-learning System for Supporting Effective English Learning. , 2006, , .		28
30	Learning Performance Assessment Approach Using Web-Based Learning Portfolios for E-learning Systems. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2007, 37, 1349-1359.	2.9	25
31	Enhancement of digital reading performance by using a novel web-based collaborative reading annotation system with two quality annotation filtering mechanisms. International Journal of Human Computer Studies, 2016, 86, 81-93.	5.6	25
32	Assessing effects of information architecture of digital libraries on supporting E-learning: A case study on the Digital Library of Nature & Culture. Computers and Education, 2014, 75, 92-102.	8.3	24
33	Context-Aware Ubiquitous English Learning in a Campus Environment. , 2007, , .		23
34	Ontology-based concept map for planning personalized learning path. , 2008, , .		22
35	Automatic extraction of new words based on Google News corpora for supporting lexicon-based Chinese word segmentation systems. Expert Systems With Applications, 2009, 36, 3641-3651.	7.6	22
36	Personalized Context-Aware Ubiquitous Learning System for Supporting Effectively English Vocabulary Learning. , 2007, , .		21

#	Article	IF	Citations
37	A Hierarchical Neural Network Document Classifier with Linguistic Feature Selection. Applied Intelligence, 2005, 23, 277-294.	5.3	20
38	Title is missing!. Applied Intelligence, 2002, 16, 43-58.	5.3	19
39	Interactive Location-Based Game for Supporting Effective English Learning. , 2009, , .		18
40	Forecasting reading anxiety for promoting English-language reading performance based on reading annotation behavior. Interactive Learning Environments, 2016, 24, 681-705.	6.4	17
41	Leveraging Affective Hashtags for Ranking Music Recommendations. IEEE Transactions on Affective Computing, 2021, 12, 78-91.	8.3	17
42	Mining Key Formative Assessment Rules based on Learner Profiles for Web-based Learning Systems. , 2007, , .		14
43	Intelligent location-based mobile news service system with automatic news summarization. Expert Systems With Applications, 2010, 37, 6651-6662.	7.6	14
44	Interactive Augmented Reality Game for Enhancing Library Instruction in Elementary Schools. , 2013, , .		13
45	Using emotional context from article for contextual music recommendation. , 2013, , .		13
46	Assessing the Attention Levels of Students by Using a Novel Attention Aware System Based on Brainwave Signals. , 2015, , .		13
47	An intelligent web-page classifier with fair feature-subset selection. Engineering Applications of Artificial Intelligence, 2006, 19, 967-978.	8.1	10
48	Personalized e-news monitoring agent system for tracking user-interested Chinese news events. Applied Intelligence, 2009, 30, 121-141.	5.3	9
49	Personalized E-Learning System with Self-Regulated Learning Assisted Mechanisms for Promoting Learning Performance. , 2007, , .		8
50	Web-based remote human pulse monitoring system with intelligent data analysis for home healthcare. , 2008, , .		8
51	Learning performance assessment approach using learning portfolio for e-learning systems. , 2005, , .		7
52	Social Interaction Mining Based on Wireless Sensor Networks for Promoting Cooperative Learning Performance in Classroom Learning Environment. , 2010, , .		7
53	Music Recommendation Based on Multiple Contextual Similarity Information. , 2013, , .		7
54	Personalized Intelligent English Vocabulary Learning System Based on Item Response Theory and Learning Memory Cycle. , 2006, , .		6

#	Article	IF	Citations
55	Personalized E-learning System based on Ontology-based Concept Map Generation Scheme. , 2007, , .		6
56	Effects of Different Video Lecture Types on Sustained Attention, Emotion, Cognitive Load, and Learning Performance. , 2015, , .		5
57	Mining interactive social network for recommending appropriate learning partners in a Web-based cooperative learning environment. , 2008, , .		4
58	Applying interactive mobile teaching agent to support e-learning platform for learning performance promotion. , 2005, , .		3
59	Assessing the effects of various multimedia curriculums to learning emotion and performance based on emotion recognition technology. , 2010, , .		3
60	NavWalker: Information Augmented Network Embedding. , 2018, , .		3
61	A pruning structure of self-organizing HCMAC neural network classifier. , 0, , .		2
62	Minimal Structure of Self-Organizing HCMAC Neural Network Classifier. Neural Processing Letters, 2006, 23, 201-228.	3.2	2
63	Inverse training scheme for MS_CMAC neural network to handle random training data. Neurocomputing, 2006, 70, 502-512.	5.9	2
64	Intelligent Location-Based Mobile News Service System with Automatic News Summarization. , 2009, , .		2
65	Assessing learning emotion for both the cognitive styles of visualizer and verbalizer distributed to different types of multimedia learning materials. , 2010, , .		2
66	Effective problem-based learning supported by digital library. , 2011, , .		2
67	Mining learner profile utilizing association rule for common learning misconception diagnosis. , 2005, , .		1
68	Personalized E-News Monitoring Agent System for Tracking the User-Interested Chinese News Events. , 2006, , .		1
69	Digital library with reading annotation tool for supporting effective reading learning. , 2011, , .		1
70	Using collaborative reading annotation system with self-regulated learning mechanisms to promote reading performance in English. , 2012, , .		1
71	Identifying the correlations of different multimedia materials on learning emotion and performance. , 2012, , .		1
72	Leverage Item Popularity and Recommendation Quality via Cost-Sensitive Factorization Machines. , 2014, , .		1

#	Article	IF	Citations
73	Emotion Recognition and Communication for Reducing Second-Language Speaking Anxiety in a Web-Based One-to-One Synchronous Learning Environment. Lecture Notes in Computer Science, 2010, , 439-447.	1.3	1
74	Forecasting Reading Anxiety to Promote Reading Performance Based on Annotation Behavior. , 2013, , .		0
75	Enhancement of Digital Reading Performance by Using a Novel Web-Based Collaborative Reading Annotation System with Two Quality Annotation Extraction Mechanisms. , 2015, , .		0
76	Item Concept Network: Towards Concept-based Item Representation Learning. IEEE Transactions on Knowledge and Data Engineering, 2020, , 1-1.	5.7	0