

Chek Tien Tan

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2885347/publications.pdf>

Version: 2024-02-01

33
papers

426
citations

2148532

4
h-index

2266119

5
g-index

34
all docs

34
docs citations

34
times ranked

451
citing authors

#	ARTICLE	IF	CITATIONS
1	Exploring Gameplay Experiences on the Oculus Rift. , 2015, , .		62
2	Personalised gaming. , 2012, , .		55
3	Speech-driven mobile games for speech therapy: User experiences and feasibility. International Journal of Speech-Language Pathology, 2018, 20, 644-658.	0.6	31
4	Feasibility of Automatic Speech Recognition for Providing Feedback During Tablet-Based Treatment for Apraxia of Speech Plus Aphasia. American Journal of Speech-Language Pathology, 2019, 28, 818-834.	0.9	29
5	A feasibility study in using facial expressions analysis to evaluate player experiences. , 2012, , .		23
6	sPeAK-MAN. , 2013, , .		22
7	Combining think-aloud and physiological data to understand video game experiences. , 2014, , .		18
8	An initial understanding of how game users explore virtual environments. Entertainment Computing, 2017, 19, 13-27.	1.8	16
9	Towards an expression recognition game to assist the emotional development of children with autism spectrum disorders. , 2012, , .		15
10	CopyMe. , 2014, , .		15
11	13 Game Lenses for Designing Diverse Interactive Jogging Systems. , 2017, , .		15
12	Can you CopyMe?. , 2013, , .		13
13	Inferring Player Experiences Using Facial Expressions Analysis. , 2014, , .		13
14	CopyMe. , 2014, , .		13
15	JoggAR. , 2015, , .		11
16	Towards a MOOC game. , 2013, , .		10
17	Retrogaming as visual feedback for speech therapy. , 2014, , .		9
18	Crowdsourcing facial expressions using popular gameplay. , 2013, , .		7

#	ARTICLE	IF	CITATIONS
19	A safe low-cost HMD for underwater VR experiences. , 2016, , .		6
20	A combined tactical and strategic hierarchical learning framework in multi-agent games. , 2008, , .		5
21	Tactical Agent Personality. International Journal of Computer Games Technology, 2011, 2011, 1-16.	1.6	5
22	BeFaced. , 2014, , .		5
23	Understanding players' map exploration styles. , 2016, , .		5
24	Persuasive environments: Argumentation models in serious games. , 2012, , .		4
25	A Scouting Strategy for Real-Time Strategy Games. , 2014, , .		4
26	Step kinnection. , 2014, , .		4
27	Tool Design Jam. , 2015, , .		4
28	Speech invaders & yak-man. , 2014, , .		3
29	Initial Perceptions of a Touch-Based Tablet Handwriting Serious Game. Lecture Notes in Computer Science, 2013, , 172-175.	1.0	2
30	Visual feedback of acoustic data for speech therapy. , 2012, , .		1
31	Use of student-designed authorware for e-mediated science and technology learning. , 2012, , .		1
32	SimEnv: Understanding and supporting the creation of outcome-driven simulations. , 2012, , .		0
33	BeFaced. , 2013, , .		0