Chee Siang Ang

List of Publications by Year
in descending order

51 papers	1,730 citations	279798 23 h-index	302126 39 g-index
54 all docs	54 docs citations	54 times ranked	2039 citing authors

#	Article	IF	Citations
1	Cultural Differences in Collaborative Authoring of Wikipedia. Journal of Computer-Mediated Communication, 2006, 12, 88-113.	3.3	200
2	Deep learning analysis of mobile physiological, environmental and location sensor data for emotion detection. Information Fusion, 2019, 49, 46-56.	19.1	192
3	Fully portable and wireless universal brain–machine interfaces enabled by flexible scalp electronics and deep learning algorithm. Nature Machine Intelligence, 2019, 1, 412-422.	16.0	109
4	A model of cognitive loads in massively multiplayer online role playing games. Interacting With Computers, 2007, 19, 167-179.	1.5	98
5	Soft, wireless periocular wearable electronics for real-time detection of eye vergence in a virtual reality toward mobile eye therapies. Science Advances, 2020, 6, eaay1729.	10.3	98
6	Understanding tablet computer usage among primary school students in underdeveloped areas: Students' technology experience, learning styles and attitudes. Computers in Human Behavior, 2016, 55, 1131-1144.	8.5	83
7	Is your virtual self as sensational as your real? Virtual Reality: The effect of body consciousness on the experience of exercise sensations. Psychology of Sport and Exercise, 2019, 41, 218-224.	2.1	44
8	The lesbian, gay, bisexual and transgender community online: discussions of bullying and self-disclosure in YouTube videos. Behaviour and Information Technology, 2015, 34, 704-712.	4.0	43
9	Bringing the outside in: The feasibility of virtual reality with people with dementia in an inpatient psychiatric care setting. Dementia, 2021, 20, 106-129.	2.0	43
10	Age differences in the perception of social presence in the use of 3D virtual world for social interaction. Interacting With Computers, 2012, 24, 280-291.	1.5	42
11	SOCIAL ROLES OF PLAYERS IN MMORPG GUILDS. Information, Communication and Society, 2010, 13, 592-614.	4.0	38
12	NotiMind: Utilizing Responses to Smart Phone Notifications as Affective Sensors. IEEE Access, 2017, 5, 22023-22035.	4.2	38
13	Exploring the potential of virtual worlds in engaging older people and supporting healthy aging. Behaviour and Information Technology, 2014, 33, 283-294.	4.0	36
14	Rules, gameplay, and narratives in video games. Simulation and Gaming, 2006, 37, 306-325.	1.9	34
15	Computer Games and Sociocultural Play: An Activity Theoretical Perspective. Games and Culture, 2010, 5, 354-380.	2.8	34
16	Clinical utility of virtual reality in pain management: a comprehensive research review. British Journal of Neuroscience Nursing, 2017, 13, 133-143.	0.2	34
17	Soft Electronics Enabled Ergonomic Human-Computer Interaction for Swallowing Training. Scientific Reports, 2017, 7, 46697.	3.3	32
18	Bring the Outside In. , 2019, , .		32

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19	"Now i can see me"designing a multi-user virtual reality remote psychotherapy for body weight and shape concerns. Human-Computer Interaction, 2022, 37, 314-340.	4.4	32
20	Large-scale analysis of self-disclosure patterns among online social networks users: a Russian context. Knowledge and Information Systems, 2012, 32, 609-628.	3.2	31
21	Exploring the Internet of &#x201C;Educational Things&#x201D;(IoET) in rural underprivileged areas. , 2015, , .		30
22	Believing Is Seeing: A Proof-of-Concept Semiexperimental Study on Using Mobile Virtual Reality to Boost the Effects of Interpretation Bias Modification for Anxiety. JMIR Mental Health, 2019, 6, e11517.	3.3	28
23	Challenges in Improving Energy Efficiency in a University Campus Through the Application of Persuasive Technology and Smart Sensors. Challenges, 2012, 3, 290-318.	1.7	27
24	A persuasive feedback support system for energy conservation and carbon emission reduction in campus residential buildings. Energy and Buildings, 2014, 82, 719-732.	6.7	27
25	A comparison of empathic communication pattern for teenagers and older people in online support communities. Behaviour and Information Technology, 2011, 30, 617-628.	4.0	26
26	Integrating persuasive technology with energy delegates for energy conservation and carbon emission reduction in a university campus. Energy, 2014, 76, 357-374.	8.8	26
27	Comparison of engagement and emotional responses of older and younger adults interacting with 3D cultural heritage artefacts on personal devices. Behaviour and Information Technology, 2015, 34, 1064-1078.	4.0	25
28	HCI issues in computer games. Interacting With Computers, 2007, 19, 135-139.	1.5	24
29	Issues and challenges of teaching and learning in 3D virtual worlds: real life case studies. Educational Media International, 2009, 46, 223-238.	1.7	22
30	The Men's Safer Sex (MenSS) trial: protocol for a pilot randomised controlled trial of an interactive digital intervention to increase condom use in men. BMJ Open, 2015, 5, e007552-e007552.	1.9	19
31	Use of brain computer interfaces in neurological rehabilitation. British Journal of Neuroscience Nursing, 2011, 7, 523-528.	0.2	18
32	A Reflection on Virtual Reality Design for Psychological, Cognitive and Behavioral Interventions: Design Needs, Opportunities and Challenges. International Journal of Human-Computer Interaction, 2021, 37, 851-866.	4.8	16
33	Challenges of designing for sociability to enhance player experience in Massively Multi-player Online Role-playing Games. Behaviour and Information Technology, 2013, 32, 724-734.	4.0	15
34	Interaction networks and patterns of guild community in massively multiplayer online games. Social Network Analysis and Mining, 2011, 1, 341-353.	2.8	14
35	Characteristics and usage patterns of older people in a 3D online multi-user virtual environment. Computers in Human Behavior, 2012, 28, 1873-1882.	8.5	14
36	Towards image-based cancer cell lines authentication using deep neural networks. Scientific Reports, 2020, 10, 19857.	3.3	14

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37	The Men's Safer Sex project: intervention development and feasibility randomised controlled trial of an interactive digital intervention to increase condom use in men. Health Technology Assessment, 2016, 20, 1-124.	2.8	13
38	Effects of gesture-based avatar-mediated communication on brainstorming and negotiation tasks among younger users. Computers in Human Behavior, 2013, 29, 1204-1211.	8.5	12
39	How Real Is Unreal?. Lecture Notes in Computer Science, 2017, , 273-288.	1.3	10
40	Defining the Content of an Online Sexual Health Intervention: The MenSS Website. JMIR Research Protocols, 2015, 4, e82.	1.0	10
41	SnapAppy: A positive psychology intervention using smartphone photography to improve emotional well-being. Pervasive and Mobile Computing, 2021, 73, 101369.	3.3	9
42	Swallowing detection for game control: Using skin-like electronics to support people with dysphagia. , 2017, , .		6
43	Developing virtual environments for older users: Case studies of virtual environments iteratively developed for older users and people with dementia. , 2017, , .		6
44	A crowdsourcing semi-automatic image segmentation platform for cell biology. Computers in Biology and Medicine, 2021, 130, 104204.	7.0	6
45	Investigating the use of sensor-based IoET to facilitate learning for children in rural Thailand. PLoS ONE, 2018, 13, e0201875.	2.5	5
46	Can the crowd tell how I feel? Trait empathy and ethnic background in a visual pain judgment task. Universal Access in the Information Society, 2018, 17, 649-661.	3.0	3
47	Efficient Channel Selection Approach for Motor Imaginary Classification based on Convolutional Neural Network. , 2018, , .		3
48	Communicating Empathy: Can Technology Intervention Promote Pro-Social Behavior?—Review and Perspectives. Advanced Science Letters, 2018, 24, 1643-1646.	0.2	3
49	Investigation of physical activity, sleep, and mental health recovery in treatment resistant depression (TRD) patients receiving repetitive transcranial magnetic stimulation (rTMS) treatment. Journal of Affective Disorders Reports, 2022, 8, 100337.	1.7	3
50	Emotional correlates of unirhinal odour identification. Laterality, 2016, 21, 85-99.	1.0	2
51	Sampling Electrocardiography Confirmation for a Virtual Reality Pain Management Tool. Lecture Notes in Computer Science, 2020, , 399-414.	1.3	0