

Chee Siang Ang

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2926560/publications.pdf>

Version: 2024-02-01

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	“Now i can see me”-designing a multi-user virtual reality remote psychotherapy for body weight and shape concerns. <i>Human-Computer Interaction</i> , 2022, 37, 314-340.	4.4	32
2	Investigation of physical activity, sleep, and mental health recovery in treatment resistant depression (TRD) patients receiving repetitive transcranial magnetic stimulation (rTMS) treatment. <i>Journal of Affective Disorders Reports</i> , 2022, 8, 100337.	1.7	3
3	A Reflection on Virtual Reality Design for Psychological, Cognitive and Behavioral Interventions: Design Needs, Opportunities and Challenges. <i>International Journal of Human-Computer Interaction</i> , 2021, 37, 851-866.	4.8	16
4	Bringing the outside in: The feasibility of virtual reality with people with dementia in an inpatient psychiatric care setting. <i>Dementia</i> , 2021, 20, 106-129.	2.0	43
5	A crowdsourcing semi-automatic image segmentation platform for cell biology. <i>Computers in Biology and Medicine</i> , 2021, 130, 104204.	7.0	6
6	SnapAppy: A positive psychology intervention using smartphone photography to improve emotional well-being. <i>Pervasive and Mobile Computing</i> , 2021, 73, 101369.	3.3	9
7	Towards image-based cancer cell lines authentication using deep neural networks. <i>Scientific Reports</i> , 2020, 10, 19857.	3.3	14
8	Soft, wireless periocular wearable electronics for real-time detection of eye vergence in a virtual reality toward mobile eye therapies. <i>Science Advances</i> , 2020, 6, eaay1729.	10.3	98
9	Sampling Electrocardiography Confirmation for a Virtual Reality Pain Management Tool. <i>Lecture Notes in Computer Science</i> , 2020, , 399-414.	1.3	0
10	Is your virtual self as sensational as your real? Virtual Reality: The effect of body consciousness on the experience of exercise sensations. <i>Psychology of Sport and Exercise</i> , 2019, 41, 218-224.	2.1	44
11	Fully portable and wireless universal brain-machine interfaces enabled by flexible scalp electronics and deep learning algorithm. <i>Nature Machine Intelligence</i> , 2019, 1, 412-422.	16.0	109
12	Bring the Outside In. , 2019, , .		32
13	Deep learning analysis of mobile physiological, environmental and location sensor data for emotion detection. <i>Information Fusion</i> , 2019, 49, 46-56.	19.1	192
14	Believing Is Seeing: A Proof-of-Concept Semiexperimental Study on Using Mobile Virtual Reality to Boost the Effects of Interpretation Bias Modification for Anxiety. <i>JMIR Mental Health</i> , 2019, 6, e11517.	3.3	28
15	Can the crowd tell how I feel? Trait empathy and ethnic background in a visual pain judgment task. <i>Universal Access in the Information Society</i> , 2018, 17, 649-661.	3.0	3
16	Efficient Channel Selection Approach for Motor Imaginary Classification based on Convolutional Neural Network. , 2018, , .		3
17	Investigating the use of sensor-based IoET to facilitate learning for children in rural Thailand. <i>PLoS ONE</i> , 2018, 13, e0201875.	2.5	5
18	Communicating Empathy: Can Technology Intervention Promote Pro-Social Behavior?â€”Review and Perspectives. <i>Advanced Science Letters</i> , 2018, 24, 1643-1646.	0.2	3

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19	Soft Electronics Enabled Ergonomic Human-Computer Interaction for Swallowing Training. Scientific Reports, 2017, 7, 46697.	3.3	32
20	Clinical utility of virtual reality in pain management: a comprehensive research review. British Journal of Neuroscience Nursing, 2017, 13, 133-143.	0.2	34
21	Swallowing detection for game control: Using skin-like electronics to support people with dysphagia. , 2017, , .		6
22	NotiMind: Utilizing Responses to Smart Phone Notifications as Affective Sensors. IEEE Access, 2017, 5, 22023-22035.	4.2	38
23	Developing virtual environments for older users: Case studies of virtual environments iteratively developed for older users and people with dementia. , 2017, , .		6
24	How Real Is Unreal?. Lecture Notes in Computer Science, 2017, , 273-288.	1.3	10
25	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
26	Emotional correlates of unirhinal odour identification. Laterality, 2016, 21, 85-99.	1.0	2
27	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
28	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
29	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
30	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
31	Exploring the Internet of “Educational Things”(IoET) in rural underprivileged areas. , 2015, , .		30
32	Defining the Content of an Online Sexual Health Intervention: The MenSS Website. JMIR Research Protocols, 2015, 4, e82.	1.0	10
33	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
34	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
35	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
36	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

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37	Challenges of designing for sociability to enhance player experience in Massively Multi-player Online Role-playing Games. <i>Behaviour and Information Technology</i> , 2013, 32, 724-734.	4.0	15
38	Challenges in Improving Energy Efficiency in a University Campus Through the Application of Persuasive Technology and Smart Sensors. <i>Challenges</i> , 2012, 3, 290-318.	1.7	27
39	Large-scale analysis of self-disclosure patterns among online social networks users: a Russian context. <i>Knowledge and Information Systems</i> , 2012, 32, 609-628.	3.2	31
40	Characteristics and usage patterns of older people in a 3D online multi-user virtual environment. <i>Computers in Human Behavior</i> , 2012, 28, 1873-1882.	8.5	14
41	Age differences in the perception of social presence in the use of 3D virtual world for social interaction. <i>Interacting With Computers</i> , 2012, 24, 280-291.	1.5	42
42	A comparison of empathic communication pattern for teenagers and older people in online support communities. <i>Behaviour and Information Technology</i> , 2011, 30, 617-628.	4.0	26
43	Use of brain computer interfaces in neurological rehabilitation. <i>British Journal of Neuroscience Nursing</i> , 2011, 7, 523-528.	0.2	18
44	Interaction networks and patterns of guild community in massively multiplayer online games. <i>Social Network Analysis and Mining</i> , 2011, 1, 341-353.	2.8	14
45	Computer Games and Sociocultural Play: An Activity Theoretical Perspective. <i>Games and Culture</i> , 2010, 5, 354-380.	2.8	34
46	SOCIAL ROLES OF PLAYERS IN MMORPG GUILDS. <i>Information, Communication and Society</i> , 2010, 13, 592-614.	4.0	38
47	Issues and challenges of teaching and learning in 3D virtual worlds: real life case studies. <i>Educational Media International</i> , 2009, 46, 223-238.	1.7	22
48	A model of cognitive loads in massively multiplayer online role playing games. <i>Interacting With Computers</i> , 2007, 19, 167-179.	1.5	98
49	HCI issues in computer games. <i>Interacting With Computers</i> , 2007, 19, 135-139.	1.5	24
50	Rules, gameplay, and narratives in video games. <i>Simulation and Gaming</i> , 2006, 37, 306-325.	1.9	34
51	Cultural Differences in Collaborative Authoring of Wikipedia. <i>Journal of Computer-Mediated Communication</i> , 2006, 12, 88-113.	3.3	200