

# Chun-Heng Ho

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3749871/publications.pdf>

Version: 2024-02-01

20  
papers

295  
citations

1307594

7  
h-index

1058476

14  
g-index

22  
all docs

22  
docs citations

22  
times ranked

226  
citing authors

#	ARTICLE	IF	CITATIONS
1	Some phenomena of problem decomposition strategy for design thinking: differences between novices and experts. <i>Design Studies</i> , 2001, 22, 27-45.	3.1	129
2	Can pupil size be measured to assess design products?. <i>International Journal of Industrial Ergonomics</i> , 2014, 44, 436-441.	2.6	50
3	Usability principles and best practices for the user interface design of complex 3D architectural design and engineering tools. <i>International Journal of Human Computer Studies</i> , 2010, 68, 90-104.	5.6	34
4	An investigation of 2D and 3D spatial and mathematical abilities. <i>Design Studies</i> , 2006, 27, 505-524.	3.1	21
5	Enhancement of reading experience. <i>Library Hi Tech</i> , 2014, 32, 509-528.	5.1	13
6	Promoting in-depth reading experience and acceptance: design and assessment of Tablet reading interfaces. <i>Behaviour and Information Technology</i> , 2014, 33, 606-618.	4.0	12
7	Application of analytic network process and two-dimensional matrix evaluating decision for design strategy. <i>Computers and Industrial Engineering</i> , 2016, 98, 237-245.	6.3	8
8	Investigating vehicle interior designs using models that evaluate user sensory experience and perceived value. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2020, 34, 401-420.	1.1	8
9	A Study on Color Emotion for Plastic Eyewear. <i>Advanced Concurrent Engineering</i> , 2010, , 147-162.	0.2	5
10	Optical health analysis of visual comfort for bright screen display based on back propagation neural network. <i>Computer Methods and Programs in Biomedicine</i> , 2020, 196, 105600.	4.7	4
11	Analysis of Brightness and Color Temperature of Liquid Crystal Display on Visual Comfort Based on Eye Health Monitoring of Humans. <i>Journal of Medical Imaging and Health Informatics</i> , 2020, 10, 1359-1364.	0.3	4
12	A Usability Evaluation of Diabetes Mobile Applications. <i>Lecture Notes in Computer Science</i> , 2019, , 3-15.	1.3	3
13	Sensory importance and emotions at early stage of product experiences. , 2011, , .		1
14	The Cognition of the Elderly on the Icons of Smart Phones. <i>Advances in Intelligent Systems and Computing</i> , 2018, , 612-621.	0.6	1
15	Application of QFD and AHP in Curriculum Planning of Industrial Design. , 0, , .		1
16	Investigating vehicle interior designs using models that evaluate user sensory experience and perceived value “ CORRIGENDUM. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2020, 34, 531-531.	1.1	1
17	Quantifying influence from form manipulation of artificial facial expression to viewers. <i>Digital Creativity</i> , 2014, 25, 313-329.	1.6	0
18	A Study on The Behaviour of Using Traditional Map of The Independent Traveller. <i>Advances in Intelligent Systems and Computing</i> , 2018, , 104-112.	0.6	0

#	ARTICLE	IF	CITATIONS
19	Relationship Enhancer: Interactive Recipe in Kitchen Island. Lecture Notes in Computer Science, 2009, , 641-650.	1.3	0
20	The Consistency Between the Real Affordance and the Perceived Affordance: In the Case of Gripping a Mug. Advanced Concurrent Engineering, 2010, , 183-192.	0.2	0