Chun-Heng Ho

List of Publications by Year
in descending order

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	Investigating vehicle interior designs using models that evaluate user sensory experience and perceived value. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2020, 34, 401-420.	1.1	8
2	Optical health analysis of visual comfort for bright screen display based on back propagation neural network. Computer Methods and Programs in Biomedicine, 2020, 196, 105600.	4.7	4
3	Analysis of Brightness and Color Temperature of Liquid Crystal Display on Visual Comfort Based on Eye Health Monitoring of Humans. Journal of Medical Imaging and Health Informatics, 2020, 10, 1359-1364.	0.3	4
4	Investigating vehicle interior designs using models that evaluate user sensory experience and perceived value â€" CORRIGENDUM. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2020, 34, 531-531.	1.1	1
5	A Usability Evaluation of Diabetes Mobile Applications. Lecture Notes in Computer Science, 2019, , 3-15.	1.3	3
6	A Study on The Behaviour of Using Traditional Map of The Independent Traveller. Advances in Intelligent Systems and Computing, 2018, , 104-112.	0.6	0
7	The Cognition of the Elderly on the Icons of Smart Phones. Advances in Intelligent Systems and Computing, 2018, , 612-621.	0.6	1
8	Application of analytic network process and two-dimensional matrix evaluating decision for design strategy. Computers and Industrial Engineering, 2016, 98, 237-245.	6.3	8
9	Quantifying influence from form manipulation of artificial facial expression to viewers. Digital Creativity, 2014, 25, 313-329.	1.6	0
10	Promoting in-depth reading experience and acceptance: design and assessment of Tablet reading interfaces. Behaviour and Information Technology, 2014, 33, 606-618.	4.0	12
11	Enhancement of reading experience. Library Hi Tech, 2014, 32, 509-528.	5.1	13
12	Can pupil size be measured to assess design products?. International Journal of Industrial Ergonomics, 2014, 44, 436-441.	2.6	50
13	Sensory importance and emotions at early stage of product experiences. , 2011, , .		1
14	Usability principles and best practices for the user interface design of complex 3D architectural design and engineering tools. International Journal of Human Computer Studies, 2010, 68, 90-104.	5.6	34
15	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
16	A Study on Color Emotion for Plastic Eyewear. Advanced Concurrent Engineering, 2010, , 147-162.	0.2	5
17	Relationship Enhancer: Interactive Recipe in Kitchen Island. Lecture Notes in Computer Science, 2009, , 641-650.	1.3	0
18	An investigation of 2D and 3D spatial and mathematical abilities. Design Studies, 2006, 27, 505-524.	3.1	21

#	Article	IF	Citations
19	Some phenomena of problem decomposition strategy for design thinking: differences between novices and experts. Design Studies, 2001, 22, 27-45.	3.1	129
20	Application of QFD and AHP in Curriculum Planning of Industrial Design. , 0, , .		1