

Ethel Ong

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4538853/publications.pdf>

Version: 2024-02-01

19
papers

42
citations

2942236

2
h-index

2501632

4
g-index

20
all docs

20
docs citations

20
times ranked

18
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Designing A Virtual Talking Companion to Support the Social-Emotional Learning of Children with ASD. , 2022, , . | | 1 |
| 2 | Investigating the Acceptability and Perceived Effectiveness of a Chatbot in Helping Students Assess their Well-being. , 2021, , . | | 5 |
| 3 | Beyond the Scene: A Comparative Analysis of Two Storytelling-based Conversational Agents. , 2021, , . | | 0 |
| 4 | At Home with Alexa: A Tale of Two Conversational Agents. Lecture Notes in Computer Science, 2020, , 495-503. | 1.0 | 2 |
| 5 | Investigating Studentsâ€™ Use of a Mental Health Chatbot to Alleviate Academic Stress. , 2020, , . | | 13 |
| 6 | Exploring Hybrid Linguistic Feature Sets to Measure Filipino Text Readability. , 2020, , . | | 1 |
| 7 | Challenges Posed by Voice Interface to Child- Agent Collaborative Storytelling. , 2019, , . | | 2 |
| 8 | Driving the Narrative Flow of an Interactive Storytelling System for Case Studies. Lecture Notes in Computer Science, 2018, , 73-81. | 1.0 | 0 |
| 9 | Building a Commonsense Knowledge Base for a Collaborative Storytelling Agent. Lecture Notes in Computer Science, 2018, , 1-15. | 1.0 | 2 |
| 10 | Towards a Narrative-Based Game Environment for Simulating Business Decisions. Lecture Notes in Computer Science, 2017, , 290-294. | 1.0 | 1 |
| 11 | Generating Childrenâ€™s Stories from Character and Event Models. Lecture Notes in Computer Science, 2017, , 266-280. | 1.0 | 1 |
| 12 | Building a Semantic Ontology for Virtual Peers in Narrative-Based Environments. Lecture Notes in Computer Science, 2017, , 65-76. | 1.0 | 1 |
| 13 | A Conversational Agent to Shift Studentsâ€™ Affect State. Lecture Notes in Computer Science, 2016, , 86-97. | 1.0 | 0 |
| 14 | Extracting Conceptual Relations from Childrenâ€™s Stories. Lecture Notes in Computer Science, 2014, , 195-208. | 1.0 | 0 |
| 15 | Planning Childrenâ€™s Stories Using Agent Models. Lecture Notes in Computer Science, 2012, , 195-208. | 1.0 | 3 |
| 16 | Using Common-Sense Knowledge in Generating Stories. Lecture Notes in Computer Science, 2012, , 838-843. | 1.0 | 4 |
| 17 | Commonsense Knowledge Acquisition through Childrenâ€™s Stories. Lecture Notes in Computer Science, 2012, , 244-250. | 1.0 | 1 |
| 18 | Planning author and character goals for story generation. , 2009, , . | | 2 |

| # | ARTICLE | IF | CITATIONS |
|----|---|----|-----------|
| 19 | Generating Punning Riddles from Examples. , 2008, , . | | 3 |