

Lau Bee Theng

List of Publications by Year in descending order

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Version: 2024-02-01

78
papers

302
citations

1477746

6
h-index

1281420

11
g-index

80
all docs

80
docs citations

80
times ranked

241
citing authors

#	ARTICLE	IF	CITATIONS
1	Human activity recognition: A review. , 2014, , .		84
2	Hybrid LSTM-Transformer Model for Emotion Recognition From Speech Audio Files. IEEE Access, 2022, 10, 36018-36027.	2.6	38
3	Portable real time emotion detection system for the disabled. Expert Systems With Applications, 2010, 37, 6561-6566.	4.4	18
4	An Improved Indoor Robot Human-Following Navigation Model Using Depth Camera, Active IR Marker and Proximity Sensors Fusion. Robotics, 2018, 7, 4.	2.1	17
5	A human orientation tracking system using Template Matching and active Infrared marker. , 2015, , .		11
6	Semiconductor Wafer Surface: Automatic Defect Classification with Deep CNN. , 2020, , .		11
7	Optimising technology to measure functional vision, mobility and service outcomes for people with low vision or blindness: protocol for a prospective cohort study in Australia and Malaysia. BMJ Open, 2017, 7, e018140.	0.8	9
8	Hungry Catâ€™A Serious Game for Conveying Spatial Information to the Visually Impaired. Multimodal Technologies and Interaction, 2019, 3, 12.	1.7	9
9	Use of technology by orientation and mobility professionals in Australia and Malaysia before COVID-19. Disability and Rehabilitation: Assistive Technology, 2022, 17, 260-267.	1.3	9
10	Exploring the Performance of a Sensor-Fusion-based Navigation System for Human Following Companion Robots. International Journal of Mechanical Engineering and Robotics Research, 2018, , 590-598.	0.7	6
11	Biometrics based assistive communication tool for children with special needs. , 2011, , .		5
12	Proposing a Sensor Fusion Technique Utilizing Depth and Ranging Sensors for Combined Human Following and Indoor Robot Navigation. , 2016, , .		5
13	A Model for Automatic Recognition of Vertical Texts in Natural Scene Images. , 2018, , .		5
14	Robotics for Assisting Children with Physical and Cognitive Disabilities. Advances in Medical Technologies and Clinical Practice Book Series, 2015, , 78-120.	0.3	4
15	Development of Vertical Text Interpreter for Natural Scene Images. IEEE Access, 2021, 9, 144341-144351.	2.6	4
16	Investigating the Potential of Depth Sensor for Monitoring People with Disabilities. , 2013, , .		4
17	Self-reported use of technology by orientation and mobility clients in Australia and Malaysia before the COVID-19 pandemic. British Journal of Visual Impairment, 2023, 41, 33-48.	0.5	3
18	Potential of Human Tracking in Assistive Technologies for Children with Cognitive Disabilities. Advances in Early Childhood and K-12 Education, 2017, , 245-266.	0.2	3

#	ARTICLE	IF	CITATIONS
19	Parental Perceptions, Attitudes and Involvement in Interventions for Autism Spectrum Disorders in Sarawak, Malaysia. Disability, CBR and Inclusive Development, 2020, 29, 26.	0.1	3
20	A Facial Expression Mediated Natural User Interface Communication Model for Children with Motor Impairments. Advances in Medical Technologies and Clinical Practice Book Series, 2014, , 254-284.	0.3	3
21	2D Animated Social Story for Assisting Social Skills Learning of Children with Autism Spectrum Disorder. , 0, , 1-24.		3
22	Exploring the outdoor performance of a LiDAR-based ground plane checking system for the visually impaired. EAI Endorsed Transactions on Pervasive Health and Technology, 2020, 6, 165498.	0.7	3
23	A hybrid Naive Bayes approach for information filtering. , 2008, , .		2
24	Automated Pepper Berries Classification with Edge Detection and Template Matching. , 2010, , .		2
25	Helping disabled people: the potentials of biometric information. Interactive Technology and Smart Education, 2012, 9, 153-170.	3.8	2
26	An Autonomous LiDAR Based Ground Plane Hazards Detector for the Visually Impaired. , 2018, , .		2
27	Comprehensive Literature Reviews on Ground Plane Checking for the Visually Impaired. EAI/Springer Innovations in Communication and Computing, 2020, , 85-103.	0.9	2
28	An Android Mobile-Based Environmental Health Information Source for Malaysian Context. Advances in Healthcare Information Systems and Administration Book Series, 2014, , 173-200.	0.2	2
29	Differentiated Animated Social Stories to Enhance Social Skills Acquisition of Children With Autism Spectrum Disorder. Advances in Human and Social Aspects of Technology Book Series, 2018, , 300-329.	0.3	2
30	A Ground Plane Hazards Detection Tool for the Visually Impaired. International Journal of Mechanical Engineering and Robotics Research, 2018, , 146-156.	0.7	2
31	Finger-Mounted Obstacle Detector for People with Visual Impairment. International Journal of Electrical and Electronic Engineering and Telecommunications, 2019, , 57-64.	3.4	2
32	A Virtual Pet Serious Game in Motivating Children with Cancer in Treatment and Self-Care: A Conceptual Design. Malaysian Journal of Paediatrics and Child Health, 2020, 26, 6-19.	0.1	2
33	Detecting of Vertically-Oriented Texts in Images Containing Natural Scenes. , 2020, , .		2
34	Determinants of E-Commerce Adoption among Small and Medium-Sized Enterprises in Malaysia. , 0, , 67-85.		2
35	Recognition of Emotion in Speech-related Audio Files with LSTM-Transformer. , 2022, , .		2
36	Spatial query processing for sketch-based query using heuristics. , 0, , .		1

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37	Single measure similarity for spatial data management system. , 2006, , .		1
38	Region Growing Tree Delineation in Urban Settlements. , 2008, , .		1
39	A mobile communicator with meta communicator for children with Asperger Syndrome. , 2010, , .		1
40	Pathfinding Decision-Making Using Proximity Sensors, Depth Camera and Active IR Marker Tracking Data Fusion for Human Following Companion Robot. , 2017, , .		1
41	Integration of Digital Social Story Intervention into Differentiated Instruction Framework. Journal of Integrated Design and Process Science, 2018, 21, 41-56.	0.2	1
42	Wearable Ground Plane Hazards Detection and Recognition System for the Visually Impaired. , 2019, , .		1
43	A Deep Learning Framework for Recognizing Vertical Texts in Natural Scene. , 2019, , .		1
44	Autism Spectrum Disorders in Sarawak: An Overview and Analysis of Educator Awareness, Training, Development Opportunities, and Challenges. International Journal of Disability Development and Education, 2020, , 1-17.	0.6	1
45	A multimedia solution to motivate childhood cancer patients to keep up with cancer treatment. , 2021, , .		1
46	A Review: How Does ICT Affect the Health and Well-Being of Teenagers in Developing Countries. Lecture Notes in Networks and Systems, 2022, , 213-221.	0.5	1
47	Intelligent Control of Heating, Ventilating and Air Conditioning Systems. Lecture Notes in Computer Science, 2009, , 927-934.	1.0	1
48	Determinants of E-Commerce Adoption Among Small and Medium-Sized Enterprises in Malaysia. , 2011, , 71-89.		1
49	Gabor Neural Network Based Facial Expression Recognition for Assistive Speech Expression. Lecture Notes in Computer Science, 2009, , 591-598.	1.0	1
50	A Survey of Digital Health Interventions for Children with Cancer. International Journal of Serious Games, 2020, 7, 71-88.	0.8	1
51	An Exploration of Motion Tracking and Gamification in Telerehabilitation for Stroke Survivors. , 2020, , .		1
52	A Face Based Real Time Communication for Physically and Speech Disabled People. , 0, , 70-102.		1
53	Intelligent citrus seed identification. , 2008, , .		0
54	GANN Snake for Object Extractions from High Resolution Satellite Imagery. , 2008, , .		0

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55	Determinants of E-Commerce Adoption Among Small and Medium-Sized Enterprises in Malaysia. International Journal of E-Adoption, 2009, 1, 1-18.	1.0	0
56	An Intelligent Real-Time Communication Assistant for the Disabled. , 2009, , .		0
57	Template Design Using Extremal Optimization with Multiple Search Operators. , 2009, , .		0
58	A study on the effectiveness of biometrics based alternative communication tool. , 2011, , .		0
59	Factors determining the performance of the "right" candidates using Spearman's RHO. Journal of Developing Areas, 2016, 50, 537-545.	0.2	0
60	An Audio and Haptic Feedback-Based Virtual Environment Spatial Navigation Learning Tool. , 2018, , .		0
61	Edge Based Obstacle Detection Model Focused on Indoor Floor-Based Obstacles. , 2019, , .		0
62	Edge Based Obstacle Detection Model for Outdoor Type Obstacles. , 2019, , .		0
63	Preliminary Results of a Motion-Based Interactive Game for Supporting Stroke Survivor Telerehabilitation. , 2021, , .		0
64	Intelligent Control of Heating, Ventilating and Air Conditioning Systems. Lecture Notes in Computer Science, 2009, , 509-516.	1.0	0
65	Portable Real Time Needs Expression for People with Communication Disabilities. Communications in Computer and Information Science, 2009, , 85-95.	0.4	0
66	Learn with Me: Collaborative Virtual Learning for the Special Children. Communications in Computer and Information Science, 2011, , 486-505.	0.4	0
67	A GIS-BASED ENVIRONMENTAL HEALTH INFORMATION SOURCE FOR MALAYSIAN CONTEXT. ICTACT Journal on Soft Computing, 2013, 03, 534-543.	0.7	0
68	An Affective Computer-Mediated Learning for Persons with Motor Impairments. Advances in Medical Technologies and Clinical Practice Book Series, 2014, , 323-369.	0.3	0
69	Enhancing the Acquisition of Social Skills through the Interactivity of Multimedia. Advances in Human and Social Aspects of Technology Book Series, 2014, , 95-126.	0.3	0
70	Critical Behavior Monitoring for Children with Special Needs in Preventing Physical Injury Using Kinect. Advances in Medical Technologies and Clinical Practice Book Series, 2015, , 211-249.	0.3	0
71	An Android Mobile-Based Environmental Health Information Source for Malaysian Context. , 2016, , 577-601.		0
72	Potential of Human Tracking in Assistive Technologies for Children With Cognitive Disabilities. , 2018, , 972-993.		0

#	ARTICLE	IF	CITATIONS
73	CaneFX-An Interactive White Cane Learning Tool for People with Visual Impairment. , 2020, , .		0
74	Collaborative Virtual Learning for Assisting Children with Cerebral Palsy. , 0, , 786-810.		0
75	A Face Based Real Time Communication for Physically and Speech Disabled People. , 0, , 1434-1460.		0
76	Enhancing the Acquisition of Social Skills through the Interactivity of Multimedia. , 0, , 1430-1462.		0
77	Collaborative Virtual Learning for Assisting Children with Cerebral Palsy. , 0, , 127-158.		0
78	An Improved Configuration Similarity Retrieval Model. , 2006, , 53-60.		0