

# Heuseok Lim

## List of Publications by Year in descending order

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Version: 2024-02-01

86  
papers

1,279  
citations

430442

18  
h-index

433756

31  
g-index

86  
all docs

86  
docs citations

86  
times ranked

925  
citing authors

#	ARTICLE	IF	CITATIONS
1	exBAKE: Automatic Fake News Detection Model Based on Bidirectional Encoder Representations from Transformers (BERT). Applied Sciences (Switzerland), 2019, 9, 4062.	1.3	144
2	Applying an online game-based formative assessment in a flowchart-based intelligent tutoring system for improving problem-solving skills. Computers and Education, 2016, 94, 18-36.	5.1	86
3	Data-Driven Approaches to Game Player Modeling. ACM Computing Surveys, 2018, 50, 1-19.	16.1	76
4	From Gaming to Computational Thinking: An Adaptive Educational Computer Game-Based Learning Approach. Journal of Educational Computing Research, 2021, 59, 383-409.	3.6	52
5	An adaptive educational computer game: Effects on students' knowledge and learning attitude in computational thinking. Computers in Human Behavior, 2021, 114, 106575.	5.1	50
6	Developing a hybrid collaborative filtering recommendation system with opinion mining on purchase review. Journal of Information Science, 2018, 44, 331-344.	2.0	47
7	A comparative study on gamification of the flipped classroom in engineering education to enhance the effects of learning. Computer Applications in Engineering Education, 2018, 26, 1626-1640.	2.2	42
8	An MLP-based feature subset selection for HIV-1 protease cleavage site analysis. Artificial Intelligence in Medicine, 2010, 48, 83-89.	3.8	36
9	Mining biometric data to predict programmer expertise and task difficulty. Cluster Computing, 2018, 21, 1097-1107.	3.5	36
10	A systematic review of data-driven approaches in player modeling of educational games. Artificial Intelligence Review, 2019, 52, 1997-2017.	9.7	34
11	Comparing Programming Language Comprehension between Novice and Expert Programmers Using EEG Analysis. , 2016, , .		33
12	A data-driven procedural content generation approach for educational games. Journal of Computer Assisted Learning, 2018, 34, 731-739.	3.3	31
13	Automatic extraction of named entities of cyber threats using a deep Bi-LSTM-CRF network. International Journal of Machine Learning and Cybernetics, 2020, 11, 2341-2355.	2.3	31
14	A Procedural Content Generation-Based Framework for Educational Games: Toward a Tailored Data-Driven Game for Developing Early English Reading Skills. Journal of Educational Computing Research, 2018, 56, 293-310.	3.6	29
15	Predicting course achievement of university students based on their procrastination behaviour on Moodle. Soft Computing, 2020, 24, 18777-18793.	2.1	26
16	SITS: A solution-based intelligent tutoring system for students' acquisition of problem-solving skills in computer programming. Innovations in Education and Teaching International, 2018, 55, 325-335.	1.5	24
17	An Integrated Teaching and Learning Assistance System Meeting Requirements for Smart Education. Wireless Personal Communications, 2014, 79, 2453-2467.	1.8	21
18	AutoThinking: An Adaptive Computational Thinking Game. Lecture Notes in Computer Science, 2019, , 381-391.	1.0	21

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19	Mining students activities from a computer supported collaborative learning system based on peer to peer network. Peer-to-Peer Networking and Applications, 2016, 9, 465-476.	2.6	20
20	Multiple categorizations of products: cognitive modeling of customers through social media data mining. Personal and Ubiquitous Computing, 2014, 18, 1387-1403.	1.9	19
21	Development and Evaluation of a Game-Based Bayesian Intelligent Tutoring System for Teaching Programming. Journal of Educational Computing Research, 2018, 56, 775-801.	3.6	18
22	Development of Fashion Product Retrieval and Recommendations Model Based on Deep Learning. Electronics (Switzerland), 2020, 9, 508.	1.8	18
23	Ancient Korean Neural Machine Translation. IEEE Access, 2020, 8, 116617-116625.	2.6	17
24	A semantic-based video scene segmentation using a deep neural network. Journal of Information Science, 2019, 45, 833-844.	2.0	16
25	Decoding Strategies for Improving Low-Resource Machine Translation. Electronics (Switzerland), 2020, 9, 1562.	1.8	16
26	A collaborative recommender system for learning courses considering the relevance of a learner's learning skills. Cluster Computing, 2016, 19, 2273-2284.	3.5	15
27	An adaptable UI/UX considering user's cognitive and behavior information in distributed environment. Cluster Computing, 2018, 21, 1045-1058.	3.5	15
28	Real-time vehicle tracking mechanism with license plate recognition from road images. Journal of Supercomputing, 2013, 65, 353-364.	2.4	14
29	A study on factor analysis to support knowledge based decisions for a smart class. Information Technology and Management, 2016, 17, 43-56.	1.4	13
30	GREG: A Global Level Relation Extraction with Knowledge Graph Embedding. Applied Sciences (Switzerland), 2020, 10, 1181.	1.3	13
31	Using virtual platform in embedded system education. Computer Applications in Engineering Education, 2012, 20, 346-355.	2.2	12
32	A group preference-based item similarity model: comparison of clustering techniques in ambient and context-aware recommender systems. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 1441-1449.	3.3	12
33	BTS: Back TranScripton for Speech-to-Text Post-Processor using Text-to-Speech-to-Text. , 2021, , .		12
34	A Systematic Review of Defensive and Offensive Cybersecurity with Machine Learning. Applied Sciences (Switzerland), 2020, 10, 5811.	1.3	10
35	Multi-View Attention Network for Visual Dialog. Applied Sciences (Switzerland), 2021, 11, 3009.	1.3	10
36	A Study on Effectiveness of Smart Classrooms Through Interaction Analysis. Advanced Science Letters, 2015, 21, 557-561.	0.2	10

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37	Modeling and thermo-economic optimization of a biomass heat recovery exchanger operating on Al <sub>2</sub> O <sub>3</sub> -water nanofluid. International Communications in Heat and Mass Transfer, 2017, 82, 63-73.	2.9	9
38	Comparison of the Evaluation Metrics for Neural Grammatical Error Correction With Overcorrection. IEEE Access, 2020, 8, 106264-106272.	2.6	9
39	Prediction of students' procrastination behaviour through their submission behavioural pattern in online learning. Journal of Ambient Intelligence and Humanized Computing, 0, , 1.	3.3	9
40	Automatic extraction of user's search intention from web search logs. Multimedia Tools and Applications, 2012, 61, 145-162.	2.6	8
41	A solution-based intelligent tutoring system integrated with an online game-based formative assessment: development and evaluation. Educational Technology Research and Development, 2016, 64, 787-808.	2.0	8
42	Should we find another model?: Improving Neural Machine Translation Performance with ONE-Piece Tokenization Method without Model Modification. , 2021, , .		8
43	Exploring the Data Efficiency of Cross-Lingual Post-Training in Pretrained Language Models. Applied Sciences (Switzerland), 2021, 11, 1974.	1.3	8
44	Gender-Based Analysis of Risk Factors for Dementia Using Senior Cohort. International Journal of Environmental Research and Public Health, 2020, 17, 7274.	1.2	7
45	Neural spelling correction: translating incorrect sentences to correct sentences for multimedia. Multimedia Tools and Applications, 2020, , 1.	2.6	7
46	Visual Thinking of Neural Networks: Interactive Text to Image Synthesis. IEEE Access, 2021, 9, 64510-64523.	2.6	7
47	Enhancing Korean Named Entity Recognition With Linguistic Tokenization Strategies. IEEE Access, 2021, 9, 151814-151823.	2.6	7
48	Natural language-based user interface for mobile devices with limited resources. IEEE Transactions on Consumer Electronics, 2010, 56, 2086-2092.	3.0	6
49	Image classification and captioning model considering a CAM-based disagreement loss. ETRI Journal, 2020, 42, 67-77.	1.2	6
50	Integrating breakdown detection into dialogue systems to improve knowledge management: encoding temporal utterances with memory attention. Information Technology and Management, 2020, 21, 51-59.	1.4	6
51	Study on Optimal Generative Network for Synthesizing Brain Tumor-Segmented MR Images. Mathematical Problems in Engineering, 2020, 2020, 1-12.	0.6	6
52	K-EPIC: Entity-Perceived Context Representation in Korean Relation Extraction. Applied Sciences (Switzerland), 2021, 11, 11472.	1.3	6
53	The Biometric Based Convertible Undeniable Multi-Signature Scheme to Ensure Multi-Author Copyrights and Profits. Wireless Personal Communications, 2011, 60, 405-418.	1.8	5
54	A computational model explaining language phenomena on Korean visual word recognition. Cognitive Systems Research, 2014, 27, 11-24.	1.9	5

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55	A study for the mechanism of expression of individual creativity throughout the social learning platform in cluster computing environment (focus on scenario and data collection design). Cluster Computing, 2015, 18, 619-627.	3.5	5
56	SmartSenior: Automatic Content Personalization Through Semi-supervised Learning. Wireless Personal Communications, 2019, 105, 461-473.	1.8	5
57	Who Speaks Like a Style of Vitamin: Towards Syntax-Aware Dialogue Summarization Using Multi-Task Learning. IEEE Access, 2021, 9, 168889-168898.	2.6	5
58	Development of a Learner Profiling System Using Multidimensional Characteristics Analysis. Mathematical Problems in Engineering, 2015, 2015, 1-9.	0.6	4
59	A Method for Measuring Cooperative Activities in a Social Network Supported Learning Environment. Wireless Personal Communications, 2016, 89, 863-879.	1.8	4
60	Optimum waste heat recovery from diesel engines: Thermo-economic assessment of nanofluid-based systems using a robust evolutionary approach. Proceedings of the Institution of Mechanical Engineers, Part E: Journal of Process Mechanical Engineering, 2019, 233, 65-82.	1.4	4
61	Comparative Analysis of Current Approaches to Quality Estimation for Neural Machine Translation. Applied Sciences (Switzerland), 2021, 11, 6584.	1.3	4
62	Acquiring lexical knowledge using raw corpora and unsupervised clustering method. Cluster Computing, 2014, 17, 901-910.	3.5	3
63	The biometric signature delegation scheme to balance the load of digital signing in hybrid P2P networks. Peer-to-Peer Networking and Applications, 2015, 8, 631-640.	2.6	3
64	Development of a Game-Based Learning Judgment System for Online Education Environments Based on Video Lecture: Minimum Learning Judgment System. Journal of Educational Computing Research, 2018, 56, 802-825.	3.6	3
65	Unifying user preference and item knowledge-based similarity models for top-N recommendation. Personal and Ubiquitous Computing, 2019, , 1.	1.9	3
66	An Empirical Study on Automatic Post Editing for Neural Machine Translation. IEEE Access, 2021, 9, 123754-123763.	2.6	3
67	On the Redundancy in the Rank of Neural Network Parameters and Its Controllability. Applied Sciences (Switzerland), 2021, 11, 725.	1.3	3
68	The Method of Digital Copyright Authentication for Contents of Collective Intelligence. Journal of the Korea Convergence Society, 2015, 6, 185-193.	0.1	3
69	Mimicking Infants's™ Bilingual Language Acquisition for Domain Specialized Neural Machine Translation. IEEE Access, 2022, 10, 38684-38693.	2.6	3
70	An Automatic Post Editing With Efficient and Simple Data Generation Method. IEEE Access, 2022, 10, 21032-21040.	2.6	3
71	Empirical Analysis of Parallel Corpora and In-Depth Analysis Using LIWC. Applied Sciences (Switzerland), 2022, 12, 5545.	1.3	3
72	A survey on data-driven approaches in educational games. , 2016, , .		2

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73	Long-term effects of adaptive customization support on elderly people. <i>Cognition, Technology and Work</i> , 2019, 21, 371-382.	1.7	2
74	Automatic Judgement of Online Video Watching: I Know Whether or Not You Watched. <i>Mathematics</i> , 2020, 8, 1827.	1.1	2
75	A comparative analysis of the effectiveness of learning English vocabulary between smart device and printed material. <i>International Journal of Intelligent Information and Database Systems</i> , 2014, 8, 150.	0.3	1
76	Predicting Second Language Proficiency Level Using Linguistic Cognitive Task and Machine Learning Techniques. <i>Wireless Personal Communications</i> , 2016, 86, 271-285.	1.8	1
77	Grounded Vocabulary for Image Retrieval Using a Modified Multi-Generator Generative Adversarial Network. <i>IEEE Access</i> , 2021, 9, 144614-144623.	2.6	1
78	Word-Level Quality Estimation for Korean-English Neural Machine Translation. <i>IEEE Access</i> , 2022, 10, 44964-44973.	2.6	1
79	AI for Patents: A Novel Yet Effective and Efficient Framework for Patent Analysis. <i>IEEE Access</i> , 2022, 10, 59205-59218.	2.6	1
80	BERTOEIC: Solving TOEIC Problems Using Simple and Efficient Data Augmentation Techniques with Pretrained Transformer Encoders. <i>Applied Sciences (Switzerland)</i> , 2022, 12, 6686.	1.3	1
81	Acquiring Korean Lexical Entry from a Raw Corpus. , 2010, , .		0
82	Introduction to an intelligent UI/UX for aging people. , 2016, , .		0
83	A Study of Keywords Based on the Word Frequency Effect Theory in Video Lectures of Software Engineering Education for Detecting Mind. , 2017, , .		0
84	Network-Based Document Clustering Using External Ranking Loss for Network Embedding. <i>IEEE Access</i> , 2019, 7, 155412-155423.	2.6	0
85	Variational Reward Estimator Bottleneck: Towards Robust Reward Estimator for Multidomain Task-Oriented Dialogue. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 6624.	1.3	0
86	Considering Commonsense in Solving QA: Reading Comprehension with Semantic Search and Continual Learning. <i>Applied Sciences (Switzerland)</i> , 2022, 12, 4099.	1.3	0