

Tien-Chi Huang

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/702831/publications.pdf>

Version: 2024-02-01

18
papers

635
citations

933447

10
h-index

839539

18
g-index

19
all docs

19
docs citations

19
times ranked

550
citing authors

#	ARTICLE	IF	CITATIONS
1	Animating eco-education: To see, feel, and discover in an augmented reality-based experiential learning environment. <i>Computers and Education</i> , 2016, 96, 72-82.	8.3	251
2	Learning in a u-Museum: Developing a context-aware ubiquitous learning environment. <i>Computers and Education</i> , 2012, 59, 873-883.	8.3	190
3	The Development of a Sustainability-Oriented Creativity, Innovation, and Entrepreneurship Education Framework: A Perspective Study. <i>Frontiers in Psychology</i> , 2020, 11, 1878.	2.1	25
4	Real-time smartphone sensing and recommendations towards context-awareness shopping. <i>Multimedia Systems</i> , 2015, 21, 61-72.	4.7	20
5	A smart assistant toward product-awareness shopping. <i>Personal and Ubiquitous Computing</i> , 2014, 18, 339-349.	2.8	18
6	Seeing creativity in an augmented experiential learning environment. <i>Universal Access in the Information Society</i> , 2019, 18, 301-313.	3.0	18
7	How to Cultivate an Environmentally Responsible Maker? A CPS Approach to a Comprehensive Maker Education Model. <i>International Journal of Science and Mathematics Education</i> , 2019, 17, 49-64.	2.5	16
8	Systematic Methodology for Excavating Sleeping Beauty Publications and Their Princes from Medical and Biological Engineering Studies. <i>Journal of Medical and Biological Engineering</i> , 2015, 35, 749-758.	1.8	15
9	Understanding the behavioral intention to play Austronesian learning games: from the perspectives of learning outcome, service quality, and hedonic value. <i>Interactive Learning Environments</i> , 2018, 26, 372-385.	6.4	14
10	Middle-aged adults's attitudes toward health app usage: a comparison with the cognitive-affective-conative model. <i>Universal Access in the Information Society</i> , 2019, 18, 927-938.	3.0	13
11	Identifying the potential roles of virtual reality and STEM in Maker education. <i>Journal of Educational Research</i> , 2021, 114, 108-118.	1.6	11
12	Facilitated virtual learning for advanced geriatric education among nursing students during the COVID pandemic in Taiwan. <i>Library Hi Tech</i> , 2023, 41, 59-70.	5.1	11
13	What Drives Internet Entrepreneurial Intention to Use Technology Products? An Investigation of Technology Product Imagination Disposition, Social Support, and Motivation. <i>Frontiers in Psychology</i> , 2022, 13, 829256.	2.1	10
14	Developing a self-regulated oriented online programming teaching and learning system. , 2014, , .		9
15	Reality matters? exploring a tangible user interface for augmented-reality-based fire education. <i>Universal Access in the Information Society</i> , 2022, 21, 927-939.	3.0	5
16	SNS collaborative learning design: enhancing critical thinking for human-computer interface design. <i>Universal Access in the Information Society</i> , 2017, 16, 303-312.	3.0	4
17	Spatial air index with neighbor information for processing k-nearest neighbor searches in IoT mobile computing. <i>Journal of Supercomputing</i> , 2020, 76, 6177-6194.	3.6	2
18	Inferential Motion Reconstruction of Fall Accident Based on LSTM Neural Network. <i>Journal of Medical and Biological Engineering</i> , 2019, 39, 315-328.	1.8	1