Tien-Chi Huang

List of Publications by Year
in descending order

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