

# Yen Hsu

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7581133/publications.pdf>

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16  
papers

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citations

1306789

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1199166

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times ranked

64  
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#	ARTICLE	IF	CITATIONS
1	Effects of the self-regulated strategy within the context of spherical video-based virtual reality on students' learning performances in an art history class. <i>Interactive Learning Environments</i> , 2023, 31, 2244-2267.	4.4	34
2	Systematic review and meta-analysis of the impact of virtual experiments on students' learning effectiveness. <i>Interactive Learning Environments</i> , 2023, 31, 7433-7454.	4.4	6
3	The Strategic Advantages of Artificial Intelligence System for Product Design Teams with Diverse Cross-Domain Knowledge. <i>Lecture Notes in Computer Science</i> , 2021, , 408-419.	1.0	0
4	Cross-Cultural Education: The Effects of AR Technology and Learning Styles on Learning Achievements of Sculpture Course. <i>Lecture Notes in Computer Science</i> , 2021, , 241-250.	1.0	1
5	Cross-Cultural Design: A Set of Design Heuristics for Concept Generation of Sustainable Packagings. <i>Lecture Notes in Computer Science</i> , 2021, , 197-209.	1.0	1
6	The Impact of Cross-Cultural Trade Conflicts on the Product Design Strategies of Chinese Home Appliance Enterprises. <i>Lecture Notes in Computer Science</i> , 2021, , 351-370.	1.0	0
7	Continuance Intention of Augmented Reality Textbooks in Basic Design Course. <i>Education Sciences</i> , 2021, 11, 208.	1.4	15
8	A Spherical Video-Based Immersive Virtual Reality Learning System to Support Landscape Architecture Students' Learning Performance during the COVID-19 Era. <i>Land</i> , 2021, 10, 561.	1.2	30
9	Sustainable Education Using Augmented Reality in Vocational Certification Courses. <i>Sustainability</i> , 2021, 13, 6434.	1.6	14
10	Promoting the Quality of Life of Elderly during the COVID-19 Pandemic. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 6813.	1.2	13
11	The Effects of Soundscapes in Relieving Stress in an Urban Park. <i>Land</i> , 2021, 10, 1323.	1.2	7
12	The Relationship of Symmetry, Complexity, and Shape in Mobile Interface Aesthetics, from an Emotional Perspective—A Case Study of the Smartwatch. <i>Symmetry</i> , 2020, 12, 1403.	1.1	18
13	The Influence of Virtual Reality Learning System on the Learning Attitudes of Design History. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 284-291.	0.5	5
14	Supporting Systematic Conceptual Design with Knowledge-Based System. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 378-387.	0.5	0
15	Does Sustainable Perceived Value Play a Key Role in the Purchase Intention Driven by Product Aesthetics? Taking Smartwatch as an Example. <i>Sustainability</i> , 2019, 11, 6806.	1.6	20
16	Design Techniques of Ambient Media Advertisements and Message Comprehension. <i>Lecture Notes in Computer Science</i> , 2019, , 28-39.	1.0	0