Stephen Jh Yang

List of Publications by Year
in descending order

73	2,451	236925 25	214800 47
papers	citations	h-index	g-index

73	73	73	1784
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	A context-aware ubiquitous learning environment for conducting complex science experiments. Computers and Education, 2009, 53, 402-413.	8.3	307
2	An optimal QoS-based Web service selection scheme. Information Sciences, 2009, 179, 3309-3322.	6.9	173
3	Students' online interactive patterns in augmented reality-based inquiry activities. Computers and Education, 2014, 78, 97-108.	8.3	171
4	A Web 2.0-based collaborative annotation system for enhancing knowledge sharing in collaborative learning environments. Computers and Education, 2010, 55, 752-766.	8.3	158
5	A social network-based system for supporting interactive collaboration in knowledge sharing over peer-to-peer network. International Journal of Human Computer Studies, 2008, 66, 36-50.	5.6	134
6	Applying learning analytics for improving students engagement and learning outcomes in an MOOCs enabled collaborative programming course. Interactive Learning Environments, 2017, 25, 220-234.	6.4	130
7	Challenges and Future Directions of Big Data and Artificial Intelligence in Education. Frontiers in Psychology, 2020, 11, 580820.	2.1	124
8	Learning styles and cognitive traits â€“ Their relationship and its benefits in web-based educational systems. Computers in Human Behavior, 2009, 25, 1280-1289.	8.5	99
9	Acceptance of competency-based workplace e-learning systems: Effects of individual and peer learning support. Computers and Education, 2011, 57, 1317-1333.	8.3	85
10	Human-centered artificial intelligence in education: Seeing the invisible through the visible. Computers and Education Artificial Intelligence, 2021, 2, 100008.	10.8	83
11	Design of a performance-oriented workplace e-learning system using ontology. Expert Systems With Applications, 2011, 38, 3372-3382.	7.6	64
12	A JESS-enabled context elicitation system for providing context-aware Web services. Expert Systems With Applications, 2008, 34, 2254-2266.	7.6	60
13	Exploring student perceptions, learning outcome and gender differences in a flipped mathematics course. British Journal of Educational Technology, 2016, 47, 1096-1112.	6.3	59
14	A Deep-Learning Algorithm (ECG12Net) for Detecting Hypokalemia and Hyperkalemia by Electrocardiography: Algorithm Development. JMIR Medical Informatics, 2020, 8, e15931.	2.6	54
15	Predicting studentsâ€™ academic performance by using educational big data and learning analytics: evaluation of classification methods and learning logs. Interactive Learning Environments, 2020, 28, 206-230.	6.4	51
16	A collaborative multimedia annotation tool for enhancing knowledge sharing in CSCL. Interactive Learning Environments, 2011, 19, 45-62.	6.4	44
17	Ubiquitous Provision of Context Aware Web Services. , 2006, , .		42
18	Effects of Unidirectional vs. Reciprocal Teaching Strategies on Web-Based Computer Programming Learning. Journal of Educational Computing Research, 2014, 50, 67-95.	5.5	42

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19	Investigating the role of computerâ€supported annotation in problemâ€solvingâ€based teaching: An empirical study of a <scp>S</scp>cratch programming pedagogy. British Journal of Educational Technology, 2014, 45, 647-665.	6.3	38
20	Predicting Students' Academic Performance Using Multiple Linear Regression and Principal Component Analysis. Journal of Information Processing, 2018, 26, 170-176.	0.4	38
21	Trustworthy Web Services. International Journal of Information Security and Privacy, 2007, 1, 1-17.	0.8	33
22	Designing interaction tasks in Second Life for Chinese as a foreign language learners: A preliminary exploration. Australasian Journal of Educational Technology, 2013, 29, .	3.5	32
23	Enhancing pervasive Web accessibility with rule-based adaptation strategy. Expert Systems With Applications, 2007, 32, 1154-1167.	7.6	31
24	A collaborative digital pen learning approach to improving students' learning achievement and motivation in mathematics courses. Computers and Education, 2017, 107, 31-44.	8.3	31
25	Exploring the effects of online learning behaviors on short-term and long-term learning outcomes in flipped classrooms. Interactive Learning Environments, 2019, 27, 1160-1177.	6.4	30
26	Composition and evaluation of trustworthy web services. International Journal of Web and Grid Services, 2006, 2, 5.	0.5	26
27	Effect of gender differences on 3-on-3 basketball games taught inÂa mobile flipped classroom. Interactive Learning Environments, 2019, 27, 1093-1105.	6.4	22
28	A Framework of Three Learning Activity Levels for Enhancing the Usability and Feasibility of Wireless Learning Environments. Journal of Educational Computing Research, 2004, 30, 331-351.	5.5	19
29	Ubiquitous Provision of Context-Aware Web Services. International Journal of Web Services Research, 2007, 4, 83-103.	0.8	17
30	Improving fuzzy knowledge integration with particle swarmoptimization. Expert Systems With Applications, 2010, 37, 8770-8783.	7.6	16
31	Improving peer-to-peer search performance through intelligent social search. Expert Systems With Applications, 2009, 36, 10312-10324.	7.6	15
32	Web 2.0 for interactive e-learning. Interactive Learning Environments, 2009, 17, 257-259.	6.4	14
33	A Unit of Information-Based Content Adaptation Method for Improving Web Content Accessibility in the Mobile Internet. ETRI Journal, 2007, 29, 794-807.	2.0	13
34	A study of user's acceptance on situational mashups in situational language teaching. British Journal of Educational Technology, 2012, 43, 52-61.	6.3	13
35	Impact of teachersâ€™ grading policy on the identification of at-risk students in learning analytics. Computers and Education, 2021, 163, 104109.	8.3	13
36	Developing a Medical Image Content Repository for E-Learning. Journal of Digital Imaging, 2006, 19, 207-215.	2.9	12

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37	The effects of collaborative models in second life on French learning. Educational Technology Research and Development, 2015, 63, 645-670.	2.8	12
38	Web 2.0 Services for Identifying Communities of Practice through Social Networks. , 2007, , .		11
39	Service-level agreement-based QoS analysis for web services discovery and composition. International Journal of Internet and Enterprise Management, 2007, 5, 39.	0.1	11
40	The success of ePortfolio-based programming learning style diagnosis: Exploring the role of a heuristic fuzzy knowledge fusion. Expert Systems With Applications, 2012, 39, 8698-8706.	7.6	11
41	Constructing an e-portfolio-based integrated learning environment supported by library resource. Electronic Library, 2015, 33, 273-291.	1.4	10
42	Fuzzy logic as a basis for reusing task-based specifications. International Journal of Intelligent Systems, 1999, 14, 331-357.	5.7	9
43	Personalized Annotation Management: A Web 2.0 Social Software for Enhancing Knowledge Sharing in Communities of Practice. , 2007, , .		8
44	Improving End-User Programming with Situational Mashups in Web 2.0 Environment. , 2008, , .		8
45	Applying DNA computation to intractable problems in social network analysis. BioSystems, 2010, 101, 222-232.	2.0	8
46	Enhancing the precision of content analysis in content adaptation using entropy-based fuzzy reasoning. Expert Systems With Applications, 2010, 37, 5706-5719.	7.6	8
47	Applying Content Adaptation Technique to Enhance Mobile Learning on Blackboard Learning System. , 2007, , .		7
48	Development of an Interactive Test System for Students' Improving Learning Outcomes in a Computer Programming Course. , 2014, , .		7
49	MOOCs in Taiwan: The Movement and Experiences. Lecture Notes in Educational Technology, 2017, , 101-116.	0.8	6
50	A Context-Driven Content Adaptation Planner for Improving Mobile Internet Accessibility. , 2008, , .		4
51	A novel three-tiered visualization approach for firewall rule validation. Journal of Visual Languages and Computing, 2011, 22, 401-414.	1.8	4
52	The effects of 5E learning strategies by image-based augmented reality of mobile learning for elementary students. International Journal of Mobile Learning and Organisation, 2015, 9, 301.	0.3	4
53	Early-Stage Engagement: Applying Big Data Analytics on Collaborative Learning Environment for Measuring Learners' Engagement Rate. , 2016, , .		4
54	Automatic Question Generation for Repeated Testing to Improve Student Learning Outcome. , 2021, , .		4

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55	Interest-Based Peer Selection in P2P Network. , 2008, , .		3
56	Exploring Learning Strategies by Sequence Clustering and Analysing their Correlation with Student's Engagement and Learning Outcome. , 2021, , .		3
57	The Implementation of Precision Education for Learning Analytics. , 2020, , .		3
58	Applying Hebbian Theory to Enhance Search Performance in Unstructured Social-Like Peer-to-Peer Networks. ETRI Journal, 2012, 34, 591-601.	2.0	2
59	Applying Unidirectional versus Reciprocal Teaching Strategies in Web-Based Environment and Their Effects on Computer Programming Learning. , 2013, , .		2
60	Effects of Using Social Instructional Videos and Flipped Classroom on Students' Learning Achievements in Smart Campus. , 2018, , .		2
61	Using Description Logics for the Provision of Context-Driven Content Adaptation Services. International Journal of Systems and Service-Oriented Engineering, 2010, 1, 96-129.	0.6	2
62	A Service Supporting Universal Access to Mobile Internet with Unit of Information-Based Intelligent Content Adaptation. , 2007, , .		1
63	Improving annotation categorization performance through integrated social annotation computation. Expert Systems With Applications, 2010, 37, 8736-8744.	7.6	1
64	Cooperative Learning by Location-Based Augmented Reality for an Inquiry Learning Course. , 2014, , .		1
65	Examining the Trend of Taiwan Primary and High School Scientific Exhibition by Using Text Mining Technique. , 2017, , .		1
66	Investigating the Motivation between Ubiquitous Learning Strategy and Gender for Basketball Sport Literacy. , 2017, , .		1
67	Building XML-Based Unified User Interface System under J2EE Architecture. Annals of Software Engineering, 2001, 12, 241-256.	0.5	0
68	Trustworthy service-oriented Business Processes Integration. International Journal of Simulation and Process Modelling, 2007, 3, 6.	0.2	0
69	An Automatic Semantic Segment Detection Service for HTML Documents. , 2008, , .		0
70	Technology Enhanced Language Learning in Virtual Worlds. , 2012, , 293-309.		0
71	Supporting CSCW and CSCL with Intelligent Social Grouping Services. , 0, , 420-433.		0
72	Using Description Logics for the Provision of Context-Driven Content Adaptation Services. , 0, , 176-209.		0

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73	Trustworthy Web Services. , 0, , 245-261.		0