

Stephen Jh Yang

List of Publications by Year in descending order

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73
papers

2,451
citations

236925

25
h-index

214800

47
g-index

73
all docs

73
docs citations

73
times ranked

1784
citing authors

#	ARTICLE	IF	CITATIONS
1	Human-centered artificial intelligence in education: Seeing the invisible through the visible. Computers and Education Artificial Intelligence, 2021, 2, 100008.	10.8	83
2	Impact of teachers'™ grading policy on the identification of at-risk students in learning analytics. Computers and Education, 2021, 163, 104109.	8.3	13
3	Exploring Learning Strategies by Sequence Clustering and Analysing their Correlation with Student's Engagement and Learning Outcome. , 2021, , .		3
4	Automatic Question Generation for Repeated Testing to Improve Student Learning Outcome. , 2021, , .		4
5	Predicting students'™ 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
6	Challenges and Future Directions of Big Data and Artificial Intelligence in Education. Frontiers in Psychology, 2020, 11, 580820.	2.1	124
7	A Deep-Learning Algorithm (ECG12Net) for Detecting Hypokalemia and Hyperkalemia by Electrocardiography: Algorithm Development. JMIR Medical Informatics, 2020, 8, e15931.	2.6	54
8	The Implementation of Precision Education for Learning Analytics. , 2020, , .		3
9	Effect of gender differences on 3-on-3 basketball games taught in a mobile flipped classroom. Interactive Learning Environments, 2019, 27, 1093-1105.	6.4	22
10	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
11	Predicting Students' Academic Performance Using Multiple Linear Regression and Principal Component Analysis. Journal of Information Processing, 2018, 26, 170-176.	0.4	38
12	Effects of Using Social Instructional Videos and Flipped Classroom on Students' Learning Achievements in Smart Campus. , 2018, , .		2
13	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
14	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
15	Examining the Trend of Taiwan Primary and High School Scientific Exhibition by Using Text Mining Technique. , 2017, , .		1
16	Investigating the Motivation between Ubiquitous Learning Strategy and Gender for Basketball Sport Literacy. , 2017, , .		1
17	MOOCs in Taiwan: The Movement and Experiences. Lecture Notes in Educational Technology, 2017, , 101-116.	0.8	6
18	Early-Stage Engagement: Applying Big Data Analytics on Collaborative Learning Environment for Measuring Learners' Engagement Rate. , 2016, , .		4

#	ARTICLE	IF	CITATIONS
19	Exploring student perceptions, learning outcome and gender differences in a flipped mathematics course. <i>British Journal of Educational Technology</i> , 2016, 47, 1096-1112.	6.3	59
20	Constructing an e-portfolio-based integrated learning environment supported by library resource. <i>Electronic Library</i> , 2015, 33, 273-291.	1.4	10
21	The effects of 5E learning strategies by image-based augmented reality of mobile learning for elementary students. <i>International Journal of Mobile Learning and Organisation</i> , 2015, 9, 301.	0.3	4
22	The effects of collaborative models in second life on French learning. <i>Educational Technology Research and Development</i> , 2015, 63, 645-670.	2.8	12
23	Effects of Unidirectional vs. Reciprocal Teaching Strategies on Web-Based Computer Programming Learning. <i>Journal of Educational Computing Research</i> , 2014, 50, 67-95.	5.5	42
24	Investigating the role of computer-supported annotation in problem-solving-based teaching: An empirical study of a scratch programming pedagogy. <i>British Journal of Educational Technology</i> , 2014, 45, 647-665.	6.3	38
25	Cooperative Learning by Location-Based Augmented Reality for an Inquiry Learning Course. , 2014, , .		1
26	Development of an Interactive Test System for Students' Improving Learning Outcomes in a Computer Programming Course. , 2014, , .		7
27	Students' online interactive patterns in augmented reality-based inquiry activities. <i>Computers and Education</i> , 2014, 78, 97-108.	8.3	171
28	Applying Unidirectional versus Reciprocal Teaching Strategies in Web-Based Environment and Their Effects on Computer Programming Learning. , 2013, , .		2
29	Designing interaction tasks in Second Life for Chinese as a foreign language learners: A preliminary exploration. <i>Australasian Journal of Educational Technology</i> , 2013, 29, .	3.5	32
30	Applying Hebbian Theory to Enhance Search Performance in Unstructured Social-Like Peer-to-Peer Networks. <i>ETRI Journal</i> , 2012, 34, 591-601.	2.0	2
31	A study of user's acceptance on situational mashups in situational language teaching. <i>British Journal of Educational Technology</i> , 2012, 43, 52-61.	6.3	13
32	The success of ePortfolio-based programming learning style diagnosis: Exploring the role of a heuristic fuzzy knowledge fusion. <i>Expert Systems With Applications</i> , 2012, 39, 8698-8706.	7.6	11
33	Technology Enhanced Language Learning in Virtual Worlds. , 2012, , 293-309.		0
34	A collaborative multimedia annotation tool for enhancing knowledge sharing in CSCL. <i>Interactive Learning Environments</i> , 2011, 19, 45-62.	6.4	44
35	Acceptance of competency-based workplace e-learning systems: Effects of individual and peer learning support. <i>Computers and Education</i> , 2011, 57, 1317-1333.	8.3	85
36	A novel three-tiered visualization approach for firewall rule validation. <i>Journal of Visual Languages and Computing</i> , 2011, 22, 401-414.	1.8	4

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37	Design of a performance-oriented workplace e-learning system using ontology. Expert Systems With Applications, 2011, 38, 3372-3382.	7.6	64
38	Improving annotation categorization performance through integrated social annotation computation. Expert Systems With Applications, 2010, 37, 8736-8744.	7.6	1
39	Applying DNA computation to intractable problems in social network analysis. BioSystems, 2010, 101, 222-232.	2.0	8
40	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
41	Improving fuzzy knowledge integration with particle swarm optimization. Expert Systems With Applications, 2010, 37, 8770-8783.	7.6	16
42	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
43	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
44	Web 2.0 for interactive e-learning. Interactive Learning Environments, 2009, 17, 257-259.	6.4	14
45	Learning styles and cognitive traits – Their relationship and its benefits in web-based educational systems. Computers in Human Behavior, 2009, 25, 1280-1289.	8.5	99
46	Improving peer-to-peer search performance through intelligent social search. Expert Systems With Applications, 2009, 36, 10312-10324.	7.6	15
47	An optimal QoS-based Web service selection scheme. Information Sciences, 2009, 179, 3309-3322.	6.9	173
48	A context-aware ubiquitous learning environment for conducting complex science experiments. Computers and Education, 2009, 53, 402-413.	8.3	307
49	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
50	A JESS-enabled context elicitation system for providing context-aware Web services. Expert Systems With Applications, 2008, 34, 2254-2266.	7.6	60
51	An Automatic Semantic Segment Detection Service for HTML Documents. , 2008, , .		0
52	A Context-Driven Content Adaptation Planner for Improving Mobile Internet Accessibility. , 2008, , .		4
53	Improving End-User Programming with Situational Mashups in Web 2.0 Environment. , 2008, , .		8
54	Interest-Based Peer Selection in P2P Network. , 2008, , .		3

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55	Personalized Annotation Management: A Web 2.0 Social Software for Enhancing Knowledge Sharing in Communities of Practice. , 2007, , .		8
56	Web 2.0 Services for Identifying Communities of Practice through Social Networks. , 2007, , .		11
57	Trustworthy service-oriented Business Processes Integration. International Journal of Simulation and Process Modelling, 2007, 3, 6.	0.2	0
58	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
59	Applying Content Adaptation Technique to Enhance Mobile Learning on Blackboard Learning System. , 2007, , .		7
60	A Service Supporting Universal Access to Mobile Internet with Unit of Information-Based Intelligent Content Adaptation. , 2007, , .		1
61	Ubiquitous Provision of Context-Aware Web Services. International Journal of Web Services Research, 2007, 4, 83-103.	0.8	17
62	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
63	Trustworthy Web Services. International Journal of Information Security and Privacy, 2007, 1, 1-17.	0.8	33
64	Enhancing pervasive Web accessibility with rule-based adaptation strategy. Expert Systems With Applications, 2007, 32, 1154-1167.	7.6	31
65	Ubiquitous Provision of Context Aware Web Services. , 2006, , .		42
66	Composition and evaluation of trustworthy web services. International Journal of Web and Grid Services, 2006, 2, 5.	0.5	26
67	Developing a Medical Image Content Repository for E-Learning. Journal of Digital Imaging, 2006, 19, 207-215.	2.9	12
68	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
69	Building XML-Based Unified User Interface System under J2EE Architecture. Annals of Software Engineering, 2001, 12, 241-256.	0.5	0
70	Fuzzy logic as a basis for reusing task-based specifications. International Journal of Intelligent Systems, 1999, 14, 331-357.	5.7	9
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