Yao-Jen Chang

List of Publications by Year
in descending order

53 papers	1,617 citations	471509 17 h-index	434195 31 g-index
53 all docs	53 docs citations	53 times ranked	1558 citing authors

#	ARTICLE	IF	CITATIONS
1	A Kinect-based system for physical rehabilitation: A pilot study for young adults with motor disabilities. Research in Developmental Disabilities, 2011, 32, 2566-2570.	2.2	626
2	A Kinect-based upper limb rehabilitation system to assist people with cerebral palsy. Research in Developmental Disabilities, 2013, 34, 3654-3659.	2.2	159
3	An augmented reality (AR)-based vocational task prompting system for people with cognitive impairments. Research in Developmental Disabilities, 2013, 34, 3049-3056.	2.2	69
4	A General Architecture of Mobile Social Network Services. , 2007, , .		62
5	Comparing picture and video prompting in autonomous indoor wayfinding for individuals with cognitive impairments. Personal and Ubiquitous Computing, 2010, 14, 737-747.	2.8	44
6	A gesture recognition system to transition autonomously through vocational tasks for individuals with cognitive impairments. Research in Developmental Disabilities, 2011, 32, 2064-2068.	2.2	44
7	A context aware handheld wayfinding system for individuals with cognitive impairments. , 2008, , .		43
8	A kinect-based vocational task prompting system for individuals with cognitive impairments. Personal and Ubiquitous Computing, 2013, 17, 351-358.	2.8	40
9	Autonomous indoor wayfinding for individuals with cognitive impairments. Journal of NeuroEngineering and Rehabilitation, 2010, 7, 45.	4.6	30
10	ARCoach 2.0. , 2015, , .		28
11	INDOOR WAYFINDING BASED ON WIRELESS SENSOR NETWORKS FOR INDIVIDUALS WITH MULTIPLE SPECIAL NEEDS. Cybernetics and Systems, 2010, 41, 317-333.	2.5	27
12	Using an augmented reality game to teach three junior high school students with intellectual disabilities to improve ATM use. Journal of Applied Research in Intellectual Disabilities, 2020, 33, 409-419.	2.0	26
13	A location-based prompting system to transition autonomously through vocational tasks for individuals with cognitive impairments. Research in Developmental Disabilities, 2011, 32, 2669-2673.	2.2	25
14	A computer-based interactive game to train persons with cognitive impairments to perform recycling tasks independently. Research in Developmental Disabilities, 2014, 35, 3672-3677.	2.2	25
15	Comparison of Kinect2Scratch game-based training and therapist-based training for the improvement of upper extremity functions of patients with chronic stroke: a randomized controlled single-blinded trial. European Journal of Physical and Rehabilitation Medicine, 2019, 55, 542-550.	2.2	24
16	Student Engineers as Agents of Change: Combining Social Inclusion in the Professional Development of Electrical and Computer Engineering Students. Systemic Practice and Action Research, 2011, 24, 237-245.	1.7	22
17	A novel wayfinding system based on geo-coded qr codes for individuals with cognitive impairments. , 2007, , .		20
18	Action Research as a Bridge Between Two Worlds: Helping The NGOs and Humanitarian Agencies Adapt Technology to Their Needs. Systemic Practice and Action Research, 2010, 23, 191-202.	1.7	19

#	ARTICLE	IF	CITATIONS
19	Anomaly detection for travelling individuals with cognitive impairments. ACM SIGACCESS Accessibility and Computing, 2010, , 25-32.	0.2	19
20	Using game technology to teach six elementary school children with autism to take a shower independently. Developmental Neurorehabilitation, 2019, 22, 329-337.	1.1	18
21	Using a motionâ€controlled game to teach four elementary school children with intellectual disabilities to improve hand hygiene. Journal of Applied Research in Intellectual Disabilities, 2019, 32, 942-951.	2.0	18
22	Mobile computing for indoor wayfinding based on bluetooth sensors for individuals with cognitive impairments. , 2008, , .		15
23	Mobile social networks as quality of life technology for people with severe mental illness. IEEE Wireless Communications, 2009, 16, 34-40.	9.0	14
24	A Mobile Wetness Detection System Enabling Teachers to Toilet Train Children with Intellectual Disabilities in a Public School Setting. Journal of Developmental and Physical Disabilities, 2011, 23, 527-533.	1.6	14
25	A Feasibility Study of Enhancing Independent Task Performance for People with Cognitive Impairments Through the Use of a Handheld Location-Based Prompting System. IEEE Transactions on Information Technology in Biomedicine, 2012, 16, 1157-1163.	3.2	14
26	MOBILE LOCATION-BASED SOCIAL NETWORKING IN SUPPORTED EMPLOYMENT FOR PEOPLE WITH COGNITIVE IMPAIRMENTS. Cybernetics and Systems, 2010, 41, 245-261.	2.5	13
27	Developing a Suite of Motion-Controlled Games for Upper Extremity Training in Children with Cerebral Palsy: A Proof-of-Concept Study. Games for Health Journal, 2018, 7, 327-334.	2.0	13
28	Mobile Social Network Services for Families With Children With Developmental Disabilities. IEEE Transactions on Information Technology in Biomedicine, 2011, 15, 585-593.	3.2	12
29	A novel indoor wayfinding system based on passive RFID for individuals with cognitive impairments. , 2008, , .		11
30	Context-aware prompting to transition autonomously through vocational tasks for individuals with cognitive impairments. , 2009, , .		11
31	Video Prompting and Indoor Wayfinding Based on Bluetooth Beacons: A Case Study in Supported Employment for People with Severe Mental Illness. , 2009, , .		11
32	Using augmented reality smart glasses to design games for cognitive training. , 2016, , .		10
33	A Novel Indoor Wayfinding System Based on Passive RFID for Individuals with Cognitive Impairments. , 2008, , .		10
34	Anomaly Detection to Increase Commuter Safety for Individuals with Cognitive Impairments. Journal of Developmental and Physical Disabilities, 2012, 24, 9-17.	1.6	9
35	Enriching Service Learning by its Diversity: Combining University Service Learning and Corporate Social Responsibility to Help the NGOs Adapt Technology to Their Needs. Systemic Practice and Action Research, 2014, 27, 185-193.	1.7	8
36	Using a kinectâ€based game to teach oral hygiene in four elementary students with intellectual disabilities. Journal of Applied Research in Intellectual Disabilities, 2021, 34, 606-614.	2.0	8

#	ARTICLE	IF	CITATIONS
37	Assessing Peer Support and Usability of Blogging Technology. , 2008, , .		7
38	Potential of mobile social networks as assistive technology. , 2008, , .		6
39	An accelerometer-based handheld system to reduce breaks in performance of young adults with cognitive impairments. Research in Developmental Disabilities, 2011, 32, 2530-2534.	2.2	5
40	Sharing the Voice and Experience of our Community Members with Significant Disabilities in the Development of Rehabilitation Games. Systemic Practice and Action Research, 2019, 32, 1-12.	1.7	5
41	Designing Kinect2Scratch Games to Help Therapists Train Young Adults with Cerebral Palsy in Special Education School Settings. , 2015, , .		5
42	Game technology to increase range of motion for adolescents with cerebral palsy: a feasibility study. International Journal on Disability and Human Development, 2017, 16, .	0.2	5
43	Mobile Social Assistive Technology: A Case Study in Supported Employment for People with Severe Mental Illness. , 2008, , .		4
44	When Social Workers Meet Special Education Teachers: Action Research to Implement Curricular Changes in Taiwanese Special Education Systems. Systemic Practice and Action Research, 2012, 25, 273-280.	1.7	4
45	Designing a Kinect2Scratch Game to Help Teachers Train Children with Intellectual Disabilities for Pedestrian Safety. , 2016, , .		4
46	A Community-Based Participatory Approach to Developing Game Technology to Provide Greater Accessibility for Children with Intellectual Disabilities. Systemic Practice and Action Research, 2021, 34, 127-139.	1.7	4
47	Management of mobile social network services for families with Developmental Delay Children. , 2008, , .		3
48	Context-Aware Task Prompting: Sustaining of Supported Employment for People with Severe Mental Illness. , 2009, , .		2
49	Ontology-based Personalized Wayfinding System Using Deviation Detecting for Individuals with Cognitive Impairments. , 2007, , .		1
50	Action Science Approach to Experimenting Nonprofit Web 2.0 Services for Employment of Individuals with Mental Impairments. , 2007, , .		1
51	Nonprofit 2.0 web services- Case study of employment services for individuals with mental impairments. , 2007, , .		0
52	Assessing Online Behaviors through Discussion Forums in NGO's Daily Working Life. , 2008, , .		0
53	Action Science Approach to Experimenting Nonprofit Web 2.0 Services for Employment of Individuals with Mental Impairments. , 2007, , .		0