

Yao-Jen Chang

List of Publications by Year in descending order

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Version: 2024-02-01

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 Community-Based Participatory Approach to Developing Game Technology to Provide Greater Accessibility for Children with Intellectual Disabilities. <i>Systemic Practice and Action Research</i> , 2021, 34, 127-139. | 1.7 | 4 |
| 2 | Using a kinectâ€based game to teach oral hygiene in four elementary students with intellectual disabilities. <i>Journal of Applied Research in Intellectual Disabilities</i> , 2021, 34, 606-614. | 2.0 | 8 |
| 3 | Using an augmented reality game to teach three junior high school students with intellectual disabilities to improve ATM use. <i>Journal of Applied Research in Intellectual Disabilities</i> , 2020, 33, 409-419. | 2.0 | 26 |
| 4 | Using game technology to teach six elementary school children with autism to take a shower independently. <i>Developmental Neurorehabilitation</i> , 2019, 22, 329-337. | 1.1 | 18 |
| 5 | Sharing the Voice and Experience of our Community Members with Significant Disabilities in the Development of Rehabilitation Games. <i>Systemic Practice and Action Research</i> , 2019, 32, 1-12. | 1.7 | 5 |
| 6 | Using a motionâ€controlled game to teach four elementary school children with intellectual disabilities to improve hand hygiene. <i>Journal of Applied Research in Intellectual Disabilities</i> , 2019, 32, 942-951. | 2.0 | 18 |
| 7 | 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. <i>European Journal of Physical and Rehabilitation Medicine</i> , 2019, 55, 542-550. | 2.2 | 24 |
| 8 | Developing a Suite of Motion-Controlled Games for Upper Extremity Training in Children with Cerebral Palsy: A Proof-of-Concept Study. <i>Games for Health Journal</i> , 2018, 7, 327-334. | 2.0 | 13 |
| 9 | Game technology to increase range of motion for adolescents with cerebral palsy: a feasibility study. <i>International Journal on Disability and Human Development</i> , 2017, 16, . | 0.2 | 5 |
| 10 | Designing a Kinect2Scratch Game to Help Teachers Train Children with Intellectual Disabilities for Pedestrian Safety. , 2016, , . | | 4 |
| 11 | Using augmented reality smart glasses to design games for cognitive training. , 2016, , . | | 10 |
| 12 | ARCoach 2.0. , 2015, , . | | 28 |
| 13 | Designing Kinect2Scratch Games to Help Therapists Train Young Adults with Cerebral Palsy in Special Education School Settings. , 2015, , . | | 5 |
| 14 | Enriching Service Learning by its Diversity: Combining University Service Learning and Corporate Social Responsibility to Help the NGOs Adapt Technology to Their Needs. <i>Systemic Practice and Action Research</i> , 2014, 27, 185-193. | 1.7 | 8 |
| 15 | A computer-based interactive game to train persons with cognitive impairments to perform recycling tasks independently. <i>Research in Developmental Disabilities</i> , 2014, 35, 3672-3677. | 2.2 | 25 |
| 16 | An augmented reality (AR)-based vocational task prompting system for people with cognitive impairments. <i>Research in Developmental Disabilities</i> , 2013, 34, 3049-3056. | 2.2 | 69 |
| 17 | A Kinect-based upper limb rehabilitation system to assist people with cerebral palsy. <i>Research in Developmental Disabilities</i> , 2013, 34, 3654-3659. | 2.2 | 159 |
| 18 | A kinect-based vocational task prompting system for individuals with cognitive impairments. <i>Personal and Ubiquitous Computing</i> , 2013, 17, 351-358. | 2.8 | 40 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | A Feasibility Study of Enhancing Independent Task Performance for People with Cognitive Impairments Through the Use of a Handheld Location-Based Prompting System. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2012, 16, 1157-1163. | 3.2 | 14 |
| 20 | When Social Workers Meet Special Education Teachers: Action Research to Implement Curricular Changes in Taiwanese Special Education Systems. <i>Systemic Practice and Action Research</i> , 2012, 25, 273-280. | 1.7 | 4 |
| 21 | Anomaly Detection to Increase Commuter Safety for Individuals with Cognitive Impairments. <i>Journal of Developmental and Physical Disabilities</i> , 2012, 24, 9-17. | 1.6 | 9 |
| 22 | A location-based prompting system to transition autonomously through vocational tasks for individuals with cognitive impairments. <i>Research in Developmental Disabilities</i> , 2011, 32, 2669-2673. | 2.2 | 25 |
| 23 | A Kinect-based system for physical rehabilitation: A pilot study for young adults with motor disabilities. <i>Research in Developmental Disabilities</i> , 2011, 32, 2566-2570. | 2.2 | 626 |
| 24 | An accelerometer-based handheld system to reduce breaks in performance of young adults with cognitive impairments. <i>Research in Developmental Disabilities</i> , 2011, 32, 2530-2534. | 2.2 | 5 |
| 25 | A gesture recognition system to transition autonomously through vocational tasks for individuals with cognitive impairments. <i>Research in Developmental Disabilities</i> , 2011, 32, 2064-2068. | 2.2 | 44 |
| 26 | Mobile Social Network Services for Families With Children With Developmental Disabilities. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2011, 15, 585-593. | 3.2 | 12 |
| 27 | A Mobile Witness Detection System Enabling Teachers to Toilet Train Children with Intellectual Disabilities in a Public School Setting. <i>Journal of Developmental and Physical Disabilities</i> , 2011, 23, 527-533. | 1.6 | 14 |
| 28 | Student Engineers as Agents of Change: Combining Social Inclusion in the Professional Development of Electrical and Computer Engineering Students. <i>Systemic Practice and Action Research</i> , 2011, 24, 237-245. | 1.7 | 22 |
| 29 | Comparing picture and video prompting in autonomous indoor wayfinding for individuals with cognitive impairments. <i>Personal and Ubiquitous Computing</i> , 2010, 14, 737-747. | 2.8 | 44 |
| 30 | Action Research as a Bridge Between Two Worlds: Helping The NGOs and Humanitarian Agencies Adapt Technology to Their Needs. <i>Systemic Practice and Action Research</i> , 2010, 23, 191-202. | 1.7 | 19 |
| 31 | Autonomous indoor wayfinding for individuals with cognitive impairments. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2010, 7, 45. | 4.6 | 30 |
| 32 | INDOOR WAYFINDING BASED ON WIRELESS SENSOR NETWORKS FOR INDIVIDUALS WITH MULTIPLE SPECIAL NEEDS. <i>Cybernetics and Systems</i> , 2010, 41, 317-333. | 2.5 | 27 |
| 33 | MOBILE LOCATION-BASED SOCIAL NETWORKING IN SUPPORTED EMPLOYMENT FOR PEOPLE WITH COGNITIVE IMPAIRMENTS. <i>Cybernetics and Systems</i> , 2010, 41, 245-261. | 2.5 | 13 |
| 34 | Anomaly detection for travelling individuals with cognitive impairments. <i>ACM SIGACCESS Accessibility and Computing</i> , 2010, , 25-32. | 0.2 | 19 |
| 35 | Mobile social networks as quality of life technology for people with severe mental illness. <i>IEEE Wireless Communications</i> , 2009, 16, 34-40. | 9.0 | 14 |
| 36 | Context-aware prompting to transition autonomously through vocational tasks for individuals with cognitive impairments. , 2009, , . | | 11 |

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|----|---|----|-----------|
| 37 | Context-Aware Task Prompting: Sustaining of Supported Employment for People with Severe Mental Illness. , 2009, , . | | 2 |
| 38 | Video Prompting and Indoor Wayfinding Based on Bluetooth Beacons: A Case Study in Supported Employment for People with Severe Mental Illness. , 2009, , . | | 11 |
| 39 | A novel indoor wayfinding system based on passive RFID for individuals with cognitive impairments. , 2008, , . | | 11 |
| 40 | Mobile computing for indoor wayfinding based on bluetooth sensors for individuals with cognitive impairments. , 2008, , . | | 15 |
| 41 | Management of mobile social network services for families with Developmental Delay Children. , 2008, , . | | 3 |
| 42 | Assessing Peer Support and Usability of Blogging Technology. , 2008, , . | | 7 |
| 43 | A context aware handheld wayfinding system for individuals with cognitive impairments. , 2008, , . | | 43 |
| 44 | Potential of mobile social networks as assistive technology. , 2008, , . | | 6 |
| 45 | Assessing Online Behaviors through Discussion Forums in NGO's Daily Working Life. , 2008, , . | | 0 |
| 46 | Mobile Social Assistive Technology: A Case Study in Supported Employment for People with Severe Mental Illness. , 2008, , . | | 4 |
| 47 | A Novel Indoor Wayfinding System Based on Passive RFID for Individuals with Cognitive Impairments. , 2008, , . | | 10 |
| 48 | A novel wayfinding system based on geo-coded qr codes for individuals with cognitive impairments. , 2007, , . | | 20 |
| 49 | Nonprofit 2.0 web services- Case study of employment services for individuals with mental impairments. , 2007, , . | | 0 |
| 50 | Ontology-based Personalized Wayfinding System Using Deviation Detecting for Individuals with Cognitive Impairments. , 2007, , . | | 1 |
| 51 | Action Science Approach to Experimenting Nonprofit Web 2.0 Services for Employment of Individuals with Mental Impairments. , 2007, , . | | 1 |
| 52 | A General Architecture of Mobile Social Network Services. , 2007, , . | | 62 |
| 53 | Action Science Approach to Experimenting Nonprofit Web 2.0 Services for Employment of Individuals with Mental Impairments. , 2007, , . | | 0 |