# Wing-Kwong Wong

List of Publications by Year
in descending order

| | | | |
|---|---|---|---|
| 29<br>papers | 285<br>citations | 1306789<br>7<br>h-index | 940134<br>16<br>g-index |
| 32<br>all docs | 32<br>docs citations | 32<br>times ranked | 214<br>citing authors |

| # | Article | IF | Citations |
|---|---------|----|-----------|
| 1 | Adaptive Terminal Sliding Mode Control for Attitude and Position Tracking Control of Quadrotor UAVs in the Existence of External Disturbance. IEEE Access, 2021, 9, 3428-3440. | 2.6 | 68 |
| 2 | LIM-G: Learner-initiating instruction model based on cognitive knowledge for geometry word problem comprehension. Computers and Education, 2007, 48, 582-601. | 5.1 | 45 |
| 3 | The influence of social interaction on meaning construction in a virtual community. British Journal of Educational Technology, 2010, 41, 287-306. | 3.9 | 44 |
| 4 | Scientific modeling with mobile devices in high school physics labs. Computers and Education, 2017, 105, 44-56. | 5.1 | 33 |
| 5 | Reciprocal tutoring using cognitive tools. Journal of Computer Assisted Learning, 2003, 19, 416-428. | 3.3 | 22 |
| 6 | Pendulum experiments with three modern electronic devices and a modeling tool. Journal of Computers in Education, 2015, 2, 77-92. | 5.0 | 14 |
| 7 | Visual representations for recursion. International Journal of Human Computer Studies, 2001, 54, 285-300. | 3.7 | 10 |
| 8 | An Indoor Gardening Planting Table Game Design to Improve the Cognitive Performance of the Elderly with Mild and Moderate Dementia. International Journal of Environmental Research and Public Health, 2020, 17, 1483. | 1.2 | 8 |
| 9 | A COMPARISON OF A VIRTUAL LAB AND A MICROCOMPUTER-BASED LAB FOR SCIENTIFIC MODELLING BY COLLEGE STUDENTS. Journal of Baltic Science Education, 2020, 19, 157-173. | 0.4 | 7 |
| 10 | Reinforcement Learning of Robotic Motion with Genetic Programming, Simulated Annealing and Self-Organizing Map. , 2011, , . |  | 4 |
| 11 | Learning to construct English (L2) sentences in a bilingual corpus-based system. System, 2013, 41, 677-690. | 1.7 | 4 |
| 12 | An Implementation of Face Recognition with Deep Learning based on a Container-Orchestration Platform. , 2020, , . |  | 4 |
| 13 | Asynchronous control and driver for high‑speed LED display with local scanning approach. IET Circuits, Devices and Systems, 2020, 14, 1-6. | 0.9 | 4 |
| 14 | Fast‑efficient algorithm of high‑profile intra prediction for H.264 encoding system. IET Image Processing, 2018, 12, 329-336. | 1.4 | 3 |
| 15 | Building a Care Management and Guidance Security System for Assisting Patients with Cognitive Impairment. Sustainability, 2020, 12, 10516. | 1.6 | 3 |
| 16 | A dynamic geometry environment for learning theorem proving. , 2005, , . |  | 2 |
| 17 | Investigating readers' mental maps of references in an online system. Computers and Education, 2009, 53, 799-808. | 5.1 | 2 |
| 18 | Spoonbill Game on Android Devices for Ecological Education. , 2018, , . |  | 2 |

| # | Article | IF | Citations |
|---|---|---|---|
| 19 | Real-Time Data Logging and Online Curve Fitting Using Raspberry Pi in Physics Laboratories. International Journal of Distance Education Technologies, 2020, 18, 57-77. | 1.9 | 2 |
| 20 | A Linear Fractional Transformation Based Approach to Robust Model Predictive Control Design in Uncertain Systems. IEEE Access, 2020, 8, 220215-220226. | 2.6 | 2 |
| 21 | Constructing mental representation of reference by feedback in a computer system. Computers in Human Behavior, 2008, 24, 1959-1976. | 5.1 | 1 |
| 22 | Lessons from adopting a maker approach to teaching operating systems with Raspberry Pi. Interactive Technology and Smart Education, 2018, 15, 119-131. | 3.8 | 1 |
| 23 | The design of a diagnosis system for problem posing. , 2005, , . | | 0 |
| 24 | Web-based interactive module with multiple representations for learning geometry theorem proving. , 2010, , . | | 0 |
| 25 | Online Scaffolding for Data Modeling in Low-Cost Physical Labs. International Journal of Distance Education Technologies, 2019, 17, 1-20. | 1.9 | 0 |
| 26 | Designing a Tutoring Agent for Facilitating Collaborative Learning with Instant Messaging. Lecture Notes in Computer Science, 2006, , 689-691. | 1.0 | 0 |
| 27 | A Virtual Computational Paper Folding Environment Based on Computer Algebraic System. Lecture Notes in Computer Science, 2011, , 28-37. | 1.0 | 0 |
| 28 | Using an Android Smartphone for Robotic Image Recognition. Lecture Notes in Electrical Engineering, 2014, , 33-40. | 0.3 | 0 |
| 29 | A TOOL OF TECHNOLOGY-BASED LABORATORY ENABLED STUDENTS TO PRECISELY DESCRIBE SCIENTIFIC PHENOMENA. Journal of Baltic Science Education, 2022, 21, 495-512. | 0.4 | 0 |