

Wing-Kwong Wong

List of Publications by Year in descending order

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Version: 2024-02-01

29
papers

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1306789

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32
all docs

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32
times ranked

214
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	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
3	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
4	An Implementation of Face Recognition with Deep Learning based on a Container-Orchestration Platform. , 2020, , .		4
5	A Linear Fractional Transformation Based Approach to Robust Model Predictive Control Design in Uncertain Systems. IEEE Access, 2020, 8, 220215-220226.	2.6	2
6	Building a Care Management and Guidance Security System for Assisting Patients with Cognitive Impairment. Sustainability, 2020, 12, 10516.	1.6	3
7	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
8	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
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	Online Scaffolding for Data Modeling in Low-Cost Physical Labs. International Journal of Distance Education Technologies, 2019, 17, 1-20.	1.9	0
11	Fast-efficient algorithm of high-profile intra prediction for H.264 encoding system. IET Image Processing, 2018, 12, 329-336.	1.4	3
12	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
13	Spoonbill Game on Android Devices for Ecological Education. , 2018, , .		2
14	Scientific modeling with mobile devices in high school physics labs. Computers and Education, 2017, 105, 44-56.	5.1	33
15	Pendulum experiments with three modern electronic devices and a modeling tool. Journal of Computers in Education, 2015, 2, 77-92.	5.0	14
16	Using an Android Smartphone for Robotic Image Recognition. Lecture Notes in Electrical Engineering, 2014, , 33-40.	0.3	0
17	Learning to construct English (L2) sentences in a bilingual corpus-based system. System, 2013, 41, 677-690.	1.7	4
18	Reinforcement Learning of Robotic Motion with Genetic Programming, Simulated Annealing and Self-Organizing Map. , 2011, , .		4

#	ARTICLE	IF	CITATIONS
19	A Virtual Computational Paper Folding Environment Based on Computer Algebraic System. Lecture Notes in Computer Science, 2011, , 28-37.	1.0	0
20	The influence of social interaction on meaning construction in a virtual community. British Journal of Educational Technology, 2010, 41, 287-306.	3.9	44
21	Web-based interactive module with multiple representations for learning geometry theorem proving. , 2010, , .		0
22	Investigating readers'™ mental maps of references in an online system. Computers and Education, 2009, 53, 799-808.	5.1	2
23	Constructing mental representation of reference by feedback in a computer system. Computers in Human Behavior, 2008, 24, 1959-1976.	5.1	1
24	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
25	Designing a Tutoring Agent for Facilitating Collaborative Learning with Instant Messaging. Lecture Notes in Computer Science, 2006, , 689-691.	1.0	0
26	The design of a diagnosis system for problem posing. , 2005, , .		0
27	A dynamic geometry environment for learning theorem proving. , 2005, , .		2
28	Reciprocal tutoring using cognitive tools. Journal of Computer Assisted Learning, 2003, 19, 416-428.	3.3	22
29	Visual representations for recursion. International Journal of Human Computer Studies, 2001, 54, 285-300.	3.7	10