Yu-Min Fang

List of Publications by Year
in descending order

13 papers	177 citations	1478505 6 h-index	1474206 9 g-index
15 all docs	15 docs citations	15 times ranked	161 citing authors

#	Article	IF	Citations
1	Users' psychological perception and perceived readability of wearable devices for elderly people. Behaviour and Information Technology, 2016, 35, 225-232.	4.0	64
2	Emotional reactions of different interface formats: Comparing digital and traditional board games. Advances in Mechanical Engineering, 2016, 8, 168781401664190.	1.6	34
3	Comparison of the usability and flow experience of an exercise promotion virtual reality programme for different age groups. Behaviour and Information Technology, 2021, 40, 1250-1264.	4.0	21
4	The Usability Testing of VR Interface for Tourism Apps. Applied Sciences (Switzerland), 2019, 9, 3215.	2.5	18
5	Applying eco-visualisations of different interface formats to evoke sustainable behaviours towards household water saving. Behaviour and Information Technology, 2016, 35, 748-757.	4.0	16
6	Older Adults' Usability and Emotional Reactions toward Text, Diagram, Image, and Animation Interfaces for Displaying Health Information. Applied Sciences (Switzerland), 2019, 9, 1058.	2.5	14
7	Health information display for elderly people: Interface attributes, usability, and emotional reaction. , 2016, , .		3
8	Product development of the glasses design — Color imagery in eyeglass frames and skin tone. , 2014, , .		2
9	Comparison of Digital Applications and Conventional Equipment in Group and Individual Recreational Activities: Social Psychology, Social Interactions, Emotional Reaction, and Perceived Usability in Middle-Aged and Senior Citizens. SAGE Open, 2021, 11, 215824402110657.	1.7	2
10	The study on the correlation between emotional design and emotion — Taking the conditioning process of lemonade for example. , 2014, , .		1
11	Exploring Generic and Immersive Frameworks for Human-Computer Interactions. Communications in Computer and Information Science, 2022, , 55-62.	0.5	1
12	The devices and interfaces for elderly healthcare. , 2017, , .		0
13	The Exploratory Study of Emotional Valence and Arousal for Eco-visualization Interface of Water Resources. Communications in Computer and Information Science, 2014, , 311-316.	0.5	0