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	Exploring Generic and Immersive Frameworks for Human-Computer Interactions. Communications in Computer and Information Science, 2022, , 55-62.	0.5	1
2	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
3	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
4	The Usability Testing of VR Interface for Tourism Apps. Applied Sciences (Switzerland), 2019, 9, 3215.	2.5	18
5	Older Adultsâ€™ Usability and Emotional Reactions toward Text, Diagram, Image, and Animation Interfaces for Displaying Health Information. Applied Sciences (Switzerland), 2019, 9, 1058.	2.5	14
6	The devices and interfaces for elderly healthcare. , 2017, , .		0
7	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
8	Health information display for elderly people: Interface attributes, usability, and emotional reaction. , 2016, , .		3
9	Emotional reactions of different interface formats: Comparing digital and traditional board games. Advances in Mechanical Engineering, 2016, 8, 168781401664190.	1.6	34
10	Users' psychological perception and perceived readability of wearable devices for elderly people. Behaviour and Information Technology, 2016, 35, 225-232.	4.0	64
11	Product development of the glasses design — Color imagery in eyeglass frames and skin tone. , 2014, , .		2
12	The study on the correlation between emotional design and emotion &#x2014; Taking the conditioning process of lemonade for example. , 2014, , .		1
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