Yeongwook Yang

List of Publications by Year
in descending order

		932766	839053
29 papers	**389** citations	**10** h-index	**18** g-index
29 all docs	**29** docs citations	**29** times ranked	**213** citing authors

#	ARTICLE	IF	CITATIONS
1	Game-based assessment tool using convergence of gamification and motivation theory in intelligent tutoring system. Personal and Ubiquitous Computing, 2023, 27, 1149-1159.	1.9	5
2	GameDKT: Deep knowledge tracing in educational games. Expert Systems With Applications, 2022, 196, 116670.	4.4	19
3	A Convolution Neural Network-Based Representative Spatio-Temporal Documents Classification for Big Text Data. Applied Sciences (Switzerland), 2022, 12, 3843.	1.3	3
4	An adaptive educational computer game: Effects on students' knowledge and learning attitude in computational thinking. Computers in Human Behavior, 2021, 114, 106575.	5.1	50
5	From Gaming to Computational Thinking: An Adaptive Educational Computer Game-Based Learning Approach. Journal of Educational Computing Research, 2021, 59, 383-409.	3.6	52
6	Predicting Course Grade through Comprehensive Modelling of Students' Learning Behavioral Pattern. Complexity, 2021, 2021, 1-12.	0.9	9
7	Effects of Adaptive Educational Games on Adults' Computational Thinking. Communications in Computer and Information Science, 2021, , 162-176.	0.4	0
8	FP-Growth Algorithm for Discovering Region-Based Association Rule in the IoT Environment. Electronics (Switzerland), 2021, 10, 3091.	1.8	3
9	A group preference-based item similarity model: comparison of clustering techniques in ambient and context-aware recommender systems. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 1441-1449.	3.3	12
10	Decoding Strategies for Improving Low-Resource Machine Translation. Electronics (Switzerland), 2020, 9, 1562.	1.8	16
11	Comparison of the Evaluation Metrics for Neural Grammatical Error Correction With Overcorrection. IEEE Access, 2020, 8, 106264-106272.	2.6	9
12	Predicting course achievement of university students based on their procrastination behaviour on Moodle. Soft Computing, 2020, 24, 18777-18793.	2.1	26
13	Clustering Algorithms in an Educational Context: An Automatic Comparative Approach. IEEE Access, 2020, 8, 146994-147014.	2.6	10
14	Engaging Estonian primary school children in computational thinking through adaptive educational games: A qualitative study. , 2020, , .		5
15	A Hybrid Recommender System for Sequential Recommendation: Combining Similarity Models With Markov Chains. IEEE Access, 2020, 8, 190136-190146.	2.6	11
16	Neural spelling correction: translating incorrect sentences to correct sentences for multimedia. Multimedia Tools and Applications, 2020, , 1.	2.6	7
17	Ancient Korean Neural Machine Translation. IEEE Access, 2020, 8, 116617-116625.	2.6	17
18	Mining Educational Data to Predict Students' Performance through Procrastination Behavior. Entropy, 2020, 22, 12.	1.1	67

#	Article	IF	Citations
19	Investigating the Learning Impact of Autothinking Educational Game on Adults: A Case Study of France. , 2020, , .		3
20	Transparent Player Model: Adaptive Visualization of Learner Model in Educational Games. Lecture Notes in Computer Science, 2020, , 349-357.	1.0	2
21	Long-term effects of adaptive customization support on elderly people. Cognition, Technology and Work, 2019, 21, 371-382.	1.7	2
22	Unifying user preference and item knowledge-based similarity models for top-N recommendation. Personal and Ubiquitous Computing, 2019, , 1.	1.9	3
23	GPS: Factorized group preference-based similarity models for sparse sequential recommendation. Information Sciences, 2019, 481, 394-411.	4.0	13
24	AutoThinking: An Adaptive Computational Thinking Game. Lecture Notes in Computer Science, 2019, , 381-391.	1.0	21
25	Predicting Second Language Proficiency Level Using Linguistic Cognitive Task and Machine Learning Techniques. Wireless Personal Communications, 2016, 86, 271-285.	1.8	1
26	A study on factor analysis to support knowledge based decisions for a smart class. Information Technology and Management, 2016, 17, 43-56.	1.4	13
27	Sentiment-Property Extraction Using Korean Syntactic Features. Lecture Notes in Electrical Engineering, 2012, , 23-30.	0.3	0
28	A Cognitive Ability Measuring System with Cognitive Loading Task. Communications in Computer and Information Science, 2011, , 325-328.	0.4	1
29	Prediction of studentsâ€™ procrastination behaviour through their submission behavioural pattern in online learning. Journal of Ambient Intelligence and Humanized Computing, 0, , 1.	3.3	9