

Kuo-Liang Ou

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9453364/publications.pdf>

Version: 2024-02-01

13
papers

236
citations

1307594

7
h-index

1474206

9
g-index

13
all docs

13
docs citations

13
times ranked

223
citing authors

#	ARTICLE	IF	CITATIONS
1	Development of a virtual butterfly ecological system based on augmented reality and mobile learning technologies. <i>Virtual Reality</i> , 2015, 19, 253-266.	6.1	71
2	A Study of Campus Butterfly Ecology Learning System Based on Augmented Reality and Mobile Learning. , 2012, , .		60
3	Development of a Lunar-Phase Observation System Based on Augmented Reality and Mobile Learning Technologies. <i>Mobile Information Systems</i> , 2016, 2016, 1-12.	0.6	18
4	A Sun Path Observation System Based on Augment Reality and Mobile Learning. <i>Mobile Information Systems</i> , 2018, 2018, 1-10.	0.6	17
5	A Virtual Experiment for Learning the Principle of Daniell Cell Based on Augmented Reality. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 762.	2.5	17
6	The Development of a Virtual Farm for Applications in Elementary Science Education. <i>International Journal of Distance Education Technologies</i> , 2012, 10, 1-16.	2.9	15
7	The Development of a Virtual Marine Museum for Educational Applications. <i>Journal of Educational Technology Systems</i> , 2008, 37, 39-59.	5.8	13
8	Development of a Virtual Ecological Environment for Learning the Taipei Tree Frog. <i>Sustainability</i> , 2021, 13, 5911.	3.2	12
9	Development of a Virtual Wetland Ecological System Using VR 360° Panoramic Technology for Environmental Education. <i>Land</i> , 2021, 10, 829.	2.9	6
10	The Influence of a Motion-sensing and Game-based Mobile Learning System on Learning Achievement and Learning Retention. , 2011, , .		5
11	Vocabulary Learning Through Picture-Viewing and Picture-Drawing on Tablets. <i>International Journal of Distance Education Technologies</i> , 2018, 16, 64-80.	2.9	2
12	A Machine Learning Approach for Analyzing Musical Expressions of Piano Performance. , 2009, , .		0
13	Vocabulary Learning Through Picture-Viewing and Picture-Drawing on Tablets. , 2020, , 840-857.		0