

Yueh-Min

List of Publications by Year in descending order

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Version: 2024-02-01

282
papers

5,877
citations

101543

36
h-index

118850

62
g-index

285
all docs

285
docs citations

285
times ranked

3767
citing authors

#	ARTICLE	IF	CITATIONS
1	A ubiquitous English vocabulary learning system: Evidence of active/passive attitudes vs. usefulness/ease-of-use. <i>Computers and Education</i> , 2012, 58, 273-282.	8.3	239
2	Effectiveness of a Mobile Plant Learning System in a science curriculum in Taiwanese elementary education. <i>Computers and Education</i> , 2010, 54, 47-58.	8.3	191
3	The design and implementation of a meaningful learning-based evaluation method for ubiquitous learning. <i>Computers and Education</i> , 2011, 57, 2291-2302.	8.3	151
4	Empowering personalized learning with an interactive e-book learning system for elementary school students. <i>Educational Technology Research and Development</i> , 2012, 60, 703-722.	2.8	146
5	Review of research on mobile language learning in authentic environments. <i>Computer Assisted Language Learning</i> , 2017, 30, 284-303.	7.1	141
6	Evaluation of neural networks and data mining methods on a credit assessment task for class imbalance problem. <i>Nonlinear Analysis: Real World Applications</i> , 2006, 7, 720-747.	1.7	136
7	Contention window optimization for IEEE 802.11 DCF access control. <i>IEEE Transactions on Wireless Communications</i> , 2008, 7, 5129-5135.	9.2	128
8	Using a style-based ant colony system for adaptive learning. <i>Expert Systems With Applications</i> , 2008, 34, 2449-2464.	7.6	121
9	An automatic group composition system for composing collaborative learning groups using enhanced particle swarm optimization. <i>Computers and Education</i> , 2010, 55, 1483-1493.	8.3	110
10	An innovative concept map approach for improving students' learning performance with an instant feedback mechanism. <i>British Journal of Educational Technology</i> , 2012, 43, 217-232.	6.3	95
11	The effectiveness of a meaningful learning-based evaluation model for context-aware mobile learning. <i>British Journal of Educational Technology</i> , 2015, 46, 437-447.	6.3	95
12	Review of affective computing in education/learning: Trends and challenges. <i>British Journal of Educational Technology</i> , 2016, 47, 1304-1323.	6.3	95
13	Examining creativity through a virtual reality support system. <i>Educational Technology Research and Development</i> , 2018, 66, 1231-1254.	2.8	92
14	Toward interactive mobile synchronous learning environment with context-awareness service. <i>Computers and Education</i> , 2008, 51, 1205-1226.	8.3	90
15	An adaptive testing system for supporting versatile educational assessment. <i>Computers and Education</i> , 2009, 52, 53-67.	8.3	89
16	An IoT Based Smart Agricultural System for Pests Detection. <i>IEEE Access</i> , 2020, 8, 180750-180761.	4.2	89
17	A novel secure communication scheme in vehicular ad hoc networks. <i>Computer Communications</i> , 2008, 31, 2827-2837.	5.1	87
18	Effects of storytelling to facilitate EFL speaking using Web-based multimedia system. <i>Computer Assisted Language Learning</i> , 2016, 29, 215-241.	7.1	81

#	ARTICLE	IF	CITATIONS
19	Identification of Fruit Tree Pests With Deep Learning on Embedded Drone to Achieve Accurate Pesticide Spraying. IEEE Access, 2021, 9, 21986-21997.	4.2	81
20	Multi-appliance recognition system with hybrid SVM/GMM classifier in ubiquitous smart home. Information Sciences, 2013, 230, 39-55.	6.9	76
21	Exploring the antecedents of collaborative learning performance over social networking sites in a ubiquitous learning context. Computers in Human Behavior, 2015, 43, 313-323.	8.5	68
22	Embedding diagnostic mechanisms in a digital game for learning mathematics. Educational Technology Research and Development, 2014, 62, 187-207.	2.8	66
23	Adaptive security design with malicious node detection in cluster-based sensor networks. Computer Communications, 2007, 30, 2385-2400.	5.1	65
24	Facilitating cross-cultural understanding with learning activities supported by speech-to-text recognition and computer-aided translation. Computers and Education, 2016, 98, 130-141.	8.3	64
25	Standardized course generation process using Dynamic Fuzzy Petri Nets. Expert Systems With Applications, 2008, 34, 72-86.	7.6	62
26	A web-based programming learning environment to support cognitive development. Interacting With Computers, 2008, 20, 524-534.	1.5	62
27	Multiprocessor system scheduling with precedence and resource constraints using an enhanced ant colony system. Expert Systems With Applications, 2008, 34, 2071-2081.	7.6	53
28	A new bee colony optimization algorithm with idle-time-based filtering scheme for open shop-scheduling problems. Expert Systems With Applications, 2011, 38, 5438-5447.	7.6	52
29	A blog-based dynamic learning map. Computers and Education, 2008, 51, 262-278.	8.3	51
30	A near-optimal multicast scheme for mobile ad hoc networks using a hybrid genetic algorithm. Expert Systems With Applications, 2007, 33, 734-742.	7.6	50
31	A scaffolding strategy to develop handheld sensor-based vocabulary games for improving students' learning motivation and performance. Educational Technology Research and Development, 2015, 63, 691-708.	2.8	47
32	A quantum-inspired Tabu search algorithm for solving combinatorial optimization problems. Soft Computing, 2014, 18, 1771-1781.	3.6	46
33	Implementation and evaluation of mobile e-books in a cloud bookcase using the information system success model. Library Hi Tech, 2016, 34, 207-223.	5.1	46
34	Intelligent home-appliance recognition over IoT cloud network. , 2013, , .		43
35	A study of the facilitation of cross-cultural understanding and intercultural sensitivity using speech-enabled language translation technology. British Journal of Educational Technology, 2019, 50, 1415-1433.	6.3	41
36	Integrating Computational Thinking Concept Into Digital Storytelling to Improve Learners' Motivation and Performance. Journal of Educational Computing Research, 2021, 59, 470-495.	5.5	41

#	ARTICLE	IF	CITATIONS
37	Development of a diagnostic system using a testing-based approach for strengthening student prior knowledge. <i>Computers and Education</i> , 2011, 57, 1557-1570.	8.3	40
38	The effectiveness of the meaningful learning-based evaluation for different achieving students in a ubiquitous learning context. <i>Computers and Education</i> , 2015, 87, 243-253.	8.3	40
39	Applying dynamic fuzzy petri net to web learning system. <i>Interactive Learning Environments</i> , 2005, 13, 159-178.	6.4	39
40	DLNA-Based Multimedia Sharing System for OSGI Framework With Extension to P2P Network. <i>IEEE Systems Journal</i> , 2010, 4, 262-270.	4.6	39
41	An evaluation model for digital libraries' user interfaces using fuzzy AHP. <i>Electronic Library</i> , 2014, 32, 83-95.	1.4	38
42	Competitive neural network to solve scheduling problems. <i>Neurocomputing</i> , 2001, 37, 177-196.	5.9	37
43	A technique for tracking the reading rate to identify the e-book reading behaviors and comprehension outcomes of elementary school students. <i>British Journal of Educational Technology</i> , 2015, 46, 864-876.	6.3	37
44	Factors Affecting Students' Continued Usage Intention Toward Business Simulation Games. <i>Journal of Educational Computing Research</i> , 2015, 53, 260-283.	5.5	37
45	A pilot study: Facilitating cross-cultural understanding with project-based collaborative learning in an online environment. <i>Australasian Journal of Educational Technology</i> , 2015, 31, .	3.5	37
46	Dynamic question generation system for web-based testing using particle swarm optimization. <i>Expert Systems With Applications</i> , 2009, 36, 616-624.	7.6	36
47	A personalized auxiliary material recommendation system based on learning style on Facebook applying an artificial bee colony algorithm. <i>Computers and Mathematics With Applications</i> , 2012, 64, 1506-1513.	2.7	36
48	A blog article recommendation generating mechanism using an SBACPSO algorithm. <i>Expert Systems With Applications</i> , 2009, 36, 10388-10396.	7.6	35
49	Investigating applications of speech-to-text recognition technology for a face-to-face seminar to assist learning of non-native English-speaking participants. <i>Technology, Pedagogy and Education</i> , 2016, 25, 119-134.	5.4	35
50	Effects of individual versus group work on learner autonomy and emotion in digital storytelling. <i>Educational Technology Research and Development</i> , 2018, 66, 1009-1028.	2.8	35
51	Development and evaluation of the mobile library service system success model. <i>Electronic Library</i> , 2015, 33, 1174-1192.	1.4	34
52	The design and implementation of a Mobile Library APP system. <i>Library Hi Tech</i> , 2015, 33, 15-31.	5.1	34
53	Enhancing students' botanical learning by using augmented reality. <i>Universal Access in the Information Society</i> , 2019, 18, 231-241.	3.0	34
54	Developing a Reading Concentration Monitoring System by Applying an Artificial Bee Colony Algorithm to E-Books in an Intelligent Classroom. <i>Sensors</i> , 2012, 12, 14158-14178.	3.8	32

#	ARTICLE	IF	CITATIONS
55	Enhancing learning performance, attention, and meditation using a speech-to-text recognition application: evidence from multiple data sources. <i>Interactive Learning Environments</i> , 2017, 25, 249-261.	6.4	32
56	Using image-to-text recognition technology to facilitate vocabulary acquisition in authentic contexts. <i>ReCALL</i> , 2020, 32, 195-212.	5.2	32
57	A Collision Alleviation Scheme for IEEE 802.11p VANETs. <i>Wireless Personal Communications</i> , 2011, 56, 371-383.	2.7	31
58	Effects of Incorporating Augmented Reality into a Board Game for High School Students's Learning Motivation and Acceptance in Health Education. <i>Sustainability</i> , 2021, 13, 3333.	3.2	31
59	An intelligent human-expert forum system based on fuzzy information retrieval technique. <i>Expert Systems With Applications</i> , 2008, 34, 446-458.	7.6	30
60	The role of electronic pocket dictionaries as an English learning tool among Chinese students. <i>Journal of Computer Assisted Learning</i> , 2009, 25, 503-514.	5.1	30
61	Applying social tagging to manage cognitive load in a Web 2.0 self-learning environment. <i>Interactive Learning Environments</i> , 2013, 21, 273-289.	6.4	29
62	Reliable Data Broadcast for Zigbee Wireless Sensor Networks. <i>International Journal on Smart Sensing and Intelligent Systems</i> , 2010, 3, 504-520.	0.7	29
63	Automatic and interactive e-Learning auxiliary material generation utilizing particle swarm optimization. <i>Expert Systems With Applications</i> , 2008, 35, 2113-2122.	7.6	27
64	Dynamic hard-real-time scheduling using genetic algorithm for multiprocessor task with resource and timing constraints. <i>Expert Systems With Applications</i> , 2009, 36, 852-860.	7.6	27
65	Understanding the relationship between physiological signals and digital game-based learning outcome. <i>Journal of Computers in Education</i> , 2014, 1, 81-97.	8.3	27
66	Investigating the effectiveness of speech-to-text recognition applications on learning performance, attention, and meditation. <i>Educational Technology Research and Development</i> , 2017, 65, 1239-1261.	2.8	27
67	Dynamic adjustable multimedia streaming service architecture over cloud computing. <i>Computer Communications</i> , 2012, 35, 1798-1808.	5.1	26
68	Applications of speech-to-text recognition and computer-aided translation for facilitating cross-cultural learning through a learning activity: issues and their solutions. <i>Educational Technology Research and Development</i> , 2018, 66, 191-214.	2.8	26
69	Investigating student attention, meditation, cognitive load, and satisfaction during lectures in a foreign language supported by speech-enabled language translation. <i>Computer Assisted Language Learning</i> , 2020, 33, 301-326.	7.1	26
70	Predicting course achievement of university students based on their procrastination behaviour on Moodle. <i>Soft Computing</i> , 2020, 24, 18777-18793.	3.6	26
71	Scheduling multiprocessor job with resource and timing constraints using neural networks. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 1999, 29, 490-502.	5.0	25
72	Genetic algorithm for delay- and degree-constrained multimedia broadcasting on overlay networks. <i>Computer Communications</i> , 2006, 29, 3625-3632.	5.1	25

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73	NP-miner: A real-time recommendation algorithm by using web usage mining. Knowledge-Based Systems, 2006, 19, 272-286.	7.1	25
74	Extended Gaussian kernel version of fuzzy c-means in the problem of data analyzing. Expert Systems With Applications, 2011, 38, 3793-3805.	7.6	25
75	Investigating the effectiveness of speech-to-text recognition applications on learning performance and cognitive load. Computers and Education, 2016, 101, 15-28.	8.3	25
76	A video annotation learning approach to improve the effects of video learning. Innovations in Education and Teaching International, 2018, 55, 459-469.	2.5	25
77	Cross-cultural learning in virtual reality environment: facilitating cross-cultural understanding, trait emotional intelligence, and sense of presence. Educational Technology Research and Development, 2021, 69, 2917-2936.	2.8	25
78	The exploration of continuous learning intention in STEAM education through attitude, motivation, and cognitive load. International Journal of STEM Education, 2022, 9, .	5.0	25
79	Assessment of Effectiveness of Web-based Training on Demand. Interactive Learning Environments, 2007, 15, 217-235.	6.4	24
80	Applying adaptive swarm intelligence technology with structuration in web-based collaborative learning. Computers and Education, 2009, 52, 789-799.	8.3	24
81	Cognitive Diffusion Model: Facilitating EFL Learning in an Authentic Environment. IEEE Transactions on Learning Technologies, 2017, 10, 168-181.	3.2	24
82	Evaluating students' learning achievement and flow experience with tablet PCs based on AR and tangible technology in u-learning. Library Hi Tech, 2017, 35, 602-614.	5.1	24
83	The design and implementation of authentic learning with mobile technology in vocational nursing practice course. British Journal of Educational Technology, 2016, 47, 494-509.	6.3	23
84	A personalized mobile IPTV system with seamless video reconstruction algorithm in cloud networks. International Journal of Communication Systems, 2011, 24, 1375-1387.	2.5	22
85	A neighbor caching mechanism for handoff in IEEE 802.11 wireless networks. Journal of Supercomputing, 2008, 45, 1-14.	3.6	21
86	3PRS: a personalized popular program recommendation system for digital TV for P2P social networks. Multimedia Tools and Applications, 2010, 47, 31-48.	3.9	21
87	A M-Learning Content Recommendation Service by Exploiting Mobile Social Interactions. IEEE Transactions on Learning Technologies, 2014, 7, 221-230.	3.2	21
88	Ray Tracing Based Wireless Channel Modeling over the Sea Surface near Diaoyu Islands. , 2015, , .		21
89	Constructing secure group communication over wireless ad hoc networks based on a virtual subnet model. IEEE Wireless Communications, 2007, 14, 70-75.	9.0	20
90	Bring QoS to P2P-based semantic service discovery for the Universal Network. Personal and Ubiquitous Computing, 2009, 13, 471-477.	2.8	20

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91	An Intercommunication Home Energy Management System with Appliance Recognition in Home Network. <i>Mobile Networks and Applications</i> , 2012, 17, 132-142.	3.3	20
92	Personalized English reading sequencing based on learning portfolio analysis. <i>Information Sciences</i> , 2014, 257, 248-263.	6.9	20
93	Saturation throughput analysis of multi-rate IEEE 802.11 wireless networks. <i>Wireless Communications and Mobile Computing</i> , 2009, 9, 1102-1112.	1.2	19
94	Extraction of characteristic points and its fractal reconstruction for terrain profile data. <i>Chaos, Solitons and Fractals</i> , 2009, 39, 1732-1743.	5.1	19
95	An efficient inductive learning method for object-oriented database using attribute entropy. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 1996, 8, 946-951.	5.7	18
96	Group keys and the multicast security in ad hoc networks. , 0, , .		18
97	Automatic Leveling System for E-Learning Examination Pool Using Entropy-Based Decision Tree. <i>Lecture Notes in Computer Science</i> , 2005, , 273-278.	1.3	18
98	Transmission of layered video streaming via multi-path on ad hoc networks. <i>Multimedia Tools and Applications</i> , 2007, 34, 155-177.	3.9	18
99	Employing self-assessment, journaling, and peer sharing to enhance learning from an online course. <i>Journal of Computing in Higher Education</i> , 2015, 27, 114-133.	6.1	18
100	An Interdisciplinary Research on Students'™ Employability in Technology Education to Advance Higher Education Enrollment Sustainability. <i>Sustainability</i> , 2020, 12, 1806.	3.2	18
101	Review of Research on Technology-Supported Cross-Cultural Learning. <i>Sustainability</i> , 2021, 13, 1402.	3.2	18
102	Reliable transmission of multimedia streaming using a connection prediction scheme in cluster-based ad hoc networks. <i>Computer Communications</i> , 2007, 30, 440-452.	5.1	17
103	A Collaborative Mobile Virtual Campus System Based on Location-Based Dynamic Grouping. , 2010, , .		17
104	Cultural factors influencing Eastern and Western engineering students'™ choice of university. <i>European Journal of Engineering Education</i> , 2010, 35, 147-160.	2.3	16
105	3D Fractal reconstruction of terrain profile data based on digital elevation model. <i>Chaos, Solitons and Fractals</i> , 2009, 40, 1741-1749.	5.1	15
106	A Multi-Criteria Study of Decision-Making Proficiency in Student'™s Employability for Multidisciplinary Curriculums. <i>Mathematics</i> , 2020, 8, 897.	2.2	15
107	An efficient storage server in near video-on-demand systems. <i>IEEE Transactions on Consumer Electronics</i> , 1998, 44, 27-32.	3.6	14
108	Fostering learners'™ metacognitive skills of keyword reformulation in image seeking by location-based hierarchical navigation. <i>Educational Technology Research and Development</i> , 2013, 61, 233-254.	2.8	14

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109	Investigation of the Influence of Artificial Intelligence Markup Language-Based LINE ChatBot in Contextual English Learning. <i>Frontiers in Psychology</i> , 2022, 13, 785752.	2.1	14
110	Title is missing!. <i>Multimedia Tools and Applications</i> , 2003, 21, 281-305.	3.9	13
111	DESCVâ€™A Secure Wireless Communication Scheme for Vehicle ad hoc Networking. <i>Mobile Networks and Applications</i> , 2009, 14, 611-624.	3.3	13
112	The Effect of Situated Mobile Learning on Chinese Rhetoric Ability of Elementary School Students. , 2010, , .		13
113	A hybrid two-phase encoding particle swarm optimization for total weighted completion time minimization in proportionate flexible flow shop scheduling. <i>International Journal of Advanced Manufacturing Technology</i> , 2012, 58, 339-357.	3.0	13
114	An authentic learning based evaluation method for mobile learning in Higher Education. <i>Innovations in Education and Teaching International</i> , 2018, 55, 336-347.	2.5	13
115	Securing SCADA Energy Management System under DDos Attacks Using Token Verification Approach. <i>Applied Sciences (Switzerland)</i> , 2022, 12, 530.	2.5	13
116	Learner Engagement in a Business Simulation Game: Impact on Higher-Order Thinking Skills. <i>Journal of Educational Computing Research</i> , 2023, 61, 96-126.	5.5	13
117	Constant time permutation: an efficient block allocation strategy for variable-bit-rate continuous media data. <i>VLDB Journal</i> , 1999, 8, 44-54.	4.1	12
118	Localized and load-balanced clustering for energy saving in wireless sensor networks. <i>International Journal of Communication Systems</i> , 2008, 21, 799-814.	2.5	12
119	Toward harmonious Eastâ€™West educational partnerships: a study of cultural differences between Taiwanese and Norwegian engineering students. <i>Asia Pacific Education Review</i> , 2010, 11, 585-595.	2.5	12
120	Measuring performance in leaning process of digital game-based learning and static E-learning. <i>Educational Technology Research and Development</i> , 2020, 68, 2215-2237.	2.8	12
121	ANTS: Agent-Based Navigational Training System. <i>Lecture Notes in Computer Science</i> , 2005, , 320-325.	1.3	12
122	Delay constrained uplink scheduling policy for rtPS/ertPS service in IEEE 802.16e BWA systems. <i>International Journal of Communication Systems</i> , 2009, 22, 119-133.	2.5	11
123	Performance analysis of Sâ€™MAC protocol. <i>International Journal of Communication Systems</i> , 2013, 26, 1129-1142.	2.5	11
124	Using Positive Visual Stimuli to Lighten The Online Learning Experience through In Class Questioning. <i>International Review of Research in Open and Distance Learning</i> , 2016, 17, .	1.8	11
125	Matching/mismatching in web-based learning: a perspective based on cognitive styles and physiological factors. <i>Interactive Learning Environments</i> , 2016, 24, 1198-1214.	6.4	11
126	The development of a decision support system for mobile learning: a case study in Taiwan. <i>Innovations in Education and Teaching International</i> , 2016, 53, 532-544.	2.5	11

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127	Effects of Incorporating AR into a Board Game on Learning Outcomes and Emotions in Health Education. Electronics (Switzerland), 2020, 9, 1752.	3.1	11
128	INTELLIGENT ENVIRONMENTAL SENSING WITH AN UNMANNED AERIAL SYSTEM IN A WIRELESS SENSOR NETWORK. International Journal on Smart Sensing and Intelligent Systems, 2017, 10, 696-717.	0.7	11
129	An efficient data placement and retrieval scheme of zoned-disks to support interactive playout for video servers. IEEE Transactions on Consumer Electronics, 1997, 43, 69-79.	3.6	10
130	Multi-Hop Routing Mechanism for Reliable Sensor Computing. Sensors, 2009, 9, 10117-10135.	3.8	10
131	Image encryption algorithm based on chaotic maps. , 2010, , .		10
132	Adaptive reconstruction of human motion on wireless body sensor networks. , 2011, , .		10
133	The Learning Style-Based Adaptive Learning System Architecture. International Journal of Online Pedagogy and Course Design, 2015, 5, 1-10.	0.4	10
134	Clustering Algorithms in an Educational Context: An Automatic Comparative Approach. IEEE Access, 2020, 8, 146994-147014.	4.2	10
135	Affective Mobile Language Tutoring System for Supporting Language Learning. Frontiers in Psychology, 2022, 13, 833327.	2.1	10
136	An Implementation of Battery-aware Wireless Sensor Network Using ZigBee for Multimedia Service. , 0, , .		9
137	Adaptive Power-Aware Clustering and Multicasting Protocol for Mobile Ad Hoc Networks. Lecture Notes in Computer Science, 2006, , 331-340.	1.3	9
138	The effect of an MSN agent on learning community and achievement. Interactive Learning Environments, 2011, 19, 413-432.	6.4	9
139	Mathematics Assisted Instruction System of M/U-Learning Environment. , 2012, , .		9
140	A Support Vector Regression-Based Prediction of Students' School Performance. , 2012, , .		9
141	A Sub-Clustering Algorithm Based on Spatial Data Correlation for Energy Conservation in Wireless Sensor Networks. Sensors, 2014, 14, 21858-21871.	3.8	9
142	Problem-based learning effectiveness on micro-blog and blog for students: a case study. Interactive Learning Environments, 2016, 24, 1334-1354.	6.4	9
143	Evaluating reading fluency behavior via reading rates of elementary school students reading e-books. Computers in Human Behavior, 2019, 100, 258-265.	8.5	9
144	Prediction of students'™ procrastination behaviour through their submission behavioural pattern in online learning. Journal of Ambient Intelligence and Humanized Computing, 0, , 1.	4.9	9

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145	Title is missing!. Multimedia Tools and Applications, 2003, 19, 29-51.	3.9	8
146	Alignment using genetic programming with causal trees for identification of protein functions. Nonlinear Analysis: Theory, Methods & Applications, 2006, 65, 1070-1093.	1.1	8
147	Combining competitive scheme with slack neurons to solve real-time job scheduling problem. Expert Systems With Applications, 2007, 33, 75-85.	7.6	8
148	Combined column generation and constructive heuristic for a proportionate flexible flow shop scheduling. International Journal of Advanced Manufacturing Technology, 2008, 38, 691-704.	3.0	8
149	On delay constrained CAC scheme and scheduling policy for CBR traffic in IEEE 802.11e wireless LANs. Wireless Communications and Mobile Computing, 2010, 10, 1509-1520.	1.2	8
150	Modeling Personalized Learning Styles in a Web-Based Learning System. Lecture Notes in Computer Science, 2010, , 12-21.	1.3	8
151	RFID-Based Positioning System for Telematics Location-Aware Applications. Wireless Personal Communications, 2011, 59, 95-108.	2.7	8
152	Assessment of Implementing a Digital Game-based Learning System over Facebook. , 2011, , .		8
153	Two novel fuzzy clustering methods for solving data clustering problems. Journal of Intelligent and Fuzzy Systems, 2014, 26, 705-719.	1.4	8
154	Developing a sensor-based learning concentration detection system. Engineering Computations, 2014, 31, 216-230.	1.4	8
155	TTAS: Trusted Token Authentication Service of Securing SCADA Network in Energy Management System for Industrial Internet of Things. Sensors, 2021, 21, 2685.	3.8	8
156	Application of Cloud Technology, Social Networking Sites and Sensing Technology to E-Learning. New Frontiers of Educational Research, 2013, , 343-364.	0.4	8
157	Exploring the influence of technological support, cultural constructs, and social networks on online cross-cultural learning. Australasian Journal of Educational Technology, 2020, 36, 104-118.	3.5	8
158	Making a cost-effective storage server for broadcasting digital video services. IEEE Transactions on Broadcasting, 1998, 44, 300-308.	3.2	7
159	Cross-layer TCP with bitmap error recovery scheme in wireless ad hoc networks. Telecommunication Systems, 2010, 44, 69-78.	2.5	7
160	Location-Based and Knowledge-Oriented Microblogging for Mobile Learning--Framework, Architecture, and System. , 2010, , .		7
161	Applying the Technology Acceptance Model to Evaluate the Learning Companion Recommendation System on Facebook. , 2012, , .		7
162	Interactive Syllable-Based English Vocabulary Learning in a Context-Aware Environment. Journal of Educational Computing Research, 2017, 55, 219-239.	5.5	7

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163	Cooperative Mobile Learning for the Investigation of Natural Science Courses in Elementary Schools. Sustainability, 2020, 12, 6606.	3.2	7
164	A lightweight model with spatial-temporal correlation for cellular traffic prediction in Internet of Things. Journal of Supercomputing, 2021, 77, 10023-10039.	3.6	7
165	From Traditional to Digital: Factors to Integrate Traditional Game-Based Learning into Digital Game-Based Learning Environment. , 2008, , .		6
166	Mobile RFID with IPv6 for phone services. , 2009, , .		6
167	Maximum bandwidth routing and maximum flow routing in wireless mesh networks. Telecommunication Systems, 2010, 44, 125-134.	2.5	6
168	A sensor-assisted model for estimating the accuracy of learning retention in computer classroom. , 2011, , .		6
169	A portable UPnP-based high performance content sharing system for supporting multimedia devices. Journal of Supercomputing, 2011, 55, 269-283.	3.6	6
170	PSO based time series models applied in exchange rate forecasting for business performance management. Electronic Commerce Research, 2014, 14, 417-434.	5.0	6
171	Enhancing Comprehension of Lecture Content in a Foreign Language as the Medium of Instruction: Comparing Speech-to-Text Recognition With Speech-Enabled Language Translation. SAGE Open, 2020, 10, 215824402095317.	1.7	6
172	Usability of an Affective Emotional Learning Tutoring System for Mobile Devices. Sustainability, 2021, 13, 7890.	3.2	6
173	Wireless Sensor Networks and Applications. Lecture Notes in Electrical Engineering, 2008, , 199-219.	0.4	6
174	Scheduling multi-processor tasks with resource and timing constraints using genetic algorithm. , 0, , .		5
175	Multicast routing representation in ad hoc networks using fuzzy petri nets. , 0, , .		5
176	Adaptive radio resource management in an integrated GPRS/UMTS service network. European Transactions on Telecommunications, 2008, 19, 837-845.	1.2	5
177	Applying an intelligent notification mechanism to blogging systems utilizing a genetic-based information retrieval approach. Expert Systems With Applications, 2010, 37, 705-715.	7.6	5
178	Investigating E-book Reading Patterns: A Human Factors Perspective. , 2014, , .		5
179	RFID-based mobility for seamless personal communication system in cloud computing. Telecommunication Systems, 2015, 58, 233-241.	2.5	5
180	The RR-PEVQ algorithm research based on active area detection for big data applications. Multimedia Tools and Applications, 2015, 74, 3507-3520.	3.9	5

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181	Courseware development with animated pedagogical agents in learning system to improve learning motivation. <i>Interactive Learning Environments</i> , 2016, 24, 360-381.	6.4	5
182	Facilitating comprehension of non- ϵ native English speakers during lectures in English with STR ϵ texts. <i>Journal of Computer Assisted Learning</i> , 2018, 34, 94-104.	5.1	5
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