Yueh-Min

List of Publications by Year
in descending order

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	Antecedences of the success of crowdsourcing projects in developing crowd-capital: role of project learning and social support. Interactive Learning Environments, 2023, 31, 2080-2089.	6.4	0
2	Student learning effect using flipped classroom with WPSA learning mode - An Example of Programming Design Course. Innovations in Education and Teaching International, 2023, 60, 824-835.	2.5	3
3	Learner Engagement in a Business Simulation Game: Impact on Higher-Order Thinking Skills. Journal of Educational Computing Research, 2023, 61, 96-126.	5.5	13
4	Securing SCADA Energy Management System under DDos Attacks Using Token Verification Approach. Applied Sciences (Switzerland), 2022, 12, 530.	2.5	13
5	An Internet Articles Retrieval Agent Combined With Dynamic Associative Concept Maps to Implement Online Learning in an Artificial Intelligence Course. International Review of Research in Open and Distance Learning, 2022, 23, 63-81.	1.8	1
6	Affective Mobile Language Tutoring System for Supporting Language Learning. Frontiers in Psychology, 2022, 13, 833327.	2.1	10
7	Investigation of the Influence of Artificial Intelligence Markup Language-Based LINE ChatBot in Contextual English Learning. Frontiers in Psychology, 2022, 13, 785752.	2.1	14
8	The Influence of Affective Feedback Adaptive Learning System on Learning Engagement and Self-Directed Learning. Frontiers in Psychology, 2022, 13, 858411.	2.1	3
9	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
10	Enhancing Foreign Language Learning Outcomes and Mitigating Cultural Attributes Inherent in Asian Culture in a Mobile-Assisted Language Learning Environment. Sustainability, 2022, 14, 8428.	3.2	3
11	Integrating Computational Thinking Concept Into Digital Storytelling to Improve Learnersâ€™ Motivation and Performance. Journal of Educational Computing Research, 2021, 59, 470-495.	5.5	41
12	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
13	Review of Research on Technology-Supported Cross-Cultural Learning. Sustainability, 2021, 13, 1402.	3.2	18
14	A lightweight model with spatialâ€"temporal correlation for cellular traffic prediction in Internet of Things. Journal of Supercomputing, 2021, 77, 10023-10039.	3.6	7
15	Crowdsourcing in Nursing Education: A Possibility of Creating a Personalized Online Learning Environment for Student Nurses in the Post-COVID Era. Sustainability, 2021, 13, 3413.	3.2	5
16	Effects of Incorporating Augmented Reality into a Board Game for High School Studentsâ€™ Learning Motivation and Acceptance in Health Education. Sustainability, 2021, 13, 3333.	3.2	31
17	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
18	Understanding Teacher Learning Through Teacher-Created Knowledge Products and Transactions. SAGE Open, 2021, 11, 215824402110326.	1.7	2

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19	Usability of an Affective Emotional Learning Tutoring System for Mobile Devices. Sustainability, 2021, 13, 7890.	3.2	6
20	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
21	Investigating student attention, meditation, cognitive load, and satisfaction during lectures in a foreign language supported by speech-enabled language translation. Computer Assisted Language Learning, 2020, 33, 301-326.	7.1	26
22	Predicting course achievement of university students based on their procrastination behaviour on Moodle. Soft Computing, 2020, 24, 18777-18793.	3.6	26
23	Clustering Algorithms in an Educational Context: An Automatic Comparative Approach. IEEE Access, 2020, 8, 146994-147014.	4.2	10
24	Effects of Incorporating AR into a Board Game on Learning Outcomes and Emotions in Health Education. Electronics (Switzerland), 2020, 9, 1752.	3.1	11
25	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
26	An AIoT Based Smart Agricultural System for Pests Detection. IEEE Access, 2020, 8, 180750-180761.	4.2	89
27	Cooperative Mobile Learning for the Investigation of Natural Science Courses in Elementary Schools. Sustainability, 2020, 12, 6606.	3.2	7
28	Measuring performance in leaning process of digital game-based learning and static E-learning. Educational Technology Research and Development, 2020, 68, 2215-2237.	2.8	12
29	An Interdisciplinary Research on Students' Employability in Technology Education to Advance Higher Education Enrollment Sustainability. Sustainability, 2020, 12, 1806.	3.2	18
30	A Multi-Criteria Study of Decision-Making Proficiency in Student's Employability for Multidisciplinary Curriculums. Mathematics, 2020, 8, 897.	2.2	15
31	Using image-to-text recognition technology to facilitate vocabulary acquisition in authentic contexts. ReCALL, 2020, 32, 195-212.	5.2	32
32	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
33	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
34	A traffic balance scheme of group emotion recognition by using the service function chain. International Journal of Communication Systems, 2019, 32, e3985.	2.5	5
35	The Influence of Interactive Art of Visual Music on the Creativity of Science and Engineering Students. , 2019, , .		5
36	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

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37	Enhancing students' botanical learning by using augmented reality. Universal Access in the Information Society, 2019, 18, 231-241.	3.0	34
38	Facilitating Vocabulary Note Taking on Computers Through the Deep Processing Strategy. Journal of Educational Computing Research, 2019, 56, 1296-1323.	5.5	3
39	Applications of speech-to-text recognition and computer-aided translation for facilitating cross-cultural learning through a learning activity: issues and their solutions. Educational Technology Research and Development, 2018, 66, 191-214.	2.8	26
40	An authentic learning based evaluation method for mobile learning in Higher Education. Innovations in Education and Teaching International, 2018, 55, 336-347.	2.5	13
41	Facilitating comprehension of non-native English speakers during lectures in English with STR-texts. Journal of Computer Assisted Learning, 2018, 34, 94-104.	5.1	5
42	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
43	Interactive Electronic Book for Authentic Learning. Lecture Notes in Educational Technology, 2018, , 45-60.	0.8	2
44	Effects of individual versus group work on learner autonomy and emotion in digital storytelling. Educational Technology Research and Development, 2018, 66, 1009-1028.	2.8	35
45	Examining creativity through a virtual reality support system. Educational Technology Research and Development, 2018, 66, 1231-1254.	2.8	92
46	Cognitive Diffusion Model: Facilitating EFL Learning in an Authentic Environment. IEEE Transactions on Learning Technologies, 2017, 10, 168-181.	3.2	24
47	Investigating the effectiveness of speech-to-text recognition applications on learning performance, attention, and meditation. Educational Technology Research and Development, 2017, 65, 1239-1261.	2.8	27
48	Enhancing learning performance, attention, and meditation using a speech-to-text recognition application: evidence from multiple data sources. Interactive Learning Environments, 2017, 25, 249-261.	6.4	32
49	Review of research on mobile language learning in authentic environments. Computer Assisted Language Learning, 2017, 30, 284-303.	7.1	141
50	Applying Speech-to-Text Recognition and Computer-Aided Translation for Supporting Multi-lingual Communications in Cross-Cultural Learning Project. , 2017, , .		2
51	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
52	Interactive Syllable-Based English Vocabulary Learning in a Context-Aware Environment. Journal of Educational Computing Research, 2017, 55, 219-239.	5.5	7
53	The Design and Implementation of a Real-Time Attention Recognition/Feedback System in Online Learning Course. , 2017, , .		4
54	Applying Self-Regulated Learning to Enhance Taiwans' Vocation Students Frame Cutting Skills in Interactive Learning Environment. , 2017, , .		0

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55	Employing Multi-Sensors to Implement Real-Time Neurofeedback System for Improving Performance of STEM Curriculum. , 2017, , .		0
56	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
57	Using Positive Visual Stimuli to Lighten The Online Learning Experience through In Class Questioning. International Review of Research in Open and Distance Learning, 2016, 17, .	1.8	11
58	Review of affective computing in education/learning: Trends and challenges. British Journal of Educational Technology, 2016, 47, 1304-1323.	6.3	95
59	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
60	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
61	Facilitating High Level Cognitive Processes with a Mobile Authentic Support. , 2016, , .		0
62	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
63	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
64	Courseware development with animated pedagogical agents in learning system to improve learning motivation. Interactive Learning Environments, 2016, 24, 360-381.	6.4	5
65	Effects of storytelling to facilitate EFL speaking using Web-based multimedia system. Computer Assisted Language Learning, 2016, 29, 215-241.	7.1	81
66	Matching/mismatching in web-based learning: a perspective based on cognitive styles and physiological factors. Interactive Learning Environments, 2016, 24, 1198-1214.	6.4	11
67	Problem-based learning effectiveness on micro-blog and blog for students: a case study. Interactive Learning Environments, 2016, 24, 1334-1354.	6.4	9
68	A sensor-based feet motion recognition of graphical user interface controls. Multimedia Tools and Applications, 2016, 75, 14125-14141.	3.9	3
69	The development of a decision support system for mobile learning: a case study in Taiwan. Innovations in Education and Teaching International, 2016, 53, 532-544.	2.5	11
70	Investigating applications of speech-to-text recognition technology for a face-to-face seminar to assist learning of non-native English-speaking participants. Technology, Pedagogy and Education, 2016, 25, 119-134.	5.4	35
71	Develop an Attention Recognition Mechanism on e-book reading system by brainwave and visual. , 2015, , .		4
72	A technique for tracking the reading rate to identify the eâ€book reading behaviors and comprehension outcomes of elementary school students. British Journal of Educational Technology, 2015, 46, 864-876.	6.3	37

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73	Ray Tracing Based Wireless Channel Modeling over the Sea Surface near Diaoyu Islands. , 2015, , .		21
74	The Learning Style-Based Adaptive Learning System Architecture. International Journal of Online Pedagogy and Course Design, 2015, 5, 1-10.	0.4	10
75	An E-Book Based Competitive Learning System for Conducting Mobile Plants Learning Activities to Improving Student Learning Outcome. Lecture Notes in Computer Science, 2015, , 118-127.	1.3	0
76	Development and evaluation of the mobile library service system success model. Electronic Library, 2015, 33, 1174-1192.	1.4	34
77	The design and implementation of a Mobile Library APP system. Library Hi Tech, 2015, 33, 15-31.	5.1	34
78	Effectiveness of Jigsaw-based cooperative report writing in a vocational high school. , 2015, , .		0
79	The effectiveness of a meaningful learning–based evaluation model for context–aware mobile learning. British Journal of Educational Technology, 2015, 46, 437-447.	6.3	95
80	RFID-based mobility for seamless personal communication system in cloud computing. Telecommunication Systems, 2015, 58, 233-241.	2.5	5
81	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
82	Investigating the Effectiveness of Speech-to-Text Recognition Application on Learning Performance in Traditional Learning Environment. , 2015, , .		1
83	Employing self-assessment, journaling, and peer sharing to enhance learning from an online course. Journal of Computing in Higher Education, 2015, 27, 114-133.	6.1	18
84	Factors Affecting Students' Continued Usage Intention Toward Business Simulation Games. Journal of Educational Computing Research, 2015, 53, 260-283.	5.5	37
85	The effectiveness of the meaningful learning-based evaluation for different achieving students in a ubiquitous learning context. Computers and Education, 2015, 87, 243-253.	8.3	40
86	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
87	Study of using a multi-touch tabletop technology to facilitate collaboration, interaction, and awareness in co-located environment. Behaviour and Information Technology, 2015, 34, 952-963.	4.0	1
88	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
89	A pilot study: Facilitating cross-cultural understanding with project-based collaborative learning in an online environment. Australasian Journal of Educational Technology, 2015, 31, .	3.5	37
90	Task-Based Learning in Vocational Education: A Case Study of 3D Parametric Mechanical Design Course with Cloudized Learning Platform. , 2014, , .		0

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91	Investigating Visual Attention of Students with Different Learning Ability on Texts Generated by Speech-to-Text Recognition. , 2014, , .		1
92	PSO based time series models applied in exchange rate forecasting for business performance management. Electronic Commerce Research, 2014, 14, 417-434.	5.0	6
93	Two novel fuzzy clustering methods for solving data clustering problems. Journal of Intelligent and Fuzzy Systems, 2014, 26, 705-719.	1.4	8
94	A Sub-Clustering Algorithm Based on Spatial Data Correlation for Energy Conservation in Wireless Sensor Networks. Sensors, 2014, 14, 21858-21871.	3.8	9
95	Developing a sensor-based learning concentration detection system. Engineering Computations, 2014, 31, 216-230.	1.4	8
96	An evaluation model for digital libraries' user interfaces using fuzzy AHP. Electronic Library, 2014, 32, 83-95.	1.4	38
97	The Effects of Association-Based Organizational Formats in Taking Vocabulary Notebooks. , 2014, , .		0
98	Investigating E-book Reading Patterns: A Human Factors Perspective. , 2014, , .		5
99	Embedding diagnostic mechanisms in a digital game for learning mathematics. Educational Technology Research and Development, 2014, 62, 187-207.	2.8	66
100	Understanding the relationship between physiological signals and digital game-based learning outcome. Journal of Computers in Education, 2014, 1, 81-97.	8.3	27
101	A M-Learning Content Recommendation Service by Exploiting Mobile Social Interactions. IEEE Transactions on Learning Technologies, 2014, 7, 221-230.	3.2	21
102	A quantum-inspired Tabu search algorithm for solving combinatorial optimization problems. Soft Computing, 2014, 18, 1771-1781.	3.6	46
103	Personlized English reading sequencing based on learning portfolio analysis. Information Sciences, 2014, 257, 248-263.	6.9	20
104	A cloud computing based platform for sleep behavior and chronic diseases collaborative research. Studies in Health Technology and Informatics, 2014, 201, 63-70.	0.3	0
105	Fostering learners' metacognitive skills of keyword reformulation in image seeking by location-based hierarchical navigation. Educational Technology Research and Development, 2013, 61, 233-254.	2.8	14
106	Ubiquitous motion sensing service using wearable shoe module and mobile device. , 2013, , .		4
107	Group Investigation Learning with Google Plus for Public Health Nursing Practice Course. , 2013, , .		0
108	Learning Diagnosis Instruction System Based on Game-based Learning for Mathematical Course. , 2013, , .		0

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109	Develop a reading tracking function on e-book reading system by using sensing and cloudized storage technologies. , 2013, , .		2
110	Multifunctional pressure and oxygen sensoring health monitor system for long-term computer users. , 2013, , .		0
111	Intelligent home-appliance recognition over IoT cloud network. , 2013, , .		43
112	Applying Unidirectional versus Reciprocal Teaching Strategies in Web-Based Environment and Their Effects on Computer Programming Learning. , 2013, , .		2
113	Multi-appliance recognition system with hybrid SVM/GMM classifier in ubiquitous smart home. Information Sciences, 2013, 230, 39-55.	6.9	76
114	Applying social tagging to manage cognitive load in a Web 2.0 self-learning environment. Interactive Learning Environments, 2013, 21, 273-289.	6.4	29
115	A Novel Mechanism for Fire Detection in Subway Transportation Systems Based on Wireless Sensor Networks. International Journal of Distributed Sensor Networks, 2013, 9, 185327.	2.2	1
116	Investigating multi-touch tabletop technology: Facilitating collaboration, interaction and awareness. , 2013, , .		1
117	Programming Language Learning Supported by an Accredited Course Strategy. , 2013, , .		1
118	Performance analysis of Sâ€MAC protocol. International Journal of Communication Systems, 2013, 26, 1129-1142.	2.5	11
119	Application of Cloud Technology, Social Networking Sites and Sensing Technology to E-Learning. New Frontiers of Educational Research, 2013, , 343-364.	0.4	8
120	Identifying Functional Transcription Factor Binding Sites in Yeast by Considering Their Positional Preference in the Promoters. PLoS ONE, 2013, 8, e83791.	2.5	2
121	Developing a Reading Concentration Monitoring System by Applying an Artificial Bee Colony Algorithm to E-Books in an Intelligent Classroom. Sensors, 2012, 12, 14158-14178.	3.8	32
122	Using a sensor-assisted model for learning retention in an e-book reading environment. , 2012, , .		1
123	Parallelization of DVFS-enabled H.264/AVC Decoder on Heterogeneous Multi-core Platform. , 2012, , .		0
124	Establishment and Application for a Mobile Learning Communities System: A Case Study of Digital Archives Resource into Outdoor Environmental Education. , 2012, , .		0
125	Parallax-guided disocclusion inpainting for 3D view synthesis. , 2012, , .		3
126	Interconnecting communication for recognition and automation services on home grid. , 2012, , .		0

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127	Empowering personalized learning with an interactive e-book learning system for elementary school students. Educational Technology Research and Development, 2012, 60, 703-722.	2.8	146
128	Development and Evaluation of Peer Feedback in the English Quiz Game Design in Social Network. , 2012, , .		4
129	Applying the Technology Acceptance Model to Evaluate the Learning Companion Recommendation System on Facebook. , 2012, , .		7
130	Mathematics Assisted Instruction System of M/U-Learning Environment. , 2012, , .		9
131	A personalized auxiliary material recommendation system based on learning style on Facebook applying an artificial bee colony algorithm. Computers and Mathematics With Applications, 2012, 64, 1506-1513.	2.7	36
132	A ubiquitous English vocabulary learning system: Evidence of active/passive attitudes vs. usefulness/ease-of-use. Computers and Education, 2012, 58, 273-282.	8.3	239
133	Dynamic adjustable multimedia streaming service architecture over cloud computing. Computer Communications, 2012, 35, 1798-1808.	5.1	26
134	A Support Vector Regression-Based Prediction of Students' School Performance. , 2012, , .		9
135	An efficient code gateway for RFID seamless applications. International Journal of Network Management, 2012, 22, 150-161.	2.2	1
136	An innovative concept map approach for improving students' learning performance with an instant feedback mechanism. British Journal of Educational Technology, 2012, 43, 217-232.	6.3	95
137	A hybrid two-phase encoding particle swarm optimization for total weighted completion time minimization in proportionate flexible flow shop scheduling. International Journal of Advanced Manufacturing Technology, 2012, 58, 339-357.	3.0	13
138	An Intercommunication Home Energy Management System with Appliance Recognition in Home Network. Mobile Networks and Applications, 2012, 17, 132-142.	3.3	20
139	Development and application of the human visual using image tracking system. , 2011, , .		0
140	A sensor-assisted model for estimating the accuracy of learning retention in computer classroom. , 2011, , .		6
141	Development of a diagnostic system using a testing-based approach for strengthening student prior knowledge. Computers and Education, 2011, 57, 1557-1570.	8.3	40
142	The design and implementation of a meaningful learning-based evaluation method for ubiquitous learning. Computers and Education, 2011, 57, 2291-2302.	8.3	151
143	ENTROPY TOLERANT FUZZY C-MEANS IN MEDICAL IMAGES. Journal of Innovative Optical Health Sciences, 2011, 04, 447-462.	1.0	1
144	A portable UPnP-based high performance content sharing system for supporting multimedia devices. Journal of Supercomputing, 2011, 55, 269-283.	3.6	6

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145	RFID-Based Positioning System for Telematics Location-Aware Applications. Wireless Personal Communications, 2011, 59, 95-108.	2.7	8
146	A Collision Alleviation Scheme for IEEE 802.11p VANETs. Wireless Personal Communications, 2011, 56, 371-383.	2.7	31
147	Design and integration of the OpenCore-based mobile TV framework for DVB-H/T wireless network. Multimedia Systems, 2011, 17, 299-311.	4.7	3
148	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
149	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
150	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
151	A new logic correlation rule for HIV-1 protease mutation. Expert Systems With Applications, 2011, 38, 5448-5455.	7.6	2
152	Parallel Dynamic Voltage and Frequency Scaling for stream decoding using a multicore embedded system. , 2011, , .		0
153	Adaptive reconstruction of human motion on wireless body sensor networks. , 2011, , .		10
154	A Study on Trends of Virtual Reality from Year 2001 to 2010 in Taiwan. , 2011, , .		0
155	Adapted Mean Variable Distance to Fuzzy-Cmeans for Effective Image Clustering. , 2011, , .		3
156	A TV program-oriented user generated content service with seamless video reconstruction ranking in cloud networks. , 2011, , .		0
157	Assessment of Implementing a Digital Game-based Learning System over Facebook. , 2011, , .		8
158	The effect of an MSN agent on learning community and achievement. Interactive Learning Environments, 2011, 19, 413-432.	6.4	9
159	Constructing Directed Semantic Relationships between Concepts for Training Semantic Reasoning. Lecture Notes in Computer Science, 2011, , 402-406.	1.3	0
160	Toward harmonious Eastâ€"West educational partnerships: a study of cultural differences between Taiwanese and Norwegian engineering students. Asia Pacific Education Review, 2010, 11, 585-595.	2.5	12
161	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
162	A context-aware multi-model remote controller forÂelectronic home devices. Journal of Supercomputing, 2010, 54, 43-60.	3.6	4

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163	Maximum bandwidth routing and maximum flow routing in wireless mesh networks. Telecommunication Systems, 2010, 44, 125-134.	2.5	6
164	Cross-layer TCP with bitmap error recovery scheme in wireless ad hoc networks. Telecommunication Systems, 2010, 44, 69-78.	2.5	7
165	A novel user's authentication scheme for pervasive on-line media services. Telecommunication Systems, 2010, 44, 181-190.	2.5	2
166	DLNA-Based Multimedia Sharing System for OSGI Framework With Extension to P2P Network. IEEE Systems Journal, 2010, 4, 262-270.	4.6	39
167	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
168	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
169	Image encryption algorithm based on chaotic maps. , 2010, , .		10
170	Location-Based and Knowledge-Oriented Microblogging for Mobile Learning--Framework, Architecture, and System. , 2010, , .		7
171	A Collaborative Mobile Virtual Campus System Based on Location-Based Dynamic Grouping. , 2010, , .		17
172	Cultural factors influencing Eastern and Western engineering students' choice of university. European Journal of Engineering Education, 2010, 35, 147-160.	2.3	16
173	Modeling Personalized Learning Styles in a Web-Based Learning System. Lecture Notes in Computer Science, 2010, , 12-21.	1.3	8
174	Effectiveness of a Mobile Plant Learning System in a science curriculum in Taiwanese elementary education. Computers and Education, 2010, 54, 47-58.	8.3	191
175	An automatic group composition system for composing collaborative learning groups using enhanced particle swarm optimization. Computers and Education, 2010, 55, 1483-1493.	8.3	110
176	Implementation and optimization of multimedia framework on heterogeneous multi-core platform. , 2010, , .		0
177	Sequencing Strategy with Learning Portfolio Analysis for Personalized English Reading. , 2010, , .		1
178	Learning Animal Concepts with Semantic Hierarchy-Based Location-Aware Image Browsing and Ecology Task Generator. , 2010, , .		3
179	Developing the Mobile 3D Agent Sign Language Learning System. , 2010, , .		3
180	Identifying Animals with Dynamic Location-aware and Semantic Hierarchy-Based Image Browsing for Different Cognitive Style Learners. , 2010, , .		0

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181	Design and implementation of digital TV widget for Android on multi-core platform. , 2010, , .		4
182	The Effect of Situated Mobile Learning on Chinese Rhetoric Ability of Elementary School Students. , 2010, , .		13
183	Reliable Data Broadcast for Zigbee Wireless Sensor Networks. International Journal on Smart Sensing and Intelligent Systems, 2010, 3, 504-520.	0.7	29
184	Mobile RFID with IPv6 for phone services. , 2009, , .		6
185	Multi-stream bandwidth estimation for SCTP in high-speed networks. , 2009, , .		1
186	P2P Multimedia Streaming Schedule for Maximum Network Capacity. , 2009, , .		0
187	Mining Ensemble Association Rules by Karnaugh Map. , 2009, , .		3
188	Adapted Simulated Annealing Framework to Improve PZB Model Disparity in Bank Competitiveness Management. , 2009, , .		0
189	Multi-Hop Routing Mechanism for Reliable Sensor Computing. Sensors, 2009, 9, 10117-10135.	3.8	10
190	Enhanced high-performance distributed coordination function for IEEE 802.11 multi-rate LANs. International Journal of Communication Systems, 2009, 22, 1045-1061.	2.5	4
191	Delay constrained uplink scheduling policy for rtPS/ertPS service in IEEE 802.16e BWA systems. International Journal of Communication Systems, 2009, 22, 119-133.	2.5	11
192	Bring QoS to P2P-based semantic service discovery for the Universal Network. Personal and Ubiquitous Computing, 2009, 13, 471-477.	2.8	20
193	Dynamic question generation system for web-based testing using particle swarm optimization. Expert Systems With Applications, 2009, 36, 616-624.	7.6	36
194	Dynamic hard-real-time scheduling using genetic algorithm for multiprocessor task with resource and timing constraints. Expert Systems With Applications, 2009, 36, 852-860.	7.6	27
195	A blog article recommendation generating mechanism using an SBACPSO algorithm. Expert Systems With Applications, 2009, 36, 10388-10396.	7.6	35
196	DESCVâ€"A Secure Wireless Communication Scheme for Vehicle ad hoc Networking. Mobile Networks and Applications, 2009, 14, 611-624.	3.3	13
197	Supporting Adaptive Context-Aware Services and Novel Handover Scheme for Smart Ubiquitous Communication System. Wireless Personal Communications, 2009, 51, 109-120.	2.7	1
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200	Retrieving video features for language acquisition. Expert Systems With Applications, 2009, 36, 5673-5683.	7.6	3
201	Extraction of characteristic points and its fractal reconstruction for terrain profile data. Chaos, Solitons and Fractals, 2009, 39, 1732-1743.	5.1	19
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