

# Rung-Tai Lin

## List of Publications by Year in descending order

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Version: 2024-02-01

87  
papers

790  
citations

567247  
15  
h-index

580810  
25  
g-index

104  
all docs

104  
docs citations

104  
times ranked

296  
citing authors

#	ARTICLE	IF	CITATIONS
1	Less Is More: Audience Cognition of Comic Simplification in the Characters of Peking Opera. Sci, 2022, 4, 2.	3.0	2
2	Transforming Chinese Characters into Product Design: Learning from Nature. Creative Education, 2022, 13, 971-995.	0.4	1
3	Sustainable Development in Local Culture Industries: A Case Study of Taiwan Aboriginal Communities. Sustainability, 2022, 14, 3404.	3.2	8
4	From Pigments to Pixels: A Comparison of Human and AI Painting. Applied Sciences (Switzerland), 2022, 12, 3724.	2.5	8
5	Collaborative Creativity in Design Education: A Case Study of the Design Sketch Course. Creative Education, 2022, 13, 1600-1615.	0.4	0
6	Comparison of Cognitive Differences of Artworks between Artist and Artistic Style Transfer. Applied Sciences (Switzerland), 2022, 12, 5525.	2.5	1
7	Haptic Semantics in Qualia Product. Lecture Notes in Computer Science, 2022, , 21-35.	1.3	1
8	Design and Implementation of a Curriculum about Aesthetic Education: The Experience of Visiting Li Mei-Shu Memorial Gallery and Its Impact on Creation. Creative Education, 2022, 13, 1922-1940.	0.4	0
9	Transforming “Ritual Cultural Features” into “Modern Product Forms”: A Case Study of Ancient Chinese Ritual Vessels. Religions, 2022, 13, 517.	0.6	8
10	Inheritance of Traditional Family Values: A Comparative Study of Family Ancestral Shrines and Related Paintings of Lee Family. Sustainability, 2022, 14, 7188.	3.2	3
11	A Study of Applying Bauhaus Design Idea into the Reproduction of the Triadic Ballet. Lecture Notes in Computer Science, 2021, , 65-83.	1.3	1
12	Brand Construction of Chinese Traditional Handicrafts in the We-Media era”A Case Study of “Rushanming”, a Ru Ware Brand. Lecture Notes in Computer Science, 2021, , 90-102.	1.3	0
13	Placemaking with Creation: A Case Study in Cultural Product Design. Lecture Notes in Computer Science, 2021, , 244-261.	1.3	2
14	ISDT Case Study of Loving Kindness Meditation for Flight Attendants. Lecture Notes in Computer Science, 2021, , 201-216.	1.3	2
15	ISDT Case Study of Cultivation of Employees’ Creativity in Cultural and Creative Industries. Lecture Notes in Computer Science, 2021, , 18-30.	1.3	1
16	The Cognition of Audience to Artistic Style Transfer. Applied Sciences (Switzerland), 2021, 11, 3290.	2.5	8
17	From STEAM to CHEER: A Case Study of Design Education Development in Taiwan. Education Sciences, 2021, 11, 171.	2.6	11
18	From Data to Wisdom: A Case Study of OPOP Model. Education Sciences, 2021, 11, 606.	2.6	6

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19	Inheritance Model and Innovative Design of Chinese Southern Ivory Carving Culture and Craft. Lecture Notes in Computer Science, 2021, , 23-32.	1.3	0
20	From Usability to Pleasure: A Case Study of Difference in Usersâ€™ Preference. Engineering, 2021, 13, 448-462.	0.8	5
21	From Theory to Practice: An Adaptive Development of Design Education. Education Sciences, 2021, 11, 673.	2.6	13
22	Cooperative and Individual Mandala Drawing Have Different Effects on Mindfulness, Spirituality, and Subjective Well-Being. Frontiers in Psychology, 2020, 11, 564430.	2.1	16
23	Efficacy of Virtual Reality in Painting Art Exhibitions Appreciation. Applied Sciences (Switzerland), 2020, 10, 3012.	2.5	25
24	The Effect of Loving-Kindness Meditation on Flight Attendantsâ€™ Spirituality, Mindfulness and Subjective Well-Being. Healthcare (Switzerland), 2020, 8, 174.	2.0	27
25	Research on the Development Path of “New Technology” and “Traditionalization” of Chinese Embroidery. Lecture Notes in Computer Science, 2020, , 396-407.	1.3	1
26	A Case Study of Applying “Black Humor” to Ceramic Art Performance. Lecture Notes in Computer Science, 2020, , 503-515.	1.3	1
27	Designing for wearable and fashionable interactions. Interaction Studies, 2020, 21, 200-219.	0.6	1
28	Reliability and Validity Assessment of the Chinese Version of MBI-PPD Self-efficacy Scale. Lecture Notes in Computer Science, 2020, , 12-24.	1.3	2
29	Weâ€™ll App and Corporate Mandala Improves Mental Health and Creativity. Lecture Notes in Computer Science, 2020, , 25-40.	1.3	1
30	Effects of Loving-Kindness Meditation on Mindfulness, Spirituality and Subjective Well-Being of Flight Attendants. Lecture Notes in Computer Science, 2020, , 151-165.	1.3	4
31	An Exploration of the Development of Visual Design in Taiwan - A Case Study of the Cover Design of Industrial Design Magazine. Lecture Notes in Computer Science, 2020, , 356-366.	1.3	0
32	Visual Data Storytelling: A Case Study of Turning Big Data into Chinese Painting. Lecture Notes in Computer Science, 2020, , 526-535.	1.3	2
33	Research on the Cognitive Differences of Different Types of Interactive Artworks. Lecture Notes in Computer Science, 2020, , 491-502.	1.3	0
34	The Pilot Study of the Theater of the Bauhaus. Lecture Notes in Computer Science, 2020, , 559-572.	1.3	0
35	The Study of Developing Innovation on Technology-Enabled Design Process. Lecture Notes in Computer Science, 2019, , 3-17.	1.3	0
36	A Framework of Experiential Service Design in Creative Tourism. Lecture Notes in Computer Science, 2019, , 3-16.	1.3	3

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37	A Study of Cultural Ergonomics in Atayal Weaving Box. Lecture Notes in Computer Science, 2019, , 170-183.	1.3	1
38	How Flow and Mindfulness Interact with Each Other in Different Types of Mandala Coloring Activities?. Lecture Notes in Computer Science, 2019, , 471-486.	1.3	10
39	Effects of Mandala Coloring on Mindfulness, Spirituality, and Subjective Well-Being. Lecture Notes in Computer Science, 2019, , 543-554.	1.3	6
40	Selective Preference in Visual Design: A Case Study of Cover Designs of Industrial Design Magazine. Lecture Notes in Computer Science, 2019, , 506-518.	1.3	0
41	Research on Creation Architecture of Opera Cartoons. Lecture Notes in Computer Science, 2019, , 91-106.	1.3	0
42	Analysis of Cover Design Styles of Magazines. Lecture Notes in Computer Science, 2019, , 45-59.	1.3	0
43	Discuss the application of innovative service thinking in the design of qualia goods---Take the case of The One South Garden as an example. MATEC Web of Conferences, 2018, 176, 02020.	0.2	0
44	Empirical Study of Communication of Audience Cognition of Environmental Awareness. Sustainability, 2018, 10, 1803.	3.2	4
45	Research Model for Traditional Board Game Renaissance. Lecture Notes in Computer Science, 2018, , 19-29.	1.3	0
46	Cross-Cultural Communication in Design Collaboration. Lecture Notes in Computer Science, 2018, , 31-42.	1.3	2
47	An Innovated Design of Escape Room Game Box Through Integrating STEAM Education and PBL Principle. Lecture Notes in Computer Science, 2018, , 70-79.	1.3	3
48	Acculturation in Human Culture Interaction - A Case Study of Culture Meaning in Cultural Product Design. Ergonomics International Journal, 2018, 2, .	0.0	4
49	S.A.D in Education and CHEER in Practice: A Case Study of DTIT Program at NTUA. Lecture Notes in Computer Science, 2018, , 160-171.	1.3	1
50	Western vs. Eastern: A Reflective Research on the Development of Chinese Animation. Lecture Notes in Computer Science, 2017, , 25-36.	1.3	2
51	A Study of Communication in Turning "Poetry" into "Painting". Lecture Notes in Computer Science, 2017, , 37-48.	1.3	6
52	Cultural ergonomics in interactional and experiential design: Conceptual framework and case study of the Taiwanese twin cup. Applied Ergonomics, 2016, 52, 242-252.	3.1	30
53	From Ideality to Reality- a Case Study of Mondrian Style. Lecture Notes in Computer Science, 2016, , 365-376.	1.3	9
54	Thoughts on Studying Cultural Ergonomics for the Atayal Loom. Lecture Notes in Computer Science, 2016, , 377-388.	1.3	4

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55	Building a Total Customer Experience Model: Applications for the Travel Experiences in Taiwan's Creative Life Industry. Journal of Travel and Tourism Marketing, 2015, 32, 438-453.	7.0	39
56	From OEM to OBM - A Case Study of Branding Taiwan. Lecture Notes in Computer Science, 2015, , 116-127.	1.3	1
57	From Dechnology to Humart " A Case Study of Taiwan Design Development. Lecture Notes in Computer Science, 2015, , 263-273.	1.3	13
58	The Effects of Form Ratio in Product Design. Lecture Notes in Computer Science, 2015, , 15-23.	1.3	0
59	From Dechnology to Humart. Lecture Notes in Computer Science, 2015, , 348-360.	1.3	2
60	The Cognition of Turning Poetry Into Painting. US-China Education Review B, 2015, 5, .	0.1	8
61	Emotional Product Design and Perceived Brand Emotion. International Journal of Advances in Psychology, 2014, 3, 59.	0.6	18
62	From Adaptive Design to Adaptive City-Design in Motion for Taipei City. Lecture Notes in Computer Science, 2014, , 643-649.	1.3	6
63	Analysis of Application of Digital Archives to Value-Added Design in Cultural Creative Products. Lecture Notes in Computer Science, 2014, , 731-742.	1.3	1
64	A Design Strategy for Turning Local Culture into Global Market Products. International Journal of Affective Engineering, 2013, 12, 275-283.	0.5	29
65	A Study of Applying Qualia to Business Model of Creative Industries. Lecture Notes in Computer Science, 2013, , 148-156.	1.3	5
66	A Study of Aesthetic Analysis on Modern Crafts. Lecture Notes in Computer Science, 2013, , 118-127.	1.3	0
67	Analysis of Cognition Difference of Visual and Imagined Haptic Inputs on Product Texture. Lecture Notes in Computer Science, 2013, , 157-164.	1.3	1
68	Constructing Service Innovation Model for Cultural and Creative Industries - A Case Study of NTUA Cultural and Creative Industry Park. , 2011, , .		1
69	Effects of Flicker Rate, Complexity, and Color Combinations of Chinese Characters and Backgrounds on Visual Search Performance with Varying Flicker Types. Perceptual and Motor Skills, 2011, 113, 201-214.	1.3	1
70	A Study of Framework and Process Development for Cultural Product Design. Lecture Notes in Computer Science, 2011, , 55-64.	1.3	31
71	The Entwined Economic and Cultural Issues in the Production of Barbie in Taiwan, Taishan. Lecture Notes in Computer Science, 2011, , 417-426.	1.3	0
72	Usability evaluation of E-books. Displays, 2009, 30, 49-52.	3.7	136

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73	Cultural Aspect of Interaction Design beyond Human-Computer Interaction. Lecture Notes in Computer Science, 2009, , 49-58.	1.3	16
74	A Study of Service Innovation Design in Cultural and Creative Industry. Lecture Notes in Computer Science, 2009, , 376-385.	1.3	10
75	Designing "Culture" into Modern Product: A Case Study of Cultural Product Design. Lecture Notes in Computer Science, 2007, , 146-153.	1.3	30
76	Digital Archive Database for Cultural Product Design. Lecture Notes in Computer Science, 2007, , 154-163.	1.3	14
77	Designing "Height" into Daily Used Products - A Case Study of Universal Design. Lecture Notes in Computer Science, 2007, , 207-216.	1.3	1
78	Ergonomics in wearable computer design. International Journal of Industrial Ergonomics, 2001, 27, 259-269.	2.6	36
79	A study of cognitive human factors in mascot design. International Journal of Industrial Ergonomics, 1999, 23, 107-122.	2.6	21
80	A Study of User Perception of Hospital Information Symbols. , 1998, , 571-574.		0
81	é†«é™çš™æ™èâœ—â½ç¬ è™Ÿçš„èçŸŸç”ç©¶. Journal of the Chinese Institute of Industrial Engineers, 1997, 10, 363-376.		0
82	An application of multidimensional scaling in product semantics. International Journal of Industrial Ergonomics, 1996, 18, 193-204.	2.6	39
83	Fuzzy reasoning approach to iconic interface design. Advances in Human Factors/Ergonomics, 1995, , 199-204.	0.1	0
84	A study of visual features for icon design. Design Studies, 1994, 15, 185-197.	3.1	20
85	A new approach to input device key design using fingerprints. Applied Ergonomics, 1993, 24, 413-420.	3.1	1
86	Understanding the Image Functions for Icon Design. Proceedings of the Human Factors Society Annual Meeting, 1992, 36, 341-345.	0.1	4
87	An Application of the Semantic Differential to Icon Design. Proceedings of the Human Factors Society Annual Meeting, 1992, 36, 336-340.	0.1	11