

C-T Sun

List of Publications by Year in descending order

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Version: 2024-02-01

102
papers

4,234
citations

304743

22
h-index

128289

60
g-index

105
all docs

105
docs citations

105
times ranked

3017
citing authors

#	ARTICLE	IF	CITATIONS
1	Neuro-fuzzy modeling and control. Proceedings of the IEEE, 1995, 83, 378-406.	21.3	1,836
2	Functional equivalence between radial basis function networks and fuzzy inference systems. IEEE Transactions on Neural Networks, 1993, 4, 156-159.	4.2	726
3	Rule-base structure identification in an adaptive-network-based fuzzy inference system. IEEE Transactions on Fuzzy Systems, 1994, 2, 64-73.	9.8	164
4	DIANA: A computer-supported heterogeneous grouping system for teachers to conduct successful small learning groups. Computers in Human Behavior, 2007, 23, 1997-2010.	8.5	98
5	A neuro-fuzzy classifier and its applications. , 0, , .		84
6	Player Guild Dynamics and Evolution in Massively Multiplayer Online Games. Cyberpsychology, Behavior and Social Networking, 2008, 11, 293-301.	2.2	81
7	Toward the Human-Robot Co-Existence Society: On Safety Intelligence for Next Generation Robots. International Journal of Social Robotics, 2009, 1, 267-282.	4.6	79
8	Constructing hysteretic memory in neural networks. IEEE Transactions on Systems, Man, and Cybernetics, 2000, 30, 601-609.	5.0	69
9	Cash Trade in Free-to-Play Online Games. Games and Culture, 2011, 6, 270-287.	2.8	66
10	Customizing scaffolds for game-based learning in physics: Impacts on knowledge acquisition and game design creativity. Computers and Education, 2017, 113, 294-312.	8.3	64
11	Building a player strategy model by analyzing replays of real-time strategy games. , 2008, , .		62
12	How digital scaffolds in games direct problem-solving behaviors. Computers and Education, 2011, 57, 2118-2125.	8.3	48
13	Predicting chaotic time series with fuzzy if-then rules. , 0, , .		46
14	Using global diversity and local topology features to identify influential network spreaders. Physica A: Statistical Mechanics and Its Applications, 2015, 433, 344-355.	2.6	45
15	Thinking style impacts on Web search strategies. Computers in Human Behavior, 2008, 24, 1330-1341.	8.5	42
16	Associations among scaffold presentation, reward mechanisms and problem-solving behaviors in game play. Computers and Education, 2018, 119, 95-111.	8.3	40
17	Efficiently Classifying Lung Sounds through Depthwise Separable CNN Models with Fused STFT and MFCC Features. Diagnostics, 2021, 11, 732.	2.6	40
18	Experiencing CORAL: design and implementation of distant cooperative learning. IEEE Transactions on Education, 1996, 39, 357-366.	2.4	36

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19	A computer virus spreading model based on resource limitations and interaction costs. Journal of Systems and Software, 2013, 86, 801-808.	4.5	34
20	Self-regulation influence on game play flow state. Computers in Human Behavior, 2016, 54, 341-350.	8.5	32
21	A Novel Small-World Model: Using Social Mirror Identities for Epidemic Simulations. Simulation, 2005, 81, 671-699.	1.8	29
22	Breaking concept boundaries to enhance creative potential: Using integrated concept maps for conceptual self-awareness. Computers and Education, 2008, 51, 1718-1728.	8.3	29
23	Effect of metacognitive strategies and verbal-imagery cognitive style on biology-based video search and learning performance. Computers and Education, 2015, 87, 326-339.	8.3	27
24	An educational genetic algorithms learning tool. IEEE Transactions on Education, 2001, 44, 20 pp..	2.4	25
25	Effects of commercial video games on cognitive elaboration of physical concepts. Computers and Education, 2015, 88, 169-181.	8.3	25
26	Using commercial video games in flipped classrooms to support physical concept construction. Journal of Computer Assisted Learning, 2018, 34, 602-614.	5.1	23
27	Protective Device Coordination Expert System. IEEE Transactions on Power Delivery, 1991, 6, 359-365.	4.3	19
28	Bridge and brick motifs in complex networks. Physica A: Statistical Mechanics and Its Applications, 2007, 377, 340-350.	2.6	18
29	Identifying Super-Spreader Nodes in Complex Networks. Mathematical Problems in Engineering, 2015, 2015, 1-8.	1.1	18
30	A computer-network-supported cooperative distance learning system for technical communication education. IEEE Transactions on Professional Communication, 1996, 39, 205-214.	0.8	17
31	Mining Bridge and Brick Motifs From Complex Biological Networks for Functionally and Statistically Significant Discovery. IEEE Transactions on Systems, Man, and Cybernetics, 2008, 38, 17-24.	5.0	17
32	Teaching through Simulation: Epidemic Dynamics and Public Health Policies. Simulation, 2006, 82, 731-759.	1.8	15
33	Thinking Style and Team Competition Game Performance and Enjoyment. IEEE Transactions on Games, 2015, 7, 243-254.	1.4	15
34	Sharing Tips with Strangers: Exploiting Gift Culture in Computer Gaming. Cyberpsychology, Behavior and Social Networking, 2006, 9, 560-570.	2.2	14
35	The legal crisis of next generation robots. , 2007, , .		14
36	Bridge and brick network motifs: Identifying significant building blocks from complex biological systems. Artificial Intelligence in Medicine, 2007, 41, 117-127.	6.5	14

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37	Impacts of geographical knowledge, spatial ability and environmental cognition on image searches supported by GIS software. <i>Computers in Human Behavior</i> , 2009, 25, 1270-1279.	8.5	13
38	Integrating epidemic dynamics with daily commuting networks: building a multilayer framework to assess influenza A (H1N1) intervention policies. <i>Simulation</i> , 2011, 87, 385-405.	1.8	13
39	Modeling self-perception agents in an opinion dynamics propagation society. <i>Simulation</i> , 2014, 90, 238-248.	1.8	11
40	Parameter Adaptation within Co-adaptive Learning Classifier Systems. <i>Lecture Notes in Computer Science</i> , 2004, , 774-784.	1.3	10
41	Large simulation of hysteresis systems using a piecewise polynomial function. <i>IEEE Signal Processing Letters</i> , 2002, 9, 207-210.	3.6	7
42	Designing a networked "sharing construction environment. <i>British Journal of Educational Technology</i> , 2002, 33, 489-492.	6.3	7
43	Social trend tracking by time series based social tagging clustering. <i>Expert Systems With Applications</i> , 2011, 38, 12807-12817.	7.6	7
44	Collective opinion and attitude dynamics dependency on informational and normative social influences. <i>Simulation</i> , 2011, 87, 875-892.	1.8	7
45	Effects of student characteristics and question design on Internet search results usage in a Taiwanese classroom. <i>Computers and Education</i> , 2014, 77, 134-144.	8.3	7
46	A community detection algorithm using network topologies and rule-based hierarchical arc-merging strategies. <i>PLoS ONE</i> , 2017, 12, e0187603.	2.5	7
47	Constructing a cooperative distance learning system: The CORAL experience. <i>Educational Technology Research and Development</i> , 1996, 44, 71-84.	2.8	6
48	Influences of Resource Limitations and Transmission Costs on Epidemic Simulations and Critical Thresholds in Scale-Free Networks. <i>Simulation</i> , 2009, 85, 205-219.	1.8	6
49	Identify Influential Social Network Spreaders. , 2014, , .		6
50	Relationship between digital game experience and problem-solving performance according to a PISA framework. <i>Computers and Education</i> , 2022, 186, 104534.	8.3	6
51	Fuzzy modeling based on generalized neural networks and fuzzy clustering objective functions. , 0, , .		5
52	Correction to "Simulation of hysteresis systems using a piecewise polynomial function". <i>IEEE Signal Processing Letters</i> , 2002, 9, 295-295.	3.6	5
53	Problems in simulating social reality: Observations on a MUD construction. <i>Simulation and Gaming</i> , 2003, 34, 69-88.	1.9	5
54	Self-adaptive genetic algorithm learning in game playing. , 0, , .		4

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55	FUZZY CLASSIFICATION BASED ON ADAPTIVE NETWORKS AND GENETIC ALGORITHMS. Advances in Fuzzy Systems, 1997, , 113-131.	8.7	4
56	Visualization of evolutionary computation processes from a population perspective. Intelligent Data Analysis, 2004, 8, 543-561.	0.9	4
57	Influences of Resource Limitations and Transmission Costs on Epidemic Simulations and Critical Thresholds in Scale-Free Networks. Simulation, 2009, 85, 205-219.	1.8	4
58	Using global diversity and local features to identify influential social network spreaders. , 2014, , .		4
59	Resource Limitations, Transmission Costs and Critical Thresholds in Scale-Free Networks. , 2008, , 485-494.		4
60	Using Simple Design Features to Recapture the Essence of Real-Time Strategy Games. IEEE Transactions on Games, 2022, 14, 569-578.	1.4	4
61	Multi-stage genetic algorithm learning in game playing. , 0, , .		3
62	What Should We Do Before Running a Social Simulation?. Social Science Computer Review, 2005, 23, 221-234.	4.2	3
63	An information retrieval model for coordination systems based on fuzzy proximity networks. , 0, , .		2
64	Neural Network Analysis of Plasma Spectra. , 1993, , 968-972.		2
65	Structural and navigational analysis of hypermedia courseware. IEEE Transactions on Education, 1998, 41, 347-347.	2.4	2
66	Structural and navigational analysis of hypermedia courseware. IEEE Transactions on Education, 1998, 41, 11 pp..	2.4	2
67	An analytical framework for the Prisoner's Dilemma: Finite state machine representation for interactions between deterministic strategies. Journal of Interdisciplinary Mathematics, 2002, 5, 313-338.	0.7	2
68	Regularity of secondary protein structures: a genetic algorithm approach. , 0, , .		2
69	Comments on "A computational evolutionary approach to evolving game strategies and cooperation". IEEE Transactions on Systems, Man, and Cybernetics, 2004, 34, 1569-1572.	5.0	2
70	Using Evolving Agents to Critique Subjective Data: Recommending Music. , 0, , .		2
71	Effects of Resource Limitations and Cost Influences on Computer Virus Epidemic Dynamics and Tipping Points. Discrete Dynamics in Nature and Society, 2012, 2012, 1-15.	0.9	2
72	Online Game Worlds as a Virtual Co-presence across National Borders. , 2016, , 285-302.		2

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73	Evolutionary Neuro-Fuzzy Modeling. , 1999, , 205-222.		2
74	Game-Assisted Social Activism: Game Literacy in Hong Kongâ€™s Anti-Extradition Movement. Games and Culture, 2022, 17, 954-976.	2.8	2
75	Interpolative Reasoning in Distributed Intelligent Systems Based on Fuzzy Sets and Neural Nets. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 1991, 24, 165-169.	0.4	1
76	Using fuzzy filters as feature detectors. , 0, , .		1
77	Energy, matter, and entropy in evolutionary computation. , 0, , .		1
78	An environment for learning through hypertext construction. , 0, , .		1
79	Learning by Judging: a network learning environment based on peer evaluation. International Journal of Continuing Engineering Education and Life-Long Learning, 2002, 12, 149.	0.2	1
80	Visualization of evolutionary computation processes: from the perspective of population. , 0, , .		1
81	Epidemic Dynamics and Thresholds in Agent-Based Simulations under Realistic Resources and Cost Conditions. , 2008, , .		1
82	Modeling agent self-awareness, individual performance and collaborative behavior. , 2011, , .		1
83	Selecting multiple network spreaders based on community structure using two-phase evolutionary framework. , 2015, , .		1
84	Designing an Educational Game with Customized Scaffolds for Learning Physics. , 2015, , .		1
85	Using a two-phase evolutionary framework to select multiple network spreaders based on community structure. Physica A: Statistical Mechanics and Its Applications, 2016, 461, 840-853.	2.6	1
86	Dynamic Compensatory Pattern Matching in a Fuzzy Rule-Based Control System. , 1991, , .		1
87	A Chinese Cyber-Diaspora: Contact and Identity Negotiation in a Game World. , 2016, , 179-209.		1
88	â€œResist the Dictatorship of Malygos on Coldarra Island!â€, 2017, , 172-184.		1
89	Exploring Studentsâ€™ Behaviors in Editing Learning Environment. Lecture Notes in Computer Science, 2018, , 399-404.	1.3	1
90	Intent-Controllable Citation Text Generation. Mathematics, 2022, 10, 1763.	2.2	1

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91	A neural network model of hysteresis. , 0, , .		0
92	Comments on "Constraining the optimization of a fuzzy logic controller". IEEE Transactions on Systems, Man, and Cybernetics, 2001, 31, 663-666.	5.0	0
93	Self-adaptive routing based on learning classifier systems. , 0, , .		0
94	Influence of Local Information on Social Simulations under the Small-World Model. , 0, , .		0
95	Using agents and simulation to develop adequate thinking styles. , 2005, , .		0
96	A Hybrid Genetic Algorithm Approach for Protein Secondary Structures. , 2006, , .		0
97	Using Evolving Agents to Critique Subjective Music Compositions. , 2006, , .		0
98	Response to Wilson's note on "Influences of resource limitations and transmission costs on epidemic simulations and critical thresholds in scale-free networks". Simulation, 2011, 87, 267-270.	1.8	0
99	Using self-aware agents to analyze public self-consciousness in the iterated prisoner's dilemma. Simulation, 2011, 87, 600-615.	1.8	0
100	Evaluating Subjective Compositions by the Cooperation Between Human and Adaptive Agents. Lecture Notes in Computer Science, 2006, , 974-984.	1.3	0
101	Using Network Topology and Rule-based Strategy to Identify Community Structure in Social Networks. , 2016, , .		0
102	Resource and Remembering Influences on Acquaintance Networks. , 2008, , 281-291.		0