

# C-T Sun

## List of Publications by Year in descending order

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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	Using Simple Design Features to Recapture the Essence of Real-Time Strategy Games. IEEE Transactions on Games, 2022, 14, 569-578.	1.4	4
2	Game-Assisted Social Activism: Game Literacy in Hong Kong's Anti-Extradition Movement. Games and Culture, 2022, 17, 954-976.	2.8	2
3	Relationship between digital game experience and problem-solving performance according to a PISA framework. Computers and Education, 2022, 186, 104534.	8.3	6
4	Intent-Controllable Citation Text Generation. Mathematics, 2022, 10, 1763.	2.2	1
5	Efficiently Classifying Lung Sounds through Depthwise Separable CNN Models with Fused STFT and MFCC Features. Diagnostics, 2021, 11, 732.	2.6	40
6	Associations among scaffold presentation, reward mechanisms and problem-solving behaviors in game play. Computers and Education, 2018, 119, 95-111.	8.3	40
7	Using commercial video games in flipped classrooms to support physical concept construction. Journal of Computer Assisted Learning, 2018, 34, 602-614.	5.1	23
8	Exploring Students' Behaviors in Editing Learning Environment. Lecture Notes in Computer Science, 2018, , 399-404.	1.3	1
9	A community detection algorithm using network topologies and rule-based hierarchical arc-merging strategies. PLoS ONE, 2017, 12, e0187603.	2.5	7
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	“Resist the Dictatorship of Malygos on Coldarra Island!”, 2017, , 172-184.		1
12	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
13	Self-regulation influence on game play flow state. Computers in Human Behavior, 2016, 54, 341-350.	8.5	32
14	Online Game Worlds as a Virtual Co-presence across National Borders. , 2016, , 285-302.		2
15	Using Network Topology and Rule-based Strategy to Identify Community Structure in Social Networks. , 2016, , .		0
16	A Chinese Cyber-Diaspora: Contact and Identity Negotiation in a Game World. , 2016, , 179-209.		1
17	Identifying Super-Spreader Nodes in Complex Networks. Mathematical Problems in Engineering, 2015, 2015, 1-8.	1.1	18
18	Effects of commercial video games on cognitive elaboration of physical concepts. Computers and Education, 2015, 88, 169-181.	8.3	25

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19	Selecting multiple network spreaders based on community structure using two-phase evolutionary framework. , 2015, , .		1
20	Designing an Educational Game with Customized Scaffolds for Learning Physics. , 2015, , .		1
21	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
22	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
23	Thinking Style and Team Competition Game Performance and Enjoyment. IEEE Transactions on Games, 2015, 7, 243-254.	1.4	15
24	Modeling self-perception agents in an opinion dynamics propagation society. Simulation, 2014, 90, 238-248.	1.8	11
25	Using global diversity and local features to identify influential social network spreaders. , 2014, , .		4
26	Identify Influential Social Network Spreaders. , 2014, , .		6
27	Effects of student characteristics and question design on Internet search results usage in a Taiwanese classroom. Computers and Education, 2014, 77, 134-144.	8.3	7
28	A computer virus spreading model based on resource limitations and interaction costs. Journal of Systems and Software, 2013, 86, 801-808.	4.5	34
29	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
30	Modeling agent self-awareness, individual performance and collaborative behavior. , 2011, , .		1
31	How digital scaffolds in games direct problem-solving behaviors. Computers and Education, 2011, 57, 2118-2125.	8.3	48
32	Social trend tracking by time series based social tagging clustering. Expert Systems With Applications, 2011, 38, 12807-12817.	7.6	7
33	Cash Trade in Free-to-Play Online Games. Games and Culture, 2011, 6, 270-287.	2.8	66
34	Integrating epidemic dynamics with daily commuting networks: building a multilayer framework to assess influenza A (H1N1) intervention policies. Simulation, 2011, 87, 385-405.	1.8	13
35	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
36	Collective opinion and attitude dynamics dependency on informational and normative social influences. Simulation, 2011, 87, 875-892.	1.8	7

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37	Using self-aware agents to analyze public self-consciousness in the iterated prisoner's dilemma. <i>Simulation</i> , 2011, 87, 600-615.	1.8	0
38	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	4
39	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
40	Toward the Human-Robot Co-Existence Society: On Safety Intelligence for Next Generation Robots. <i>International Journal of Social Robotics</i> , 2009, 1, 267-282.	4.6	79
41	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
42	Thinking style impacts on Web search strategies. <i>Computers in Human Behavior</i> , 2008, 24, 1330-1341.	8.5	42
43	Breaking concept boundaries to enhance creative potential: Using integrated concept maps for conceptual self-awareness. <i>Computers and Education</i> , 2008, 51, 1718-1728.	8.3	29
44	Mining Bridge and Brick Motifs From Complex Biological Networks for Functionally and Statistically Significant Discovery. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 2008, 38, 17-24.	5.0	17
45	Building a player strategy model by analyzing replays of real-time strategy games. , 2008, , .		62
46	Epidemic Dynamics and Thresholds in Agent-Based Simulations under Realistic Resources and Cost Conditions. , 2008, , .		1
47	Player Guild Dynamics and Evolution in Massively Multiplayer Online Games. <i>Cyberpsychology, Behavior and Social Networking</i> , 2008, 11, 293-301.	2.2	81
48	Resource and Remembering Influences on Acquaintance Networks. , 2008, , 281-291.		0
49	Resource Limitations, Transmission Costs and Critical Thresholds in Scale-Free Networks. , 2008, , 485-494.		4
50	The legal crisis of next generation robots. , 2007, , .		14
51	Bridge and brick motifs in complex networks. <i>Physica A: Statistical Mechanics and Its Applications</i> , 2007, 377, 340-350.	2.6	18
52	DIANA: A computer-supported heterogeneous grouping system for teachers to conduct successful small learning groups. <i>Computers in Human Behavior</i> , 2007, 23, 1997-2010.	8.5	98
53	Bridge and brick network motifs: Identifying significant building blocks from complex biological systems. <i>Artificial Intelligence in Medicine</i> , 2007, 41, 117-127.	6.5	14
54	A Hybrid Genetic Algorithm Approach for Protein Secondary Structures. , 2006, , .		0

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55	Using Evolving Agents to Critique Subjective Music Compositions. , 2006, , .		0
56	Teaching through Simulation: Epidemic Dynamics and Public Health Policies. Simulation, 2006, 82, 731-759.	1.8	15
57	Sharing Tips with Strangers: Exploiting Gift Culture in Computer Gaming. Cyberpsychology, Behavior and Social Networking, 2006, 9, 560-570.	2.2	14
58	Evaluating Subjective Compositions by the Cooperation Between Human and Adaptive Agents. Lecture Notes in Computer Science, 2006, , 974-984.	1.3	0
59	A Novel Small-World Model: Using Social Mirror Identities for Epidemic Simulations. Simulation, 2005, 81, 671-699.	1.8	29
60	Using agents and simulation to develop adequate thinking styles. , 2005, , .		0
61	What Should We Do Before Running a Social Simulation?. Social Science Computer Review, 2005, 23, 221-234.	4.2	3
62	Visualization of evolutionary computation processes from a population perspective. Intelligent Data Analysis, 2004, 8, 543-561.	0.9	4
63	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
64	Parameter Adaptation within Co-adaptive Learning Classifier Systems. Lecture Notes in Computer Science, 2004, , 774-784.	1.3	10
65	Problems in simulating social reality: Observations on a MUD construction. Simulation and Gaming, 2003, 34, 69-88.	1.9	5
66	Correction to "Simulation of hysteresis systems using a piecewise polynomial function". IEEE Signal Processing Letters, 2002, 9, 295-295.	3.6	5
67	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
68	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
69	Large simulation of hysteresis systems using a piecewise polynomial function. IEEE Signal Processing Letters, 2002, 9, 207-210.	3.6	7
70	Designing a networked "sharing construction environment. British Journal of Educational Technology, 2002, 33, 489-492.	6.3	7
71	Comments on "Constraining the optimization of a fuzzy logic controller". IEEE Transactions on Systems, Man, and Cybernetics, 2001, 31, 663-666.	5.0	0
72	An educational genetic algorithms learning tool. IEEE Transactions on Education, 2001, 44, 20 pp..	2.4	25

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73	Constructing hysteretic memory in neural networks. IEEE Transactions on Systems, Man, and Cybernetics, 2000, 30, 601-609.	5.0	69
74	Evolutionary Neuro-Fuzzy Modeling. , 1999, , 205-222.		2
75	Structural and navigational analysis of hypermedia courseware. IEEE Transactions on Education, 1998, 41, 347-347.	2.4	2
76	Structural and navigational analysis of hypermedia courseware. IEEE Transactions on Education, 1998, 41, 11 pp..	2.4	2
77	FUZZY CLASSIFICATION BASED ON ADAPTIVE NETWORKS AND GENETIC ALGORITHMS. Advances in Fuzzy Systems, 1997, , 113-131.	8.7	4
78	A computer-network-supported cooperative distance learning system for technical communication education. IEEE Transactions on Professional Communication, 1996, 39, 205-214.	0.8	17
79	Constructing a cooperative distance learning system: The CORAL experience. Educational Technology Research and Development, 1996, 44, 71-84.	2.8	6
80	Experiencing CORAL: design and implementation of distant cooperative learning. IEEE Transactions on Education, 1996, 39, 357-366.	2.4	36
81	Neuro-fuzzy modeling and control. Proceedings of the IEEE, 1995, 83, 378-406.	21.3	1,836
82	Rule-base structure identification in an adaptive-network-based fuzzy inference system. IEEE Transactions on Fuzzy Systems, 1994, 2, 64-73.	9.8	164
83	Functional equivalence between radial basis function networks and fuzzy inference systems. IEEE Transactions on Neural Networks, 1993, 4, 156-159.	4.2	726
84	Neural Network Analysis of Plasma Spectra. , 1993, , 968-972.		2
85	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
86	Protective Device Coordination Expert System. IEEE Transactions on Power Delivery, 1991, 6, 359-365.	4.3	19
87	Dynamic Compensatory Pattern Matching in a Fuzzy Rule-Based Control System. , 1991, , .		1
88	An information retrieval model for coordination systems based on fuzzy proximity networks. , 0, , .		2
89	Fuzzy modeling based on generalized neural networks and fuzzy clustering objective functions. , 0, , .		5
90	Predicting chaotic time series with fuzzy if-then rules. , 0, , .		46

#	ARTICLE	IF	CITATIONS
91	A neuro-fuzzy classifier and its applications. , 0, , .		84
92	Using fuzzy filters as feature detectors. , 0, , .		1
93	Multi-stage genetic algorithm learning in game playing. , 0, , .		3
94	Self-adaptive genetic algorithm learning in game playing. , 0, , .		4
95	A neural network model of hysteresis. , 0, , .		0
96	Energy, matter, and entropy in evolutionary computation. , 0, , .		1
97	An environment for learning through hypertext construction. , 0, , .		1
98	Self-adaptive routing based on learning classifier systems. , 0, , .		0
99	Regularity of secondary protein structures: a genetic algorithm approach. , 0, , .		2
100	Visualization of evolutionary computation processes: from the perspective of population. , 0, , .		1
101	Influence of Local Information on Social Simulations under the Small-World Model. , 0, , .		0
102	Using Evolving Agents to Critique Subjective Data: Recommending Music. , 0, , .		2