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教師研究成果資料明細



SCI、SSCI、A&HCI、EI、TSSCI期刊論文

1. 陳瓊蕙(Chiung-Hui Chen)*、邱茂林(Mao-Lin Chiu), 2007-07, (已刊登)

LECTURE NOTES IN COMPUTER SCIENCE 4551卷Part II期:560頁~568頁

Using agent technology to study human action and perception through a virtual street simulator

2. 陳瓊蕙(Chiung-Hui Chen)*, 2011-01, (已刊登)

JOURNAL OF THE CHINESE INSTITUTE OF ENGINEERS 34卷1期:155頁~168頁

Attention theory-based agent system: using shopping street design simulation as an example

3. 陳瓊蕙(Chiung-Hui Chen)*, 2011-06, (已刊登)

Computer-Aided Design and Applications Volume 8卷Number 6期:915頁~925頁

Construct a Commonsense Knowledge Model of Activities in Urban Leisure Space with the Spreading Activation Theory

4. 陳瓊蕙(Chiung-Hui Chen)*, 2011-05, (已刊登)

Advanced Materials Research 243-249卷期:6624頁~6628頁

Building a Commonsense Knowledge Model of Activities in Urban Plaza with the Spreading Activation Theory

5. 陳瓊蕙(Chiung-Hui Chen)*, 2011-12, (已刊登)

Applied Mechanics and Materials 148-149卷期:789頁~794頁

Behavioral Mechanism: Advancing a Design State with Multi-Agents Coordinating