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近 3 年以一作或通訊發表的論文：

- 1、Zhang, S, He, H, & **Yang, X***. (2025). Human-centric proactive integrated design paradigm of intelligent manufacturing system towards Industry 5.0. *Journal of Manufacturing Systems*. (ahead of print): 1-32. (SCI, Q1/TOP)
- 2、Lv, Z. Tang, C. Zheng, Y. & **Yang, X***. (2025). Proactive Interaction of AI Agents in Intelligent Assistive Systems: Mechanisms and Impacts. *International Journal of Human-Computer Interaction*. (ahead of print): 1-24. (SCI/SSCI, Q1)
- 3、Fan, J., Wu, R., Tang, C., & **Yang, X***. (2025). Empowering Vocational Training for Middle-Aged, Elderly, and Low-Educated Individuals: A Design Approach for Entertainment-Based Learning. *International Journal of Human-Computer Interaction*, 1-25. <https://doi.org/10.1080/10447318.2025.2536624> (SCI/SSCI, Q1)

- 4、Meng, L., Tang, C., & **Yang, X***. (2025). Evaluating the emotional impact of virtual expressions: ERPs analysis of smart agent appearance. *Behaviour & Information Technology*, 1-16. <https://doi.org/10.1080/0144929X.2025.2539277> (SCI, Q1)
- 5、**Yang, Xian**, Zhang, C., Li, Y., Tang, C., & Liang, P. (2024). Dynamic user profile construction and its application to smart product-service system design: A maternity-oriented case study. *Expert Systems with Applications*, 249, 123772. <http://doi.org/https://doi.org/10.1016/j.eswa.2024.123772> (SCI, Q1/TOP)
- 6、Wu, R., Fan, J., Tang, C., & **Yang, X***. (2024). Interaction-based Creative Thinking Research and Its Application in Artistic Creation. *Thinking Skills and Creativity*, 101750. <http://doi.org/https://doi.org/10.1016/j.tsc.2024.101750> (SSCI, Q1)
- 7、Wang, Y., Hu, B., Tang, C., & **Yang, X***. (2024). Decoding Clickbait: The Impact of Clickbait Types and Structures on Cognitive and Emotional Responses in Online Interactions. *Cyberpsychology, Behavior, and Social Networking* <http://doi.org/10.1089/cyber.2024.0295> (SSCI, Q1)
- 8、Li, Y., Hu, B., Tang, C., & **Yang, X***. (2024). Research on Interactive Efficiency and Experience of Intelligent Education Platform. *International Journal of Human-Computer Interaction*, 41(16), 10362-10378. <https://doi.org/10.1080/10447318.2024.2433841>. (SCI/SSCI, Q1)
- 9、Zhou, D., Wu, L., Huang, J., Lv, G., Tang, C., & **Yang, X***. (2024). Enhancing User Experience on Social Media Platforms: A Flow Theory-Based Approach. *International Journal of Human-Computer Interaction*, 1-16. <http://doi.org/10.1080/10447318.2024.2407675> (SCI/SSCI, Q1)
- 10、**Yang, Xian**, Yang, B., Tang, C., Mo, X., & Hu, B. (2023). Visual Attention Quality Research for Social Media Applications: A Case Study on Photo Sharing Applications. *International Journal of Human-Computer Interaction*, 40(14), 3827-3840. <http://doi.org/10.1080/10447318.2023.2201556> (SCI/SSCI, Q1)
- 11、**Yang, Xian**, Lai, Bilian., Tang, Chaolan*. (2023). Experiential Product Promotions on e-Commerce Platform: From the Perspective of Consumer Cognition and Emotion. *SAGE Open*, 13(1), 1935487169. <http://doi.org/10.1177/21582440231153857> (SSCI, Q1)
- 12、Mo, X., **Yang, X***. and Hu, B. (2023), "The interaction of clothing design factors: how to attract consumers' visual attention and enhance emotional experience", *Journal of Fashion Marketing and Management*, Vol. 27 No. 2, pp. 220-240. <https://doi.org/10.1108/JFMM-10-2021-0269>. (SSCI, IF: 4.184) (SSCI, Q3)