

Hsiu-Mei Huang

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11357146/publications.pdf>

Version: 2024-02-01

26
papers

3,161
citations

516561

16
h-index

752573

20
g-index

28
all docs

28
docs citations

28
times ranked

2390
citing authors

#	ARTICLE	IF	CITATIONS
1	Investigating learners' attitudes toward virtual reality learning environments: Based on a constructivist approach. <i>Computers and Education</i> , 2010, 55, 1171-1182.	5.1	551
2	Surveying instructor and learner attitudes toward e-learning. <i>Computers and Education</i> , 2007, 49, 1066-1080.	5.1	467
3	Toward constructivism for adult learners in online learning environments. <i>British Journal of Educational Technology</i> , 2002, 33, 27-37.	3.9	381
4	Perceived satisfaction, perceived usefulness and interactive learning environments as predictors to self-regulation in e-learning environments. <i>Computers and Education</i> , 2013, 60, 14-24.	5.1	337
5	Investigating acceptance toward mobile learning to assist individual knowledge management: Based on activity theory approach. <i>Computers and Education</i> , 2010, 54, 446-454.	5.1	247
6	An investigation of user attitudes toward search engines as an information retrieval tool. <i>Computers in Human Behavior</i> , 2003, 19, 751-765.	5.1	230
7	Exploring learner acceptance of the use of virtual reality in medical education: a case study of desktop and projection-based display systems. <i>Interactive Learning Environments</i> , 2016, 24, 3-19.	4.4	177
8	Exploring users' attitudes and intentions toward the web as a survey tool. <i>Computers in Human Behavior</i> , 2005, 21, 729-743.	5.1	175
9	An activity-theoretical approach to investigate learners' factors toward e-learning systems. <i>Computers in Human Behavior</i> , 2007, 23, 1906-1920.	5.1	158
10	Users' attitudes toward Web-based collaborative learning systems for knowledge management. <i>Computers and Education</i> , 2008, 50, 950-961.	5.1	141
11	An Analysis of Learners' Intentions Toward Virtual Reality Learning Based on Constructivist and Technology Acceptance Approaches. <i>International Review of Research in Open and Distance Learning</i> , 2018, 19, .	1.0	83
12	Attitudes toward search engines as a learning assisted tool: approach of Liaw and Huang's research model. <i>Computers in Human Behavior</i> , 2006, 22, 177-190.	5.1	51
13	Developing a Collaborative e-Learning System Based on Users' Perceptions. <i>Lecture Notes in Computer Science</i> , 2007, , 751-759.	1.0	41
14	Information retrieval from the World Wide Web: a user-focused approach based on individual experience with search engines. <i>Computers in Human Behavior</i> , 2006, 22, 501-517.	5.1	37
15	Investigating learner attitudes toward e-books as learning tools: based on the activity theory approach. <i>Interactive Learning Environments</i> , 2016, 24, 625-643.	4.4	28
16	Exploring Learners' Self-Efficacy, Autonomy, and Motivation toward E-Learning. <i>Perceptual and Motor Skills</i> , 2007, 105, 581-586.	0.6	20
17	Exploring Learners' Acceptance Toward Mobile Learning. , 2011, , 145-157.		11
18	Investigation of three-dimensional human anatomy applied in mobile learning. , 2010, , .		7

#	ARTICLE	IF	CITATIONS
19	EXPLORING LEARNERS' SELF-EFFICACY, AUTONOMY, AND MOTIVATION TOWARD E-LEARNING. Perceptual and Motor Skills, 2007, 105, 581.	0.6	4
20	A new knowledge-based face image indexing system through the Internet. , 2006, , .		3
21	A case study of learners' motivation and intention to use augmented reality learning system. WIT Transactions on Information and Communication Technologies, 2014, , .	0.0	3
22	Building an Interactive and Collaborative Learning System for Virtual Reality Learning. , 2009, , .		1
23	A Recommendation-based Mobile Web Application for Health Information Service. Studies in Health Technology and Informatics, 2015, 208, 337-41.	0.2	1
24	Designing a new storage technique for face images transmission using JPEG2000. , 2006, , .		0
25	Evaluating Knowledge Sharing Factors based on Web-Based Learning. , 2012, , 290-305.		0
26	Understanding enjoyment, usability, and autonomy toward e-books as learning tools that based on users attitudes. , 2014, , .		0