

Sherry Y Chen

List of Publications by Year in descending order

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Version: 2024-02-01

69
papers

2,194
citations

218677

26
h-index

243625

44
g-index

69
all docs

69
docs citations

69
times ranked

1200
citing authors

#	ARTICLE	IF	CITATIONS
1	Matching/mismatching revisited: an empirical study of learning and teaching styles. <i>British Journal of Educational Technology</i> , 2001, 32, 5-22.	6.3	191
2	Cognitive styles and hypermedia navigation: Development of a learning model. <i>Journal of the Association for Information Science and Technology</i> , 2002, 53, 3-15.	2.6	177
3	Navigation in hypermedia learning systems: experts vs. novices. <i>Computers in Human Behavior</i> , 2006, 22, 251-266.	8.5	114
4	Design of adaptive hypermedia learning systems: A cognitive style approach. <i>Computers and Education</i> , 2011, 56, 1003-1011.	8.3	110
5	The assessment of usability of electronic shopping: A heuristic evaluation. <i>International Journal of Information Management</i> , 2005, 25, 516-532.	17.5	98
6	Web-based interaction: A review of three important human factors. <i>International Journal of Information Management</i> , 2010, 30, 379-387.	17.5	93
7	Hypermedia learning and prior knowledge: domain expertise vs. system expertise. <i>Journal of Computer Assisted Learning</i> , 2005, 21, 53-64.	5.1	76
8	Effects of gender differences and spatial abilities within a digital pentominoes game. <i>Computers and Education</i> , 2010, 55, 1220-1233.	8.3	74
9	Cognitive Modeling of Student Learning in Web-Based Instructional Programs. <i>International Journal of Human-Computer Interaction</i> , 2004, 17, 375-402.	4.8	65
10	The contribution of data mining to information science. <i>Journal of Information Science</i> , 2004, 30, 550-558.	3.3	56
11	The influences of self-regulated learning support and prior knowledge on improving learning performance. <i>Computers and Education</i> , 2018, 126, 37-52.	8.3	54
12	The impact of cognitive styles on perceptual distributed multimedia quality. <i>British Journal of Educational Technology</i> , 2003, 34, 393-406.	6.3	53
13	An Integrated Approach for Modeling Learning Patterns of Students in Web-Based Instruction. <i>ACM Transactions on Computer-Human Interaction</i> , 2008, 15, 1-28.	5.7	51
14	Evaluation of a personalized digital library based on cognitive styles: Adaptivity vs. adaptability. <i>International Journal of Information Management</i> , 2009, 29, 48-56.	17.5	51
15	The influences of a two-tier test strategy on student learning: A lag sequential analysis approach. <i>Computers and Education</i> , 2015, 82, 366-377.	8.3	48
16	The role of human factors in stereotyping behavior and perception of digital library users: a robust clustering approach. <i>User Modeling and User-Adapted Interaction</i> , 2007, 17, 305-337.	3.8	43
17	Editorial: Individual differences in web-based instruction-an overview. <i>British Journal of Educational Technology</i> , 2003, 34, 385-392.	6.3	40
18	A flexible interface design for Web directories to accommodate different cognitive styles. <i>Journal of the Association for Information Science and Technology</i> , 2005, 56, 70-83.	2.6	39

#	ARTICLE	IF	CITATIONS
19	The relationship between web enjoyment and student perceptions and learning using a web-based tutorial. <i>Learning, Media and Technology</i> , 2005, 30, 27-40.	3.2	38
20	Measuring quality of perception in distributed multimedia: Verbalizers vs. imagers. <i>Computers in Human Behavior</i> , 2008, 24, 1317-1329.	8.5	36
21	Mining students' learning patterns and performance in Web-based instruction: a cognitive style approach. <i>Interactive Learning Environments</i> , 2011, 19, 179-192.	6.4	35
22	Incorporating customization and personalization into game-based learning: A cognitive style perspective. <i>Computers in Human Behavior</i> , 2016, 65, 359-368.	8.5	35
23	Investigation of behavior and perception of digital library users: A cognitive style perspective. <i>International Journal of Information Management</i> , 2008, 28, 355-365.	17.5	34
24	Mining students' behavior in web-based learning programs. <i>Expert Systems With Applications</i> , 2009, 36, 3459-3464.	7.6	30
25	The comparisons of the influences of prior knowledge on two game-based learning systems. <i>Computers and Education</i> , 2013, 68, 177-186.	8.3	30
26	Perceived quality of multimedia educational content: A cognitive style approach. <i>Multimedia Systems</i> , 2006, 11, 271-279.	4.7	29
27	Cognitive styles and search engine preferences. <i>Journal of Documentation</i> , 2010, 66, 585-603.	1.6	29
28	The impacts of real competition and virtual competition in digital game-based learning. <i>Computers in Human Behavior</i> , 2020, 104, 106171.	8.5	29
29	User perceptions of online public library catalogues. <i>International Journal of Information Management</i> , 2008, 28, 492-502.	17.5	27
30	Cognitive styles and users' responses to structured information representation. <i>International Journal on Digital Libraries</i> , 2004, 4, 93-107.	1.5	26
31	Automatic cognitive style identification of digital library users for personalization. <i>Journal of the Association for Information Science and Technology</i> , 2007, 58, 237-251.	2.6	24
32	A cognitive approach to user perception of multimedia quality: An empirical investigation. <i>International Journal of Human Computer Studies</i> , 2006, 64, 1200-1213.	5.6	23
33	Investigation of multiple human factors in personalized learning. <i>Interactive Learning Environments</i> , 2016, 24, 119-141.	6.4	23
34	Investigation of the Use of Navigation Tools in Web-Based Learning: A Data Mining Approach. <i>International Journal of Human-Computer Interaction</i> , 2008, 24, 48-67.	4.8	21
35	Cognitive styles and the use of electronic journals in a mobile context. <i>Journal of Documentation</i> , 2014, 70, 997-1014.	1.6	20
36	When educational agents meet surrogate competition: Impacts of competitive educational agents on students' motivation and performance. <i>Computers and Education</i> , 2014, 75, 274-281.	8.3	19

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37	The influences of an interactive group-based videogame: Cognitive styles vs. prior ability. Computers and Education, 2015, 88, 399-407.	8.3	19
38	Individual differences and personalized learning: a review and appraisal. Universal Access in the Information Society, 2021, 20, 833-849.	3.0	19
39	Evaluation of the credibility of internet shopping in the UK. Online Information Review, 2009, 33, 805-826.	3.2	17
40	The influences of cognitive styles on individual learning and collaborative learning. Innovations in Education and Teaching International, 2016, 53, 458-471.	2.5	17
41	An investigation of game behavior in the context of digital game-based learning: An individual difference perspective. Computers in Human Behavior, 2020, 112, 106432.	8.5	17
42	Investigation of users' preferences in interactive multimedia learning systems: a data mining approach. Interactive Learning Environments, 2009, 17, 151-163.	6.4	16
43	An Investigation of a Joyful Peer Response System: High Ability vs. Low Ability. International Journal of Human-Computer Interaction, 2016, 32, 431-444.	4.8	16
44	A Cognitive Style Perspective to Handheld Devices: Customization vs. Personalization. International Review of Research in Open and Distance Learning, 2016, 17, .	1.8	13
45	The impacts of scaffolding e-assessment English learning: a cognitive style perspective. Computer Assisted Language Learning, 2021, 34, 1105-1127.	7.1	12
46	Investigating students' online learning behavior with a learning analytic approach: field dependence/independence vs. holism/serialism. Interactive Learning Environments, 2023, 31, 1041-1059.	6.4	12
47	Matching/mismatching in web-based learning: a perspective based on cognitive styles and physiological factors. Interactive Learning Environments, 2016, 24, 1198-1214.	6.4	11
48	A surrogate competition approach to enhancing game-based learning. ACM Transactions on Computer-Human Interaction, 2013, 20, 1-24.	5.7	10
49	An investigation of the development of an animated E-book: A gender difference approach. Computers in Human Behavior, 2018, 88, 28-36.	8.5	10
50	An investigation of the approaches for integrating learning materials and digital games: a prior ability perspective. Universal Access in the Information Society, 2021, 20, 57-68.	3.0	7
51	The influences of academic emotion and prior knowledge in the context of online tests. Interactive Learning Environments, 2023, 31, 3257-3272.	6.4	7
52	Identifying user preferences with Wrapper-based Decision Trees. Expert Systems With Applications, 2011, 38, 3294-3303.	7.6	6
53	Effects of Cognitive Styles on Web-Based Learning: Desktop Computers Versus Mobile Devices. Journal of Educational Computing Research, 2018, 56, 750-769.	5.5	6
54	Human Factors and Personalized Digital Learning: An Editorial. International Journal of Human-Computer Interaction, 2019, 35, 297-298.	4.8	6

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55	The Effects of Background Music on Game-Based Learning: A Cognitive Style Approach. Asia-Pacific Education Researcher, 2019, 28, 495-508.	3.7	6
56	Investigation of learners' perceptions for video summarization and recommendation. Interactive Learning Environments, 2012, 20, 369-385.	6.4	5
57	Cognitive styles and web-based instruction: Field dependent/independent vs. Holist/Serialist. , 2009, , .		4
58	Mining Learners' Behavior in Accessing Web-Based Interface. , 2007, , 336-346.		4
59	Experiences with Developing a User-Centered Digital Library. International Journal of Digital Library Systems, 2010, 1, 1-23.	0.1	4
60	Individual Differences and Joyful Assessment-Based Learning. , 2014, , .		3
61	Interface Evaluation of a Game-Based Learning System: Experts vs. Novices. , 2015, , .		2
62	Mining User Preferences of Multimedia Interfaces with K-modes. , 2006, , .		1
63	Discussion Models in Seamless Online Learning Integrated Discussion (SOLID) Environment: Selection vs. Performance. , 2012, , .		1
64	The Usability Assessment of Web-Based Learning Systems. Communications in Computer and Information Science, 2011, , 151-155.	0.5	1
65	An Investigation of the Effects of Scaffolding Task-Based English Logic Learning: A Cognitive Style Approach. International Journal of Human-Computer Interaction, 2022, 38, 1389-1398.	4.8	1
66	Matching and Mismatching in Web-based Learning: A Human Centered Approach. , 2011, , .		0
67	Individual Differences in Web-Based Learning. , 2008, , 395-399.		0
68	Experiences with Developing a User-Centered Digital Library. , 2012, , 1-21.		0
69	An investigation of personalized entertaining three-tier tests: a prior knowledge perspective. Interactive Learning Environments, 2023, 31, 6260-6278.	6.4	0