Jia-Jiunn Lo

List of Publications by Year
in descending order

18 papers	324 citations	1040056 9 h-index	1199594 12 g-index
18 all docs	18 docs citations	18 times ranked	285 citing authors

#	Article	IF	Citations
1	Designing an adaptive web-based learning system based on students' cognitive styles identified online. Computers and Education, 2012, 58, 209-222.	8.3	88
2	Using online annotations to support error correction and corrective feedback. Computers and Education, 2009, 52, 882-892.	8.3	47
3	Identification of learning styles online by observing learners' browsing behaviour through a neural network. British Journal of Educational Technology, 2005, 36, 43-55.	6.3	40
4	Effects of confidence scores and remedial instruction on prepositions learning in adaptive hypermedia. Computers and Education, 2004, 42, 45-63.	8.3	34
5	Scaffolding collaborative technical writing with procedural facilitation and synchronous discussion. International Journal of Computer-Supported Collaborative Learning, 2011, 6, 397-419.	3.0	24
6	Applying GIS to develop a web-based spatial-person-temporal history educational system. Computers and Education, 2009, 53, 155-168.	8.3	21
7	Assessing metacognitive knowledge in web-based CALL: a neural network approach. Computers and Education, 2005, 44, 97-113.	8.3	20
8	Learning paragraph structure with online annotations: An interactive approach to enhancing EFL reading comprehension. System, 2013, 41, 413-427.	3.4	16
9	Development of an Adaptive EC Website With Online Identified Cognitive Styles of Anonymous Customers. International Journal of Human-Computer Interaction, 2012, 28, 560-575.	4.8	11
10	Application of online annotations to develop a web-based Error Correction Practice System for English writing instruction. System, 2014, 47, 39-52.	3.4	7
11	Relationships between User Cognitive Styles and Browsing Behaviors of an Online Learning Web Site. , 2008, , .		5
12	Development of a Synchronous Collaborative Writing Revision Instrument for Teaching English. , 2009, , .		3
13	A Study of 2nd Grade Students' Attitude on a Mathematics Game. , 2012, , .		3
14	A Study of Parent-Child Play in a Multiplayer Competitive Educational Game. , 2013, , .		2
15	HES-SPATO: An Online History Educational System Based on SCORM. Lecture Notes in Computer Science, 2009, , 160-175.	1.3	2
16	Design of Adaptive Web Interfaces with Respect to Student Cognitive Styles. Advances in Intelligent and Soft Computing, 2011, , 331-338.	0.2	1
17	Scaffolding Support Mechanism for Writing Cause and Effect Essays. , 2009, , .		0
18	Developing an Online History Educational System to Present the Progression of Spatial Regions. Lecture Notes in Computer Science, 2010, , 135-144.	1.3	0