

# Jyun-Chen Chen

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1226043/publications.pdf>

Version: 2024-02-01

10  
papers

203  
citations

1684188

5  
h-index

1588992

8  
g-index

10  
all docs

10  
docs citations

10  
times ranked

191  
citing authors

#	ARTICLE	IF	CITATIONS
1	Using robot-based practices to develop an activity that incorporated the 6E model to improve elementary school students' learning performances. <i>Interactive Learning Environments</i> , 2022, 30, 85-99.	6.4	31
2	An Assessment of Junior High School Students' Knowledge, Creativity, and Hands-On Performance Using PBL via Cognitive-Affective Interaction Model to Achieve STEAM. <i>Sustainability</i> , 2022, 14, 5582.	3.2	1
3	Developing a hands-on activity using virtual reality to help students learn by doing. <i>Journal of Computer Assisted Learning</i> , 2020, 36, 46-60.	5.1	51
4	Using 3D printing technology with experiential learning strategies to improve preengineering students' comprehension of abstract scientific concepts and hands-on ability. <i>Journal of Computer Assisted Learning</i> , 2019, 35, 178-187.	5.1	19
5	The influence of a gesture-based learning approach on preschoolers' learning performance, motor skills, and motion behaviors. <i>Interactive Learning Environments</i> , 2018, 26, 869-881.	6.4	3
6	Building the vocational phase of the computerized motor skills testing system for use in the Electronics and Electrical Engineering Group and Hospitality Group. <i>Interactive Learning Environments</i> , 2016, 24, 1280-1297.	6.4	4
7	Using a gesture interactive game-based learning approach to improve preschool children's learning performance and motor skills. <i>Computers and Education</i> , 2016, 95, 151-162.	8.3	71
8	Building a Smart Classroom—A Case Study of Spreading Inquiry-Based Nature Science Courses for Elementary School in Taiwan. <i>Lecture Notes in Educational Technology</i> , 2016, , 211-227.	0.8	1
9	The influence of collaborative learning games within different devices on students' learning performance and behaviours. <i>Australasian Journal of Educational Technology</i> , 2014, 30, .	3.5	15
10	Developing a cycle-mode POED model and using scientific inquiry for a practice activity to improve students' learning motivation, learning performance, and hands-on ability. <i>Interactive Learning Environments</i> , 0, , 1-13.	6.4	7