

# Di Zou

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1646345/publications.pdf>

Version: 2024-02-01

82  
papers

1,859  
citations

361413

20  
h-index

330143

37  
g-index

86  
all docs

86  
docs citations

86  
times ranked

775  
citing authors

#	ARTICLE	IF	CITATIONS
1	A review of AWE feedback: types, learning outcomes, and implications. <i>Computer Assisted Language Learning</i> , 2024, 37, 179-221.	7.1	21
2	Facilitating EFL learners's active behaviors in speaking: a progressive question prompt-based peer-tutoring approach with VR contexts. <i>Interactive Learning Environments</i> , 2023, 31, 2268-2287.	6.4	12
3	Effects of captions and English proficiency on learning effectiveness, motivation and attitude in augmented-reality-enhanced theme-based contextualized EFL learning. <i>Computer Assisted Language Learning</i> , 2022, 35, 381-411.	7.1	58
4	Technology-enhanced collaborative language learning: theoretical foundations, technologies, and implications. <i>Computer Assisted Language Learning</i> , 2022, 35, 1754-1788.	7.1	50
5	A systematic review of research on flipped language classrooms: theoretical foundations, learning activities, tools, research topics and findings. <i>Computer Assisted Language Learning</i> , 2022, 35, 1811-1837.	7.1	46
6	Types, purposes, and effectiveness of state-of-the-art technologies for second and foreign language learning. <i>Computer Assisted Language Learning</i> , 2022, 35, 696-742.	7.1	91
7	Types, features, and effectiveness of technologies in collaborative writing for second language learning. <i>Computer Assisted Language Learning</i> , 2022, 35, 2391-2422.	7.1	22
8	A state-of-the-art review of the modes and effectiveness of multimedia input for second and foreign language learning. <i>Computer Assisted Language Learning</i> , 2022, 35, 2790-2816.	7.1	23
9	Spaced repetition for authentic mobile-assisted word learning: nature, learner perceptions, and factors leading to positive perceptions. <i>Computer Assisted Language Learning</i> , 2022, 35, 2593-2626.	7.1	7
10	Socialization in language learning: Topic modeling and bibliometric analysis. , 2022, , 151-183.		3
11	Implementing technology-enhanced collaborative writing in second and foreign language learning: A review of practices, technology and challenges. <i>Education and Information Technologies</i> , 2022, 27, 8041-8069.	5.7	6
12	A bibliometric analysis of the trends and research topics of empirical research on TPACK. <i>Education and Information Technologies</i> , 2022, 27, 10585-10609.	5.7	16
13	A decade of learning analytics: Structural topic modeling based bibliometric analysis. <i>Education and Information Technologies</i> , 2022, 27, 10517-10561.	5.7	10
14	Digital game-based vocabulary learning: where are we and where are we going?. <i>Computer Assisted Language Learning</i> , 2021, 34, 751-777.	7.1	113
15	Exploring Discipline-Specific Vocabulary Retention in L2 through App Design: Implications for Higher Education Students. <i>RELC Journal</i> , 2021, 52, 539-556.	3.9	13
16	A comparative study on linguistic theories for modeling EFL learners: facilitating personalized vocabulary learning via task recommendations. <i>Interactive Learning Environments</i> , 2021, 29, 270-282.	6.4	9
17	Peer-Assessment Enhanced Collaborative Learning in a Virtual Learning Environment. <i>Lecture Notes in Computer Science</i> , 2021, , 132-141.	1.3	1
18	Past, present, and future of smart learning: a topic-based bibliometric analysis. <i>International Journal of Educational Technology in Higher Education</i> , 2021, 18, .	7.6	66

#	ARTICLE	IF	CITATIONS
19	An Assessment Framework for Online Active Learning Performance. Lecture Notes in Computer Science, 2021, , 338-350.	1.3	1
20	A Topic-Based Bibliometric Review of Computers in Human Behavior: Contributors, Collaborations, and Research Topics. Sustainability, 2021, 13, 4859.	3.2	2
21	Flipped primary EFL classrooms: impact, feasibility, and potential. ELT Journal, 2021, 75, 267-277.	1.8	4
22	A Systematic Review of Technology-enhanced Assessment of Monolingual and Bilingual Written Language Comprehension. Journal of Asia TEFL, 2021, 18, 319-328.	0.2	0
23	A bibliometric review on latent topics and trends of the empirical MOOC literature (2008â€“2019). Asia Pacific Education Review, 2021, 22, 515-534.	2.5	30
24	A Systematic Review of AR and VR Enhanced Language Learning. Sustainability, 2021, 13, 4639.	3.2	75
25	Vocabulary Learning Based on Learner-Generated Pictorial Annotations: Using Big Data as Learning Resources. Sustainability, 2021, 13, 5767.	3.2	5
26	Digital game-based learning of information literacy: Effects of gameplay modes on university studentsâ€™ learning performance, motivation, self-efficacy and flow experiences. Australasian Journal of Educational Technology, 2021, 37, 152-170.	3.5	28
27	Pre-Service Teachersâ€™ Perceptions of Emotions and Self-Regulatory Learning in Emergency Remote Learning. Sustainability, 2021, 13, 7111.	3.2	10
28	Target languages, types of activities, engagement, and effectiveness of extramural language learning. PLoS ONE, 2021, 16, e0253431.	2.5	15
29	Affective states in digital game-based learning: Thematic evolution and social network analysis. PLoS ONE, 2021, 16, e0255184.	2.5	10
30	Shimo-based collaborative argumentative writing: Do grouping patterns matter?. , 2021, , .		0
31	Exploring the Potential of Push Notification in ESL : A Qualitative Inquiry. Journal of Asia TEFL, 2021, 18, 985-994.	0.2	1
32	Synchronous Computer Mediated Communication in English Language Classes During the Pandemic: A Case Study of Wuhan. Lecture Notes in Computer Science, 2021, , 325-333.	1.3	9
33	A Comparative Review of Mobile and Non-Mobile Games for Language Learning. SAGE Open, 2021, 11, 215824402110672.	1.7	8
34	How to facilitate self-regulated learning? A case study on open educational resources. Journal of Computers in Education, 2020, 7, 51-77.	8.3	17
35	Gamified flipped EFL classroom for primary education: student and teacher perceptions. Journal of Computers in Education, 2020, 7, 213-228.	8.3	60
36	Investigating the effectiveness of vocabulary learning tasks from the perspective of the technique feature analysis: the effects of pictorial annotations. International Journal of Innovation and Learning, 2020, 27, 254.	0.4	0

#	ARTICLE	IF	CITATIONS
37	Attention-Based CNN for Personalized Course Recommendations for MOOC Learners. , 2020, , .		10
38	A Digital Educational Game Based on the ARCS Model for Enhancing Information Literacy. , 2020, , .		1
39	Fifty years of <i>British Journal of Educational Technology</i> : A topic modeling based bibliometric perspective. <i>British Journal of Educational Technology</i> , 2020, 51, 692-708.	6.3	96
40	Detecting latent topics and trends in educational technologies over four decades using structural topic modeling: A retrospective of all volumes of <i>Computers &amp; Education</i> . <i>Computers and Education</i> , 2020, 151, 103855.	8.3	199
41	Effects of a multi-level concept mapping-based question-posing approach on students' ubiquitous learning performance and perceptions. <i>Computers and Education</i> , 2020, 149, 103815.	8.3	28
42	Balancing cognitive complexity and gaming level: Effects of a cognitive complexity-based competition game on EFL students' English vocabulary learning performance, anxiety and behaviors. <i>Computers and Education</i> , 2020, 148, 103808.	8.3	67
43	Flipped learning with Wikipedia in higher education. <i>Studies in Higher Education</i> , 2020, 45, 1026-1045.	4.5	22
44	Smart Learning Environments: A Bibliometric Analysis. <i>Lecture Notes in Computer Science</i> , 2020, , 353-364.	1.3	2
45	Application and theory gaps during the rise of Artificial Intelligence in Education. <i>Computers and Education Artificial Intelligence</i> , 2020, 1, 100002.	10.8	154
46	A comprehensive framework for designing and evaluating vocabulary learning apps from multiple perspectives. <i>International Journal of Mobile Learning and Organisation</i> , 2020, 14, 370.	0.3	1
47	Influential factors of working adults' perceptions of mobile-assisted vocabulary learning with multimedia annotations. <i>International Journal of Mobile Learning and Organisation</i> , 2020, 14, 533.	0.3	2
48	A comprehensive framework for designing and evaluating vocabulary learning apps from multiple perspectives. <i>International Journal of Mobile Learning and Organisation</i> , 2020, 14, 370.	0.3	8
49	Acceptance and implications of smartphones for informal language learning in foreign study tours. <i>International Journal of Mobile Learning and Organisation</i> , 2020, 14, 456.	0.3	3
50	Influential factors of working adults' perceptions of mobile-assisted vocabulary learning with multimedia annotations. <i>International Journal of Mobile Learning and Organisation</i> , 2020, 14, 533.	0.3	7
51	What Are MOOCs Learners' Concerns? Text Analysis of Reviews for Computer Science Courses. <i>Lecture Notes in Computer Science</i> , 2020, , 73-79.	1.3	3
52	Core Research Topics of Studies on Personalized Feedback in the Past Four Decades. <i>Lecture Notes in Computer Science</i> , 2020, , 121-130.	1.3	0
53	Flipping an English writing class with technology-enhanced just-in-time teaching and peer instruction. <i>Interactive Learning Environments</i> , 2019, 27, 1127-1142.	6.4	61
54	On Hong Kong Primary School English Teachers' Acceptance of Technology-Enhanced Language Learning and Teaching. , 2019, , .		2

#	ARTICLE	IF	CITATIONS
55	A Personalized Task Recommendation System for Vocabulary Learning Based on Readability and Diversity. <i>Lecture Notes in Computer Science</i> , 2019, , 82-92.	1.3	5
56	Effects of caption and gender on junior high studentsâ€™ EFL learning from iMap-enhanced contextualized learning. <i>Computers and Education</i> , 2019, 140, 103602.	8.3	29
57	Personalized word learning for university students: a profile-based method for e-learning systems. <i>Journal of Computing in Higher Education</i> , 2019, 31, 273-289.	6.1	25
58	Enhancing Contextualized Learning via AR. , 2019, , .		0
59	Using Mobile Vocabulary Learning Apps as Aids to Knowledge Retention : Business Vocabulary Acquisition. <i>Journal of Asia TEFL</i> , 2019, 16, 683-690.	0.2	17
60	A Review on the Admission Policies of Hong Kong Universities for Non-local Students from Mainland China. <i>Communications in Computer and Information Science</i> , 2019, , 224-234.	0.5	0
61	Game-Based Vocabulary Learning in China and Hong Kong: Studentsâ€™ Evaluation of Different Word Learning APPs. <i>Communications in Computer and Information Science</i> , 2018, , 44-55.	0.5	9
62	Investigating the Effectiveness of Vocabulary Learning Tasks from the Perspective of the Technique Feature Analysis: The Effects of Pictorial Annotations. <i>Communications in Computer and Information Science</i> , 2018, , 3-15.	0.5	4
63	A Blockchain Model for Word-Learning Systems. , 2018, , .		22
64	A Comparative Study on Recent Educational Policy Changes of Primary and Secondary Schooling in Hong Kong and Macau. , 2018, , .		2
65	Personalized Word Learning for ESL Students via Integration of Implicit and Explicit Profiles. <i>Lecture Notes in Computer Science</i> , 2018, , 301-310.	1.3	1
66	A flexible graph-based model for facilitating digital learning activities. <i>International Journal of Innovation and Learning</i> , 2018, 23, 444.	0.4	2
67	Modelling second language learners for learning task recommendation. <i>International Journal of Innovation and Learning</i> , 2018, 23, 76.	0.4	0
68	Vocabulary acquisition through cloze exercises, sentence-writing and composition-writing: Extending the evaluation component of the involvement load hypothesis. <i>Language Teaching Research</i> , 2017, 21, 54-75.	4.0	90
69	Discover learning path for group users: A profile-based approach. <i>Neurocomputing</i> , 2017, 254, 59-70.	5.9	41
70	Feedback methods for student voice in the digital age. <i>British Journal of Educational Technology</i> , 2017, 48, 1081-1091.	6.3	11
71	A study on the effectiveness of electronic and paper dictionaries: comparing the hybrid use of both and the pure use of either. <i>International Journal of Innovation and Learning</i> , 2017, 21, 379.	0.4	0
72	A Comparative Study on Various Vocabulary Knowledge Scales for Predicting Vocabulary Pre-Knowledge. <i>International Journal of Distance Education Technologies</i> , 2017, 15, 69-81.	2.9	8

#	ARTICLE	IF	CITATIONS
73	A Review on Recent Development of the Involvement Load Hypothesis. Lecture Notes in Computer Science, 2017, , 447-452.	1.3	4
74	An Explicit Learner Profiling Model for Personalized Word Learning Recommendation. Lecture Notes in Computer Science, 2017, , 495-499.	1.3	4
75	Using iBeacon Technology for Active Aging Learning. Lecture Notes in Computer Science, 2017, , 331-336.	1.3	0
76	Generating Incidental Word-Learning Tasks via Topic-Based and Load-Based Profiles. IEEE MultiMedia, 2016, 23, 60-70.	1.7	35
77	Comparing Dictionary-induced Vocabulary Learning and Inferencing in the Context of Reading. Lexikos, 2016, 26, .	0.3	17
78	Predicting Pre-knowledge on Vocabulary from e-Learning Assignments for Language Learners. Lecture Notes in Computer Science, 2016, , 111-117.	1.3	2
79	Investigating the Effectiveness of the Uses of Electronic and Paper-Based Dictionaries in Promoting Incidental Word Learning. Lecture Notes in Computer Science, 2015, , 59-69.	1.3	4
80	Comparative Study on Heterogeneous Profiling Sources for Second Language Learners. Communications in Computer and Information Science, 2015, , 209-218.	0.5	1
81	Effects of a collaborative design approach on pre-service teachers' ability of designing for learning with a digital game. Education and Information Technologies, 0, , 1.	5.7	5
82	Self-regulated second language learning: a review of types and benefits of strategies, modes of teacher support, and pedagogical implications. Computer Assisted Language Learning, 0, , 1-38.	7.1	10