

Morris Siu-Yung Jong

List of Publications by Year in descending order

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Version: 2024-02-01

81
papers

1,738
citations

279487

23
h-index

360668

35
g-index

82
all docs

82
docs citations

82
times ranked

703
citing authors

#	ARTICLE	IF	CITATIONS
1	Effects of peer assessment within the context of spherical video-based virtual reality on EFL students' English-Speaking performance and learning perceptions. <i>Computers and Education</i> , 2020, 146, 103751.	5.1	174
2	A Review of Artificial Intelligence (AI) in Education from 2010 to 2020. <i>Complexity</i> , 2021, 2021, 1-18.	0.9	102
3	Integration of the peer assessment approach with a virtual reality design system for learning earth science. <i>Computers and Education</i> , 2020, 146, 103758.	5.1	93
4	Effects of applying a VR-based two-tier test strategy to promote elementary students' learning performance in a Geology class. <i>British Journal of Educational Technology</i> , 2020, 51, 148-165.	3.9	65
5	Hong Kong Teachers' Self-efficacy and Concerns About STEM Education. <i>Asia-Pacific Education Researcher</i> , 2019, 28, 35-45.	2.2	56
6	Promoting Students' Well-Being by Developing Their Readiness for the Artificial Intelligence Age. <i>Sustainability</i> , 2020, 12, 6597.	1.6	56
7	Engaging university students in a library guide through wearable spherical video-based virtual reality: effects on situational interest and cognitive load. <i>Interactive Learning Environments</i> , 2021, 29, 1272-1287.	4.4	55
8	Integrating interactive learner-immersed video-based virtual reality into learning and teaching of physical geography. <i>British Journal of Educational Technology</i> , 2020, 51, 2064-2079.	3.9	55
9	The effects of spherical video-based virtual reality implementation on students' natural science learning effectiveness. <i>Interactive Learning Environments</i> , 2020, 28, 915-929.	4.4	51
10	Computational Thinking Education in the Asian Pacific Region. <i>Asia-Pacific Education Researcher</i> , 2020, 29, 1-8.	2.2	49
11	How Does Prior Knowledge Influence Learning Engagement? The Mediating Roles of Cognitive Load and Help-Seeking. <i>Frontiers in Psychology</i> , 2020, 11, 591203.	1.1	47
12	Investigating students' interaction patterns and dynamic learning sentiments in online discussions. <i>Computers and Education</i> , 2019, 140, 103589.	5.1	46
13	Does learner expertise matter when designing emotional multimedia for learners of primary school mathematics?. <i>Educational Technology Research and Development</i> , 2020, 68, 2305-2320.	2.0	42
14	Effects of the self-regulated strategy within the context of spherical video-based virtual reality on students' learning performances in an art history class. <i>Interactive Learning Environments</i> , 2023, 31, 2244-2267.	4.4	34
15	Modeling the structural relationship among primary students' motivation to learn artificial intelligence. <i>Computers and Education Artificial Intelligence</i> , 2021, 2, 100006.	6.9	33
16	Understanding the pedagogical potential of Interactive Spherical Video-based Virtual Reality from the teachers' perspective through the ACE framework. <i>Interactive Learning Environments</i> , 2021, 29, 618-633.	4.4	32
17	FARMTASIA: an online game-based learning environment based on the VISOLE pedagogy. <i>Virtual Reality</i> , 2008, 12, 17-25.	4.1	29
18	Understanding the concerns of teachers about leveraging mobile technology to facilitate outdoor social inquiry learning: the EduVenture experience. <i>Interactive Learning Environments</i> , 2016, 24, 328-344.	4.4	29

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19	Sustaining the adoption of gamified outdoor social enquiry learning in high schools through addressing teachers'™ emerging concerns: A 3-year study. <i>British Journal of Educational Technology</i> , 2019, 50, 1275-1293.	3.9	29
20	Indonesian Science, Mathematics, and Engineering Preservice Teachers'™ Experiences in STEM-TPACK Design-Based Learning. <i>Sustainability</i> , 2020, 12, 9050.	1.6	28
21	Does online game-based learning work in formal education at school? A case study of VISOLE. <i>Curriculum Journal</i> , 2015, 26, 249-267.	1.0	27
22	Teachers' concerns about adopting constructivist online game-based learning in formal curriculum teaching: The VISOLE experience. <i>British Journal of Educational Technology</i> , 2016, 47, 601-617.	3.9	27
23	Does Relatedness Matter for Online Self-regulated Learning to Promote Perceived Learning Gains and Satisfaction?. <i>Asia-Pacific Education Researcher</i> , 2021, 30, 205-215.	2.2	27
24	An Evaluative Study on VISOLE™ Virtual Interactive Student-Oriented Learning Environment. <i>IEEE Transactions on Learning Technologies</i> , 2010, 3, 307-318.	2.2	26
25	Educational Use of Computer Games: Where We Are, and What's Next. <i>New Frontiers of Educational Research</i> , 2013, , 299-320.	0.4	25
26	Adoption of flipped learning in social humanities education: the FIBER experience in secondary schools. <i>Interactive Learning Environments</i> , 2019, 27, 1222-1238.	4.4	24
27	Supporting dyadic learning of English for tourism purposes with scenery-based virtual reality. <i>Computer Assisted Language Learning</i> , 2023, 36, 906-942.	4.8	24
28	Trends and exemplary practices of STEM teacher professional development programs in K-12 contexts: A systematic review of empirical studies. <i>Computers and Education</i> , 2022, 189, 104577.	5.1	24
29	Immersive virtual reality in education. <i>British Journal of Educational Technology</i> , 2020, 51, 1981-1990.	3.9	22
30	A scoping review on flipped classroom approach in language education: challenges, implications and an interaction model. <i>Computer Assisted Language Learning</i> , 2022, 35, 1218-1249.	4.8	22
31	Teachers'™ Conceptions of Teaching Chinese Descriptive Composition With Interactive Spherical Video-Based Virtual Reality. <i>Frontiers in Psychology</i> , 2021, 12, 591708.	1.1	22
32	Harnessing Computer Games in Education. <i>International Journal of Distance Education Technologies</i> , 2008, 6, 1-9.	1.9	21
33	Factors Influencing Students' Behavioral Intention to Continue Artificial Intelligence Learning. , 2020, , .		20
34	Validating the General Extended Technology Acceptance Model for E-Learning: Evidence From an Online English as a Foreign Language Course Amid COVID-19. <i>Frontiers in Psychology</i> , 2021, 12, 671615.	1.1	19
35	To flip or not to flip: social science faculty members'™ concerns about flipping the classroom. <i>Journal of Computing in Higher Education</i> , 2019, 31, 391-407.	3.9	18
36	Does ICT use matter? The relationships between students' ICT use, motivation, and science achievement in East Asia. <i>Learning and Individual Differences</i> , 2021, 86, 101957.	1.5	18

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37	Using automatic speech recognition technology to enhance EFL learners's oral language complexity in a flipped classroom. <i>Australasian Journal of Educational Technology</i> , 2021, 37, 110-131.	2.0	18
38	Development and Predictive Validity of the Computational Thinking Disposition Questionnaire. <i>Sustainability</i> , 2020, 12, 4459.	1.6	17
39	Modeling learners's self-concept in Chinese descriptive writing based on the affordances of a virtual reality-supported environment. <i>Education and Information Technologies</i> , 2021, 26, 6013-6032.	3.5	15
40	Characterizing Students's 4C Skills Development During Problem-based Digital Making. <i>Journal of Science Education and Technology</i> , 2022, 31, 372-385.	2.4	15
41	Promoting Elementary Pupils's Learning Motivation in Environmental Education with Mobile Inquiry-Oriented Ambience-Aware Fieldwork. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 2504.	1.2	14
42	A Pilot Study on Virtual Interactive Student-Oriented Learning Environment. , 2007, , .		13
43	Comparative Study on the Pedagogical Use of Interactive Spherical Video-Based Virtual Reality: The EduVenture-VR Experience. , 2018, , .		13
44	Technological solutions for promoting employees' knowledge levels and practical skills: An SVVR-based blended learning approach for professional training. <i>Computers and Education</i> , 2022, 189, 104593.	5.1	12
45	Understanding Medical Students's Perceptions of and Behavioral Intentions toward Learning Artificial Intelligence: A Survey Study. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 8733.	1.2	11
46	Applying Relatedness to Explain Learning Outcomes of STEM Maker Activities. <i>Frontiers in Psychology</i> , 2021, 12, 800569.	1.1	10
47	Challenges to flipped classroom adoption in Hong Kong secondary schools: Overcoming the first- and second- order barriers to change. , 2015, , .		9
48	Intrinsic Motivation and Sophisticated Epistemic Beliefs Are Promising Pathways to Science Achievement: Evidence From High Achieving Regions in the East and the West. <i>Frontiers in Psychology</i> , 2021, 12, 581193.	1.1	9
49	VISOLE: An Example of Hybrid Learning. <i>Lecture Notes in Computer Science</i> , 2008, , 348-358.	1.0	8
50	Design-Based Research on Teacher Facilitation in a Pedagogic Integration of Flipped Learning and Social Enquiry Learning. <i>Sustainability</i> , 2022, 14, 996.	1.6	8
51	A Study of Disposition, Engagement, Efficacy, and Vitality of Teachers in Designing Science, Technology, Engineering, and Mathematics Education. <i>Frontiers in Psychology</i> , 2021, 12, 661631.	1.1	7
52	VISOLE. , 2010, , 185-206.		7
53	Typology of teachers's stages of concern for STEM education. <i>Research in Science and Technological Education</i> , 2023, 41, 1560-1578.	1.4	7
54	Promoting Secondary Students' Twenty-First Century Skills and STEM Career Interests Through a Crossover Program of STEM and Community Service Education. <i>Frontiers in Psychology</i> , 0, 13, .	1.1	7

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55	Design-based research on teacher facilitation practices for serious gaming in formal schooling. Research and Practice in Technology Enhanced Learning, 2017, 12, 19.	1.9	6
56	Developing a Generic Rubric for Evaluating Students' Work in STEM Education. , 2020, , .		5
57	Teachers with a growth mindset are motivated and engaged: the relationships among mindsets, motivation, and engagement in teaching. Social Psychology of Education, 2021, 24, 1663-1684.	1.2	5
58	A PISA-2015 Comparative Meta-Analysis between Singapore and Finland: Relations of Students' Interest in Science, Perceived ICT Competence, and Environmental Awareness and Optimism. International Journal of Environmental Research and Public Health, 2019, 16, 5157.	1.2	4
59	Using Posting Templates for Enhancing Students' Argumentative Elaborations in Learning Villages. , 2008, , .		3
60	A Case Study of a Non-gamer Student's Learning Process in VISOLE. , 2010, , .		3
61	Exploring young students' learning experiences with the iPad: a comparative study in Hong Kong international primary schools. Universal Access in the Information Society, 2016, 15, 359-367.	2.1	3
62	Addressing the Challenges in Engineering Classes: Harnessing Active Learning in a Robotics Course. , 2018, , .		3
63	Design-based research on gamified outdoor social enquiry learning with context-aware technology: integration of teacher facilitation for advancing the pedagogical effectiveness. International Journal of Mobile Learning and Organisation, 2021, 15, 107.	0.2	3
64	Context-Aware Geography Field Trip with EagleEye: Teachers' First Experience. Lecture Notes in Educational Technology, 2015, , 77-93.	0.5	3
65	USING POSTING TEMPLATES FOR ENHANCING STUDENTS' ARGUMENTATIVE ELABORATIONS IN COMPUTER-SUPPORTED COLLABORATIVE INQUIRY LEARNING. Research and Practice in Technology Enhanced Learning, 2010, 05, 275-294.	1.9	2
66	Does ICT Use Matter between Socioeconomic Status and Academic Performance?. , 2019, , .		2
67	Work-in-Progress" Motivation in Virtual Reality Chinese Language Learning in the Context of COVID-19. , 2021, , .		2
68	Harnessing Computer Games in Education. International Journal of Web-Based Learning and Teaching Technologies, 2008, 3, 54-61.	0.6	2
69	Integrating Automatic Speech Recognition Technology Into Vocabulary Learning in a Flipped English Class for Chinese College Students. Frontiers in Psychology, 0, 13, .	1.1	2
70	A Case Study of an Academic Achievement-oriented Student in Game-based Learning. , 2011, , .		1
71	Design of a "Micro-Module Bank" for Facilitating Higher Education Teachers to Adopt the Flipped Classroom in Practice. , 2019, , .		1
72	Examining the Effect of Semantic Relatedness on the Acquisition of English Collocations. Journal of Psycholinguistic Research, 2020, 49, 199-222.	0.7	1

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73	From PISA 2009 to PISA 2018: Equity in Hong Kong Secondary Mathematics and Science Education. , 2020, , .		1
74	Gamification of Flipped Classroom: FIBER Vs. G-FIBER. , 2021, , .		1
75	Exploring the Integration of Social Care Education with STEM: A Social-Scientific Maker Curriculum. , 2020, , .		1
76	Dynamic Collective Mobile Gaming. , 2013, , .		0
77	LOCALE - Location-Oriented Collaborative Authentic Learning Environment. , 2013, , .		0
78	Adopting EagleEye in Outdoor Exploratory Learning from the Teacher Perspective. , 2014, , .		0
79	Design-based research on gamified outdoor social enquiry learning with context-aware technology: integration of teacher facilitation for advancing the pedagogical effectiveness. International Journal of Mobile Learning and Organisation, 2021, 15, 107.	0.2	0
80	Problem Solving Processes and Strategies in the Virtual Interactive Student-Oriented Learning Environment. , 2013, , 223-239.		0
81	Using Non-player Characters to Scaffold Non-gamer Students in Serious Gaming. , 2016, , 1-19.		0