Morris Siu-Yung Jong

List of Publications by Year
in descending order

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 the self-regulated strategy within the context of spherical video-based virtual reality on students' learning performances in an art history class. Interactive Learning Environments, 2023, 31, 2244-2267.	4.4	34
2	Supporting dyadic learning of English for tourism purposes with scenery-based virtual reality. Computer Assisted Language Learning, 2023, 36, 906-942.	4.8	24
3	Typology of teachers' stages of concern for STEM education. Research in Science and Technological Education, 2023, 41, 1560-1578.	1.4	7
4	A scoping review on flipped classroom approach in language education: challenges, implications and an interaction model. Computer Assisted Language Learning, 2022, 35, 1218-1249.	4.8	22
5	Design-Based Research on Teacher Facilitation in a Pedagogic Integration of Flipped Learning and Social Enquiry Learning. Sustainability, 2022, 14, 996.	1.6	8
6	Characterizing Students' 4C Skills Development During Problem-based Digital Making. Journal of Science Education and Technology, 2022, 31, 372-385.	2.4	15
7	Understanding Medical Students' Perceptions of and Behavioral Intentions toward Learning Artificial Intelligence: A Survey Study. International Journal of Environmental Research and Public Health, 2022, 19, 8733.	1.2	11
8	Technological solutions for promoting employees' knowledge levels and practical skills: An SVVR-based blended learning approach for professional training. Computers and Education, 2022, 189, 104593.	5.1	12
9	Trends and exemplary practices of STEM teacher professional development programs in K-12 contexts: A systematic review of empirical studies. Computers and Education, 2022, 189, 104577.	5.1	24
10	Engaging university students in a library guide through wearable spherical video-based virtual reality: effects on situational interest and cognitive load. Interactive Learning Environments, 2021, 29, 1272-1287.	4.4	55
11	Understanding the pedagogical potential of Interactive Spherical Video-based Virtual Reality from the teachers' perspective through the ACE framework. Interactive Learning Environments, 2021, 29, 618-633.	4.4	32
12	Modeling the structural relationship among primary students' motivation to learn artificial intelligence. Computers and Education Artificial Intelligence, 2021, 2, 100006.	6.9	33
13	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
14	Teachers' Conceptions of Teaching Chinese Descriptive Composition With Interactive Spherical Video-Based Virtual Reality. Frontiers in Psychology, 2021, 12, 591708.	1.1	22
15	Intrinsic Motivation and Sophisticated Epistemic Beliefs Are Promising Pathways to Science Achievement: Evidence From High Achieving Regions in the East and the West. Frontiers in Psychology, 2021, 12, 581193.	1.1	9
16	Does ICT use matter? The relationships between students' ICT use, motivation, and science achievement in East Asia. Learning and Individual Differences, 2021, 86, 101957.	1.5	18
17	A Review of Artificial Intelligence (AI) in Education from 2010 to 2020. Complexity, 2021, 2021, 1-18.	0.9	102
18	Does Relatedness Matter for Online Self-regulated Learning to Promote Perceived Learning Gains and Satisfaction?. Asia-Pacific Education Researcher, 2021, 30, 205-215.	2.2	27

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19	Modeling learners' self-concept in Chinese descriptive writing based on the affordances of a virtual reality-supported environment. Education and Information Technologies, 2021, 26, 6013-6032.	3.5	15
20	Work-in-Progress—"Motivation in Virtual Reality Chinese Language Learning in the Context of COVID-19. , 2021, , .		2
21	Using automatic speech recognition technology to enhance EFL learners' oral language complexity in a flipped classroom. Australasian Journal of Educational Technology, 2021, 37, 110-131.	2.0	18
22	A Study of Disposition, Engagement, Efficacy, and Vitality of Teachers in Designing Science, Technology, Engineering, and Mathematics Education. Frontiers in Psychology, 2021, 12, 661631.	1.1	7
23	Gamification of Flipped Classroom: FIBER Vs. G-FIBER. , 2021, , .		1
24	Validating the General Extended Technology Acceptance Model for E-Learning: Evidence From an Online English as a Foreign Language Course Amid COVID-19. Frontiers in Psychology, 2021, 12, 671615.	1.1	19
25	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
26	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
27	Applying Relatedness to Explain Learning Outcomes of STEM Maker Activities. Frontiers in Psychology, 2021, 12, 800569.	1.1	10
28	The effects of spherical video-based virtual reality implementation on students' natural science learning effectiveness. Interactive Learning Environments, 2020, 28, 915-929.	4.4	51
29	Effects of applying a VR-based two-tier test strategy to promote elementary students' learning performance in a Geology class. British Journal of Educational Technology, 2020, 51, 148-165.	3.9	65
30	Effects of peer assessment within the context of spherical video-based virtual reality on EFL students' English-Speaking performance and learning perceptions. Computers and Education, 2020, 146, 103751.	5.1	174
31	Integration of the peer assessment approach with a virtual reality design system for learning earth science. Computers and Education, 2020, 146, 103758.	5.1	93
32	Examining the Effect of Semantic Relatedness on the Acquisition of English Collocations. Journal of Psycholinguistic Research, 2020, 49, 199-222.	0.7	1
33	Computational Thinking Education in the Asian Pacific Region. Asia-Pacific Education Researcher, 2020, 29, 1-8.	2.2	49
34	Immersive virtual reality in education. British Journal of Educational Technology, 2020, 51, 1981-1990.	3.9	22
35	How Does Prior Knowledge Influence Learning Engagement? The Mediating Roles of Cognitive Load and Help-Seeking. Frontiers in Psychology, 2020, 11, 591203.	1.1	47
36	Indonesian Science, Mathematics, and Engineering Preservice Teachers' Experiences in STEM-TPACK Design-Based Learning. Sustainability, 2020, 12, 9050.	1.6	28

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37	Factors Influencing Students' Behavioral Intention to Continue Artificial Intelligence Learning. , 2020, , .		20
38	Developing a Generic Rubric for Evaluating Students' Work in STEM Education. , 2020, , .		5
39	From PISA 2009 to PISA 2018: Equity in Hong Kong Secondary Mathematics and Science Education. , 2020, , .		1
40	Promoting Students' Well-Being by Developing Their Readiness for the Artificial Intelligence Age. Sustainability, 2020, 12, 6597.	1.6	56
41	Integrating interactive learner-immersed video-based virtual reality into learning and teaching of physical geography. British Journal of Educational Technology, 2020, 51, 2064-2079.	3.9	55
42	Development and Predictive Validity of the Computational Thinking Disposition Questionnaire. Sustainability, 2020, 12, 4459.	1.6	17
43	Does learner expertise matter when designing emotional multimedia for learners of primary school mathematics?. Educational Technology Research and Development, 2020, 68, 2305-2320.	2.0	42
44	Promoting Elementary Pupils' Learning Motivation in Environmental Education with Mobile Inquiry-Oriented Ambience-Aware Fieldwork. International Journal of Environmental Research and Public Health, 2020, 17, 2504.	1.2	14
45	Exploring the Integration of Social Care Education with STEM: A Social-Scientific Maker Curriculum. , 2020, , .		1
46	Design of a "Micro-Module Bank" for Facilitating Higher Education Teachers to Adopt the Flipped Classroom in Practice. , 2019, , .		1
47	Does ICT Use Matter between Socioeconomic Status and Academic Performance?. , 2019, , .		2
48	Investigating students' interaction patterns and dynamic learning sentiments in online discussions. Computers and Education, 2019, 140, 103589.	5.1	46
49	Sustaining the adoption of gamified outdoor social enquiry learning in high schools through addressing teachers' emerging concerns: A 3-year study. British Journal of Educational Technology, 2019, 50, 1275-1293.	3.9	29
50	To flip or not to flip: social science faculty members' concerns about flipping the classroom. Journal of Computing in Higher Education, 2019, 31, 391-407.	3.9	18
51	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
52	Adoption of flipped learning in social humanities education: the FIBER experience in secondary schools. Interactive Learning Environments, 2019, 27, 1222-1238.	4.4	24
53	Hong Kong Teachers' Self-efficacy and Concerns About STEM Education. Asia-Pacific Education Researcher, 2019, 28, 35-45.	2.2	56
54	Addressing the Challenges in Engineering Classes: Harnessing Active Learning in a Robotics Course. , 2018, , .		3

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55	Comparative Study on the Pedagogical Use of Interactive Spherical Video-Based Virtual Reality: The EduVenture-VR Experience. , 2018, , .		13
56	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
57	Teachers' concerns about adopting constructivist online game‐based learning in formal curriculum teaching: The <scp>VISOLE</scp> experience. British Journal of Educational Technology, 2016, 47, 601-617.	3.9	27
58	Understanding the concerns of teachers about leveraging mobile technology to facilitate outdoor social inquiry learning: the EduVenture experience. Interactive Learning Environments, 2016, 24, 328-344.	4.4	29
59	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
60	Using Non-player Characters to Scaffold Non-gamer Students in Serious Gaming. , 2016, , 1-19.		0
61	Challenges to flipped classroom adoption in Hong Kong secondary schools: Overcoming the first- and second- order barriers to change. , 2015, , .		9
62	Does online game‐based learning work in formal education at school? A case study of VISOLE. Curriculum Journal, 2015, 26, 249-267.	1.0	27
63	Context-Aware Geography Field Trip with EagleEye: Teachers' First Experience. Lecture Notes in Educational Technology, 2015, , 77-93.	0.5	3
64	Adopting EagleEye in Outdoor Exploratory Learning from the Teacher Perspective. , 2014, , .		0
65	Dynamic Collective Mobile Gaming. , 2013, , .		0
66	LOCALE - Location-Oriented Collaborative Authentic Learning Environment. , 2013, , .		0
67	Educational Use of Computer Games: Where We Are, and What's Next. New Frontiers of Educational Research, 2013, , 299-320.	0.4	25
68	Problem Solving Processes and Strategies in the Virtual Interactive Student-Oriented Learning Environment. , 2013, , 223-239.		0
69	A Case Study of an Academic Achievement-oriented Student in Game-based Learning. , 2011, , .		1
70	An Evaluative Study on VISOLE—Virtual Interactive Student-Oriented Learning Environment. IEEE Transactions on Learning Technologies, 2010, 3, 307-318.	2.2	26
71	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
72	A Case Study of a Non-gamer Student's Learning Process in VISOLE. , 2010, , .		3

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73	VISOLE. , 2010, , 185-206.		7
74	FARMTASIA: an online game-based learning environment based on the VISOLE pedagogy. Virtual Reality, 2008, 12, 17-25.	4.1	29
75	Using Posting Templates for Enhancing Students' Argumentative Elaborations in Learning Villages. , 2008, , .		3
76	Harnessing Computer Games in Education. International Journal of Distance Education Technologies, 2008, 6, 1-9.	1.9	21
77	VISOLE: An Example of Hybrid Learning. Lecture Notes in Computer Science, 2008, , 348-358.	1.0	8
78	Harnessing Computer Games in Education. International Journal of Web-Based Learning and Teaching Technologies, 2008, 3, 54-61.	0.6	2
79	A Pilot Study on Virtual Interactive Student-Oriented Learning Environment. , 2007, , .		13
80	Promoting Secondary Students' Twenty-First Century Skills and STEM Career Interests Through a Crossover Program of STEM and Community Service Education. Frontiers in Psychology, 0, 13, .	1.1	7
81	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