

Hui-Chin Yeh

List of Publications by Year in descending order

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Version: 2024-02-01

39
papers

572
citations

687363

13
h-index

713466

21
g-index

41
all docs

41
docs citations

41
times ranked

320
citing authors

#	ARTICLE	IF	CITATIONS
1	Multimodal assessment of and for learning: A theory-driven design rubric. <i>British Journal of Educational Technology</i> , 2013, 44, 400-409.	6.3	58
2	Virtual reality in problem-based learning contexts: Effects on the problem-solving performance, vocabulary acquisition and motivation of English language learners. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 851-860.	5.1	49
3	Mobile Health App With Social Media to Support Self-Management for Patients With Chronic Kidney Disease: Prospective Randomized Controlled Study. <i>Journal of Medical Internet Research</i> , 2020, 22, e19452.	4.3	46
4	The influence of social interaction on meaning construction in a virtual community. <i>British Journal of Educational Technology</i> , 2010, 41, 287-306.	6.3	44
5	Effects of mobile-supported task-based language teaching on EFL students' linguistic achievement and conversational interaction. <i>ReCALL</i> , 2021, 33, 71-87.	5.2	34
6	Facilitating metacognitive processes of academic genre-based writing using an online writing system. <i>Computer Assisted Language Learning</i> , 2015, 28, 479-498.	7.1	33
7	Forming a change environment to encourage professional development through a teacher study group. <i>Teaching and Teacher Education</i> , 2013, 36, 153-165.	3.2	32
8	Enhancing EFL students' intracultural learning through virtual reality. <i>Interactive Learning Environments</i> , 2022, 30, 1609-1618.	6.4	31
9	Promoting different reading comprehension levels through online annotations. <i>Computer Assisted Language Learning</i> , 2015, 28, 41-57.	7.1	30
10	Integrating reciprocal teaching in an online environment with an annotation feature to enhance low-achieving students' English reading comprehension. <i>Interactive Learning Environments</i> , 2018, 26, 789-802.	6.4	22
11	Effects of integrating a questioning strategy with game-based learning on students' language learning performances in flipped classrooms. <i>Technology, Pedagogy and Education</i> , 2019, 28, 347-361.	5.4	20
12	Enhancing STEM competence by making electronic musical pencil for non-engineering students. <i>Computers and Education</i> , 2020, 150, 103840.	8.3	20
13	A Systematic Review on Oral Interactions in Robot-Assisted Language Learning. <i>Electronics (Switzerland)</i> , 2022, 11, 290.	3.1	19
14	Speaking progress and meaning negotiation processes in synchronous online tutoring. <i>System</i> , 2019, 81, 179-191.	3.4	17
15	The use of online annotations in reading instruction and its impact on students' reading progress and processes. <i>ReCALL</i> , 2017, 29, 22-38.	5.2	15
16	Exploring the impact of video making on students' writing skills. <i>Journal of Research on Technology in Education</i> , 2021, 53, 446-456.	6.5	13
17	Exploring the impacts of digital storytelling on English as a foreign language learners' speaking competence. <i>Journal of Research on Technology in Education</i> , 2022, 54, 679-694.	6.5	12
18	Prospective teachers' insights towards scaffolding students' writing processes through teacher-student role reversal in an online system. <i>Educational Technology Research and Development</i> , 2011, 59, 351-368.	2.8	11

#	ARTICLE	IF	CITATIONS
19	A Review of Trends in Digital Game-Based Language Learning Research. , 2016, , .		11
20	Enhancing EFL learnersâ€™ intracultural development as cultural communicators through YouTube video-making. Technology, Pedagogy and Education, 2021, 30, 557-572.	5.4	10
21	The Effects of Using Audience Response Systems Incorporating Student-Generated Questions on EFL Studentsâ€™ Reading Comprehension. Asia-Pacific Education Researcher, 2020, 29, 553-566.	3.7	8
22	Creating a virtual â€œthird spaceâ€ in a telecollaborative project to promote English as a Foreign Language (EFL) learnersâ€™ language proficiency and intercultural awareness. Interactive Learning Environments, 2023, 31, 6667-6677.	6.4	7
23	EFL teachersâ€™ challenges and dilemmas in transferring theories and practices cross-culturally. Asia Pacific Education Review, 2011, 12, 97-104.	2.5	5
24	Learning to construct English (L2) sentences in a bilingual corpus-based system. System, 2013, 41, 677-690.	3.4	4
25	Implementing online question generation to foster reading comprehension. Australasian Journal of Educational Technology, 2012, 28, .	3.5	4
26	Teacher development in robot and IoT knowledge, skills, and attitudes with the use of the TPACK-based Support-Stimulate-Seek approach. Interactive Learning Environments, 2023, 31, 5811-5830.	6.4	4
27	The roles of a university professor in a teacher study group. Asia Pacific Education Review, 2012, 13, 435-447.	2.5	3
28	Interweaving local cultural knowledge with global competencies in one higher education course: an internationalisation perspective. Language, Culture and Curriculum, 2022, 35, 151-166.	3.2	3
29	Investigating readersâ€™ mental maps of references in an online system. Computers and Education, 2009, 53, 799-808.	8.3	2
30	An Investigation into English Language Learnersâ€™ Argumentative Writing Performance and Perceptions. Lecture Notes in Computer Science, 2017, , 712-720.	1.3	2
31	Using video dubbing to foster college studentsâ€™ English-speaking ability. Computer Assisted Language Learning, 0, , 1-23.	7.1	2
32	Constructing mental representation of reference by feedback in a computer system. Computers in Human Behavior, 2008, 24, 1959-1976.	8.5	1
33	Computer Assisted Vocabulary Learning: Examining English Language Learners' Vocabulary Notebooks. , 2016, , .		0
34	How Student Teachers' Online Commentaries Scaffold Student Writing. , 2016, , .		0
35	A Review of Design-Based Research. , 2016, , .		0
36	Exploring Studentsâ€™ Integrated Reading and Summary Writing Processes Through an Online System. English Teaching and Learning, 2020, 44, 21-43.	1.3	0

#	ARTICLE	IF	CITATIONS
37	Rethinking the purposes of teacher education: an exploratory study of Aotearoa New Zealand and Taiwan. <i>Oxford Review of Education</i> , 2022, 48, 201-217.	2.0	0
38	Investigating Students' Use and Evaluation of Video as a Form of Computer Assisted Language Learning Material. <i>Lecture Notes in Computer Science</i> , 2017, , 225-239.	1.3	0
39	Challenges and Opportunities in Developing Language E-Portfolios. , 0, , 196-214.		0