

# Lanqin Zheng

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2097287/publications.pdf>

Version: 2024-02-01

27  
papers

510  
citations

840119

11  
h-index

752256

20  
g-index

27  
all docs

27  
docs citations

27  
times ranked

338  
citing authors

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 1  | The effectiveness of self-regulated learning scaffolds on academic performance in computer-based learning environments: a meta-analysis. <i>Asia Pacific Education Review</i> , 2016, 17, 187-202.  | 1.4 | 146       |
| 2  | A systematic literature review of design-based research from 2004 to 2013. <i>Journal of Computers in Education</i> , 2015, 2, 399-420.   | 5.0 | 51        |
| 3  | The role of technology-facilitated peer assessment and supporting strategies: a meta-analysis. <i>Assessment and Evaluation in Higher Education</i> , 2020, 45, 372-386.  | 3.9 | 41        |
| 4  | Synchronous discussion between assessors and assessees in web-based peer assessment: impact on writing performance, feedback quality, meta-cognitive awareness and self-efficacy. <i>Assessment and Evaluation in Higher Education</i> , 2018, 43, 500-514. | 3.9 | 35        |
| 5  | Effects of personalised feedback approach on knowledge building, emotions, co-regulated behavioural patterns and cognitive load in online collaborative learning. <i>Assessment and Evaluation in Higher Education</i> , 2022, 47, 109-125.                 | 3.9 | 26        |
| 6  | Effects of a mobile self-regulated learning approach on students' learning achievements and self-regulated learning skills. <i>Innovations in Education and Teaching International</i> , 0, , 1-9.  | 1.5 | 23        |
| 7  | A literature review of features and trends of technology-supported collaborative learning in informal learning settings from 2007 to 2018. <i>Journal of Computers in Education</i> , 2019, 6, 529-561.   | 5.0 | 23        |
| 8  | Effects of a learning analytics-based real-time feedback approach on knowledge elaboration, knowledge convergence, interactive relationships and group performance in CSCL. <i>British Journal of Educational Technology</i> , 2022, 53, 130-149.           | 3.9 | 22        |
| 9  | The effectiveness of integrating mobile devices with inquiry-based learning on students' learning achievements: a meta-analysis. <i>International Journal of Mobile Learning and Organisation</i> , 2018, 12, 77.   | 0.2 | 15        |
| 10 | Investigating the interrelationships among conceptions of, approaches to, and self-efficacy in learning science. <i>International Journal of Science Education</i> , 2018, 40, 139-158.   | 1.0 | 14        |
| 11 | Does collaborative learning design align with enactment? An innovative method of evaluating the alignment in the CSCL context. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2020, 15, 193-226.                               | 1.9 | 14        |
| 12 | The effectiveness of artificial intelligence on learning achievement and learning perception: A meta-analysis. <i>Interactive Learning Environments</i> , 2023, 31, 5650-5664.  | 4.4 | 14        |
| 13 | The effectiveness of technology-facilitated personalized learning on learning achievements and learning perceptions: a meta-analysis. <i>Education and Information Technologies</i> , 2022, 27, 11807-11830.  | 3.5 | 13        |
| 14 | A novel approach to assess collaborative learning processes and group performance through the knowledge convergence. <i>Journal of Computers in Education</i> , 2014, 1, 167-185.   | 5.0 | 12        |
| 15 | The impact of a two-round, mobile peer assessment on learning achievements, critical thinking skills, and meta-cognitive awareness. <i>International Journal of Mobile Learning and Organisation</i> , 2016, 10, 292.                                       | 0.2 | 11        |
| 16 | Perusing the Past to Propel the Future: A Systematic Review of STEM Learning Activity Based on Activity Theory. <i>Sustainability</i> , 2021, 13, 8828.   | 1.6 | 11        |
| 17 | Knowledge-building and metacognition matter: Detecting differences between high- and low-performance groups in computer-supported collaborative learning. <i>Innovations in Education and Teaching International</i> , 2023, 60, 48-58.                     | 1.5 | 8         |
| 18 | An exploratory study on fade-in versus fade-out scaffolding for novice programmers in online collaborative programming settings. <i>Journal of Computing in Higher Education</i> , 2022, 34, 489-516.   | 3.9 | 8         |

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 19 | The Effects of Motivation, Academic Emotions, and Self-Regulated Learning Strategies on Academic Achievements in Technology Enhanced Learning Environment. , 2016, , .                                  |     | 5         |
| 20 | Constructing Knowledge Graphs for Online Collaborative Programming. IEEE Access, 2021, 9, 117969-117980.  | 2.6 | 5         |
| 21 | Reflecting on the Past to Shape the Future: A Systematic Review on Cross-Cultural Collaborative Learning from 2011 to 2020. Sustainability, 2021, 13, 13890.  | 1.6 | 5         |
| 22 | The Impact of Cross-Age Peer Tutors on Knowledge Elaboration, Knowledge Convergence, and Group Performance in Computer Supported Collaborative Learning. , 2015, , .                                    |     | 2         |
| 23 | Effects of an interest-driven creation approach on studentsâ€™ mobile learning performance and creativity in learning science in a science museum. Journal of Computers in Education, 2021, 8, 159-182. | 5.0 | 2         |
| 24 | A Meta-analysis of the Peer Evaluation Effects on Learning Achievements in Blended Learning Environment. Lecture Notes in Computer Science, 2018, , 227-237.  | 1.0 | 2         |
| 25 | Evaluation of the Effectiveness of E-Training: A Case Study on In-Service Teachers' Training. , 2013, , .   |     | 1         |
| 26 | The Empirical Study on Self-Regulation, Co-Regulation, and Socially Shared Regulation in Computer-Supported Collaborative Learning. , 2015, , .   |     | 1         |
| 27 | An Innovative Method of Evaluating Collaborative Learning Design Quality. Lecture Notes in Educational Technology, 2021, , 117-131.   | 0.5 | 0         |