

Sanghoon Park

List of Publications by Year in descending order

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26
papers

313
citations

1163117

8
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docs citations

27
times ranked

237
citing authors

#	ARTICLE	IF	CITATIONS
1	An Exploration of Early Childhood Teachersâ€™ Technology, Pedagogy, and Content Knowledge (TPACK) in Mainland China. <i>Early Education and Development</i> , 2023, 34, 963-978.	2.6	7
2	Exploring Nontraditional Community College Studentsâ€™ Motivational Experiences for Goal Achievement in a Blended Technology Course. <i>Community College Journal of Research and Practice</i> , 2021, 45, 124-138.	1.3	0
3	Affordances and Pedagogical Implications of Augmented Reality (AR)-Integrated Language Learning. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021, , 242-261.	0.2	1
4	Exploring the structural relationships between course design factors, learner commitment, self-directed learning, and intentions for further learning in a self-paced MOOC. <i>Computers and Education</i> , 2021, 166, 104171.	8.3	55
5	Mobile Simulation for Effective Classroom Management Skill Training for Preservice Teachers. <i>Educational Communications and Technology: Issues and Innovations</i> , 2021, , 223-238.	0.2	1
6	Building a structural model of motivational regulation and learning engagement for undergraduate and graduate students in higher education. <i>Studies in Higher Education</i> , 2020, 45, 271-285.	4.5	20
7	The influence of academic level and course delivery mode on the use of motivational regulation strategies and learning engagement. <i>Australasian Journal of Educational Technology</i> , 2020, 36, 89-103.	3.5	9
8	Creating intelligent virtual patients for simulation-based pharmacy education through human-centred conversation modelling. <i>International Journal of Smart Technology and Learning</i> , 2020, 2, 96.	0.2	1
9	Training Motivational Regulation Skills Through Virtual Avatars in Online Learning. <i>Educational Communications and Technology: Issues and Innovations</i> , 2020, , 217-231.	0.2	1
10	Exploring Preservice Teachersâ€™ Emotional Experiences in an Immersive Virtual Teaching Simulation through Facial Expression Recognition. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 521-533.	4.8	20
11	Learning, Design, and Technology in South Korea: a Report on the AECT- Korean Society for Educational Technology (KSET) Panel Discussion. <i>TechTrends</i> , 2019, 63, 503-505.	2.3	8
12	Collaborative Studio Experiences between South Korean and American Pre-Service Teachers: a Case Study of Designing Culturally-Responsive Virtual Classroom Simulation. <i>TechTrends</i> , 2019, 63, 271-283.	2.3	4
13	The influence of instructional design on learner control, sense of achievement, and perceived effectiveness in a supesize MOOC course. <i>Computers and Education</i> , 2019, 128, 377-388.	8.3	63
14	Interdisciplinary flipped learning for engineering classrooms in higher education: Studentsâ€™ motivational regulation and design achievement. <i>Computer Applications in Engineering Education</i> , 2018, 26, 589-601.	3.4	8
15	The Influence of Motivational Regulation Strategies on Online Studentsâ€™ Behavioral, Emotional, and Cognitive Engagement. <i>American Journal of Distance Education</i> , 2018, 32, 43-56.	1.5	56
16	Marketing Online Degrees to Adult Learners: Staff, Resources, and Key Strategies. , 2018, , 321-334.		0
17	Makecourse-Art: Design and Practice of a Flipped Engineering Makerspace. <i>International Journal of Designs for Learning</i> , 2018, 9, 98-113.	0.2	1
18	Relationships between motivational strategies and cognitive learning in distance education courses. <i>Distance Education</i> , 2017, 38, 302-320.	3.9	17

#	ARTICLE	IF	CITATIONS
19	The Effects of Multimedia Content Design Modalities on Students'™ Motivation and Achievement in History. Computers in the Schools, 2017, 34, 236-252.	1.0	2
20	Analysis of Time-on-Task, Behavior Experiences, and Performance in Two Online Courses with Different Authentic Learning Tasks. International Review of Research in Open and Distance Learning, 2017, 18, .	1.8	6
21	Virtual Avatar as an Emotional Scaffolding Strategy to Promote Interest in Online Learning Environment. , 2016, , 201-224.		10
22	Examining Learning Experience in Two Online Courses Using Web Logs and Experience Sampling Method (ESM). , 2015, , 269-287.		5
23	Analyzing and Comparing Online Learning Experiences through Micro-Level Analytics. Journal of Educational Technology Development and Exchange, 2015, 8, .	0.4	1
24	Problem format and presentation sequence: effects on learning and mental effort among US high school students. Applied Cognitive Psychology, 2006, 20, 299-309.	1.6	13
25	THE EFFECTS OF VISUAL ILLUSTRATIONS ON LEARNERS' ACHIEVEMENT AND INTEREST IN PDA- (PERSONAL) Tj ETQg 1 1 0.784314 rgB	5.5	1
26	How does Dental Students'™ expertise influence their clinical performance and Perceived Task load in a virtual Dental Lab?. Journal of Computing in Higher Education, 0, , 1.	6.1	0