Ching-Huei Chen

List of Publications by Year
in descending order

30 papers	1,228 citations	430874 18 h-index	454955 30 g-index
30 all docs	30 docs citations	30 times ranked	847 citing authors

#	Article	IF	Citations
1	Scaffolding individual and collaborative game-based learning in learning performance and intrinsic motivation. Computers in Human Behavior, 2016, 55, 1201-1212.	8.5	128
2	Which students benefit most from a flipped classroom approach to language learning?. British Journal of Educational Technology, 2018, 49, 56-68.	6.3	113
3	The interactivity of video and collaboration for learning achievement, intrinsic motivation, cognitive load, and behavior patterns in a digital game-based learning environment. Computers and Education, 2019, 133, 43-55.	8.3	107
4	Scaffolding Novice Instructional Designers' Problem-Solving Processes Using Question Prompts in a Web-Based Learning Environment. Journal of Educational Computing Research, 2005, 33, 219-248.	5.5	95
5	Designing a technologyâ€enhanced flipped learning system to facilitate students' selfâ€regulation and performance. Journal of Computer Assisted Learning, 2018, 34, 53-62.	5.1	95
6	Prompting in Web-Based Environments: Supporting Self-Monitoring and Problem Solving Skills in College Students. Journal of Educational Computing Research, 2008, 38, 115-137.	5.5	93
7	The effects of competition in digital game-based learning (DGBL): a meta-analysis. Educational Technology Research and Development, 2020, 68, 1855-1873.	2.8	61
8	The Effect of Web-Based Question Prompts on Scaffolding Knowledge Integration and Ill-Structured Problem Solving. Journal of Research on Technology in Education, 2007, 39, 359-375.	6.5	51
9	Virtual reality in problemâ€based learning contexts: Effects on the problemâ€solving performance, vocabulary acquisition and motivation of English language learners. Journal of Computer Assisted Learning, 2021, 37, 851-860.	5.1	49
10	EFL writing revision with blind expert and peer review using a CMC open forum. Computer Assisted Language Learning, 2015, 28, 58-80.	7.1	45
11	Promoting science learning in game-based learning with question prompts and feedback. Computers and Education, 2016, 103, 134-143.	8.3	39
12	Promoting college studentsâ€™ knowledge acquisition and ill-structured problem solving: Web-based integration and procedure prompts. Computers and Education, 2010, 55, 292-303.	8.3	36
13	Factors Affecting High School Students' Academic Motivation in Taiwan. Asia Pacific Journal of Education, 2006, 26, 189-207.	2.1	34
14	The roles of engagement and competition on learnerâ€™s performance and motivation in game-based science learning. Educational Technology Research and Development, 2019, 67, 1003-1024.	2.8	33
15	Augmented reality and competition in robotics education: Effects on 21st century competencies, group collaboration and learning motivation. Journal of Computer Assisted Learning, 2020, 36, 1052-1062.	5.1	31
16	The interplay between cognitive and motivational variables in a supportive online learning system for secondary physical education. Computers and Education, 2012, 58, 542-550.	8.3	29
17	The impacts of peer competition-based science gameplay on conceptual knowledge, intrinsic motivation, and learning behavioral patterns. Educational Technology Research and Development, 2019, 67, 179-198.	2.8	22
18	Effects of integrating a questioning strategy with game-based learning on studentsâ€™ language learning performances in flipped classrooms. Technology, Pedagogy and Education, 2019, 28, 347-361.	5.4	20

#	Article	IF	Citations
19	The design of a web-based cognitive modeling system to support ill-structured problem solving. British Journal of Educational Technology, 2006, 37, 299-302.	6.3	19
20	Enhancing middle school students' scientific learning and motivation through agentâ€based learning. Journal of Computer Assisted Learning, 2015, 31, 481-492.	5.1	17
21	Designing online scaffolds for interactive computer simulation. Interactive Learning Environments, 2013, 21, 229-243.	6.4	15
22	The effects of peer competition-based science learning game on secondary studentsâ€™ performance, achievement goals, and perceived ability. Interactive Learning Environments, 2018, 26, 235-244.	6.4	15
23	Conflict from teamwork in project-based collaborative learning. Performance Improvement, 2010, 49, 23-28.	0.4	14
24	Cultural diversity in instructional design for technology-based education. British Journal of Educational Technology, 2007, 38, 1113-1116.	6.3	13
25	Transforming online professional development: The design and implementation of the project-based learning management system (PBLMs) for in-service teachers. British Journal of Educational Technology, 2011, 42, E5-E8.	6.3	13
26	Inquiry-Enhanced Digital Game-Based Learning: Effects on Secondary Studentsâ€™ Conceptual Understanding in Science, Game Performance, and Behavioral Patterns. Asia-Pacific Education Researcher, 2020, 29, 319-330.	3.7	12
27	Scaffolding vocational high school studentsâ€™ computational thinking with cognitive and metacognitive prompts in learning about programmable logic controllers. Journal of Research on Technology in Education, 2023, 55, 527-544.	6.5	12
28	Supporting informal science learning with metacognitive scaffolding and augmented reality: effects on science knowledge, intrinsic motivation, and cognitive load. Research in Science and Technological Education, 2023, 41, 1480-1495.	2.5	7
29	The Effects of Faded Prompts and Feedback on College Studentsâ€™ Reflective Writing Skills. Asia-Pacific Education Researcher, 2013, 22, 571-583.	3.7	6
30	The Effects of Peer-Based Instant Response System to Promote Learning Performance, Intrinsic Motivation and Self-Efficacy. Sustainability, 2021, 13, 4320.	3.2	4