

# Yu chu Yeh

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2619450/publications.pdf>

Version: 2024-02-01

38  
papers

1,073  
citations

394286

19  
h-index

434063

31  
g-index

39  
all docs

39  
docs citations

39  
times ranked

862  
citing authors

#	ARTICLE	IF	CITATIONS
1	Data mining for providing a personalized learning path in creativity: An application of decision trees. <i>Computers and Education</i> , 2013, 68, 199-210.	5.1	166
2	Towards a neural circuit model of verbal humor processing: An fMRI study of the neural substrates of incongruity detection and resolution. <i>NeuroImage</i> , 2013, 66, 169-176.	2.1	106
3	Knowledge management in blended learning: Effects on professional development in creativity instruction. <i>Computers and Education</i> , 2011, 56, 146-156.	5.1	72
4	From knowledge sharing to knowledge creation: A blended knowledge-management model for improving university students' creativity. <i>Thinking Skills and Creativity</i> , 2012, 7, 245-257.	1.9	65
5	How Gratitude Influences Well-Being: A Structural Equation Modeling Approach. <i>Social Indicators Research</i> , 2014, 118, 205-217.	1.4	56
6	Integrating collaborative PBL with blended learning to explore preservice teachers' development of online learning communities. <i>Teaching and Teacher Education</i> , 2010, 26, 1630-1640.	1.6	47
7	Nurturing reflective teaching during critical-thinking instruction in a computer simulation program. <i>Computers and Education</i> , 2004, 42, 181-194.	5.1	46
8	How stress influences creativity in game-based situations: Analysis of stress hormones, negative emotions, and working memory. <i>Computers and Education</i> , 2015, 81, 143-153.	5.1	38
9	The Interactive Influences of Three Ecological Systems on R & D Employees' Technological Creativity. <i>Creativity Research Journal</i> , 2004, 16, 11-25.	1.7	36
10	Integrating e-learning into the Direct-instruction Model to enhance the effectiveness of critical-thinking instruction. <i>Instructional Science</i> , 2009, 37, 185-203.	1.1	35
11	Age, Emotion Regulation Strategies, Temperament, Creative Drama, and Preschoolers' Creativity. <i>Journal of Creative Behavior</i> , 2008, 42, 131-149.	1.6	34
12	Mindful learning: A mediator of mastery experience during digital creativity game-based learning among elementary school students. <i>Computers and Education</i> , 2019, 132, 63-75.	5.1	34
13	Associated and dissociated neural substrates of aesthetic judgment and aesthetic emotion during the appreciation of everyday designed products. <i>Neuropsychologia</i> , 2015, 73, 151-160.	0.7	32
14	Development of design criteria and evaluation scale for web-based learning platforms. <i>International Journal of Industrial Ergonomics</i> , 2009, 39, 90-95.	1.5	30
15	The interactive effects of personal traits and guided practices on preservice teachers' changes in personal teaching efficacy. <i>British Journal of Educational Technology</i> , 2006, 37, 513-526.	3.9	26
16	A co-creation blended KM model for cultivating critical-thinking skills. <i>Computers and Education</i> , 2012, 59, 1317-1327.	5.1	26
17	A model of how working memory capacity influences insight problem solving in situations with multiple visual representations: An eye tracking analysis. <i>Thinking Skills and Creativity</i> , 2014, 13, 153-167.	1.9	24
18	Mindful Learning Experience Facilitates Mastery Experience Through Heightened Flow and Self-Efficacy in Game-Based Creativity Learning. <i>Frontiers in Psychology</i> , 2019, 10, 1593.	1.1	24

#	ARTICLE	IF	CITATIONS
19	The dynamic influence of emotions on game-based creativity: An integrated analysis of emotional valence, activation strength, and regulation focus. <i>Computers in Human Behavior</i> , 2016, 55, 817-825.	5.1	22
20	Enhancing creativity through aesthetics-integrated computer-based training: The effectiveness of a FACE approach and exploration of moderators. <i>Computers and Education</i> , 2019, 139, 48-64.	5.1	18
21	The Cognitive Processes of Pupils' Technological Creativity. <i>Creativity Research Journal</i> , 2006, 18, 213-227.	1.7	15
22	Meaningful Gamification for Journalism Students to Enhance Their Critical Thinking Skills. <i>International Journal of Game-Based Learning</i> , 2017, 7, 47-62.	0.9	14
23	Seventh Graders' Academic Achievement, Creativity, and Ability to Construct a Cross-domain Concept Map – A Brain Function Perspective. <i>Journal of Creative Behavior</i> , 2004, 38, 125-144.	1.6	12
24	A blended design of game-based learning for motivation, knowledge sharing and critical thinking enhancement. <i>Technology, Pedagogy and Education</i> , 2021, 30, 271-285.	3.3	12
25	Aptitude-treatment interactions in preservice teachers' behavior change during computer-simulated teaching. <i>Computers and Education</i> , 2007, 48, 495-507.	5.1	11
26	The Influences of Aesthetic Life Experience and Expertise on Aesthetic Judgement and Emotion in Mundane Arts. <i>International Journal of Art and Design Education</i> , 2019, 38, 492-507.	0.6	11
27	Differentiating between the "Need-for" and the "Experience-of" Self-determination Regarding Their Influence on Pupils' Learning of Creativity through Story-based Digital Games. <i>International Journal of Human-Computer Interaction</i> , 2020, 36, 1368-1378.	3.3	9
28	The mediating role of self-regulation on harmonious passion, obsessive passion, and knowledge management in e-learning. <i>Educational Technology Research and Development</i> , 2018, 66, 615-637.	2.0	8
29	Achievement goals influence mastery experience via two paths in digital creativity games among elementary school students. <i>Journal of Computer Assisted Learning</i> , 2018, 34, 223-232.	3.3	7
30	Research and Methods. , 2011, , 291-298.		7
31	Mediated enactive experience versus perceived mastery experience: An enhancing mechanism versus a mediator of character attachment and internal political efficacy in serious games. <i>Computers in Human Behavior</i> , 2016, 55, 1085-1096.	5.1	6
32	The modulation of personal traits in neural responses during the aesthetic experience of mundane art. <i>Trends in Neuroscience and Education</i> , 2018, 10, 8-18.	1.5	6
33	Aptitude-Treatment Interaction. , 2012, , 295-298.		6
34	The interactive influences of stress, modality of stimuli, and task difficulty on verbal versus visual working memory capacity. <i>Learning and Individual Differences</i> , 2017, 56, 119-127.	1.5	3
35	Decomposing the influences of aesthetic experience processes on creativity learning through various consciousness interventions. <i>Thinking Skills and Creativity</i> , 2021, 39, 100756.	1.9	3
36	Meaningful Gamification for Journalism Students to Enhance Their Critical Thinking Skills. , 2018, , 1335-1351.		3

#	ARTICLE	IF	CITATIONS
37	Engaging Elementary School Children in Mindful Learning Through Story-Based Creativity Games Facilitates Their Growth Mindset. <i>International Journal of Human-Computer Interaction</i> , 2023, 39, 519-528.	3.3	2
38	Preservice teachers' thinking styles, dispositions, and changes in their teacher behaviors. , 0, , .		1