Rustam Shadiev

List of Publications by Year
in descending order

95 papers	1,819 citations	304743 22 h-index	330143 37 g-index
97 all docs	97 docs citations	97 times ranked	817 citing authors

#	Article	IF	Citations
1	A mixed-methods study of the incidental acquisition of foreign language vocabulary and healthcare knowledge through serious game play. Computer Assisted Language Learning, 2024, 37, 27-60.	7.1	15
2	Socially shared regulation of learning in game-based collaborative learning environments promotes algorithmic thinking, learning participation and positive learning attitudes. Interactive Learning Environments, 2023, 31, 1715-1726.	6.4	6
3	Improving studentsâ€™ creativity in familiar versus unfamiliar mobile-assisted language learning environments. Interactive Learning Environments, 2023, 31, 5899-5921.	6.4	7
4	A systematic review of UAV applications to education. Interactive Learning Environments, 2023, 31, 6165-6194.	6.4	8
5	Developing intercultural competence through drone-assisted virtual field trips while adapting to pandemic times. Journal of Research on Technology in Education, 2023, 55, 947-970.	6.5	3
6	Review of research on applications of speech recognition technology to assist language learning. ReCALL, 2023, 35, 74-88.	5.2	7
7	Improving English as a foreign languageâ€"learning performance using mobile devices in unfamiliar environments. Computer Assisted Language Learning, 2022, 35, 2170-2200.	7.1	7
8	A review of research on 360-degree video and its applications to education. Journal of Research on Technology in Education, 2022, 54, 784-799.	6.5	32
9	A systematic review study on integrating technology-assisted intercultural learning in various learning context. Education and Information Technologies, 2022, 27, 6753-6785.	5.7	18
10	Facilitating Studentsâ€™ Creativity, Innovation, and Entrepreneurship in a Telecollaborative Project. Frontiers in Psychology, 2022, 13, 887620.	2.1	10
11	Developing and Validating an Instrument for Measuring Teachersâ€™ Informatization Teaching Ability in Primary and Secondary Schools in China for the Sustainable Development of Education Informatization. Sustainability, 2022, 14, 6474.	3.2	3
12	Analysis of Digital Leadership in School Management and Accessibility of Animation-Designed Game-Based Learning for Sustainability of Education for Children with Special Needs. Sustainability, 2022, 14, 7730.	3.2	4
13	Enhancing Foreign Language Learning Outcomes and Mitigating Cultural Attributes Inherent in Asian Culture in a Mobile-Assisted Language Learning Environment. Sustainability, 2022, 14, 8428.	3.2	3
14	Review of Research on Technology-Supported Cross-Cultural Learning. Sustainability, 2021, 13, 1402.	3.2	18
15	Facilitating cognitive processes during EFL smartwatchâ€supported learning activities in authentic contexts. British Journal of Educational Technology, 2021, 52, 1230-1243.	6.3	9
16	Understanding the mediating effect of learning approach between learning factors and higher order thinking skills in collaborative inquiry-based learning. Educational Technology Research and Development, 2021, 69, 2475-2492.	2.8	14
17	Cross-cultural learning in virtual reality environment: facilitating cross-cultural understanding, trait emotional intelligence, and sense of presence. Educational Technology Research and Development, 2021, 69, 2917-2936.	2.8	25
18	Exploring Affordances and Student Perceptions of MALL in Familiar Environments. Lecture Notes in Computer Science, 2021, , 397-412.	1.3	0

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19	Exploring the Impact of Learning Activities Supported by 360-Degree Video Technology on Language Learning, Intercultural Communicative Competence Development, and Knowledge Sharing. Frontiers in Psychology, 2021, 12, 766924.	2.1	9
20	Investigating student attention, meditation, cognitive load, and satisfaction during lectures in a foreign language supported by speech-enabled language translation. Computer Assisted Language Learning, 2020, 33, 301-326.	7.1	26
21	Review of research on mobileâ€assisted language learning in familiar, authentic environments. British Journal of Educational Technology, 2020, 51, 709-720.	6.3	58
22	Exploring the effects of ubiquitous geometry learning in real situations. Educational Technology Research and Development, 2020, 68, 1121-1147.	2.8	7
23	Using texts generated by STR and CAT to facilitate student comprehension of lecture content in a foreign language. Journal of Computing in Higher Education, 2020, 32, 561-581.	6.1	6
24	Promoting Intercultural Competence in a Learning Activity Supported by Virtual Reality Technology. International Review of Research in Open and Distance Learning, 2020, 21, .	1.8	28
25	Enhancing Comprehension of Lecture Content in a Foreign Language as the Medium of Instruction: Comparing Speech-to-Text Recognition With Speech-Enabled Language Translation. SAGE Open, 2020, 10, 215824402095317.	1.7	6
26	Facilitating online cross-cultural learning project with speech-enabled language translation technology. , 2020, , .		0
27	From knowledge and skills to digital works: An application of design thinking in the information technology course. Thinking Skills and Creativity, 2020, 36, 100646.	3.5	48
28	Using image-to-text recognition technology to facilitate vocabulary acquisition in authentic contexts. ReCALL, 2020, 32, 195-212.	5.2	32
29	A review of research on intercultural learning supported by technology. Educational Research Review, 2020, 31, 100338.	7.8	28
30	Towards an optimal personalization strategy in MOOCs. Smart Learning Environments, 2020, 7, .	7.6	11
31	Can emotional design really evoke emotion in multimedia learning?. International Journal of Educational Technology in Higher Education, 2020, 17, .	7.6	19
32	Exploring the influence of technological support, cultural constructs, and social networks on online cross-cultural learning. Australasian Journal of Educational Technology, 2020, 36, 104-118.	3.5	8
33	Review of Studies on Technology-Enhanced Language Learning and Teaching. Sustainability, 2020, 12, 524.	3.2	97
34	Improving Student Learning Satisfaction in Lectures in English as a Medium of Instruction with Speech-Enabled Language Translation Application. Lecture Notes in Computer Science, 2020, , 576-581.	1.3	0
35	A study of the facilitation of crossâ€cultural understanding and intercultural sensitivity using speechâ€enabled language translation technology. British Journal of Educational Technology, 2019, 50, 1415-1433.	6.3	41
36	Enhancing Student Comprehension of Lecture Content in a Foreign Language. , 2019, , .		0

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37	Comparing Effects of STR Versus SELT on Cognitive Load. , 2019, , .		1
38	The Influence of Environmental, Social, and Personal Factors on the Usage of the App â€œEnvironment Info Pushâ€• Sustainability, 2019, 11, 6059.	3.2	5
39	Implementing On-Call-Tutor System for Facilitating Peer-Help Activities. IEEE Transactions on Learning Technologies, 2019, 12, 73-86.	3.2	7
40	Impact of Speech-Enabled Language Translation Application on Perceived Learning Emotions in Lectures in English as a Medium of Instruction. Lecture Notes in Computer Science, 2019, , 809-814.	1.3	1
41	Investigating the effectiveness of a learning activity supported by a mobile multimedia learning system to enhance autonomous EFL learning in authentic contexts. Educational Technology Research and Development, 2018, 66, 893-912.	2.8	37
42	Applications of speech-to-text recognition and computer-aided translation for facilitating cross-cultural learning through a learning activity: issues and their solutions. Educational Technology Research and Development, 2018, 66, 191-214.	2.8	26
43	Facilitating comprehension of nonâ€native English speakers during lectures in English with STRâ€texts. Journal of Computer Assisted Learning, 2018, 34, 94-104.	5.1	5
44	Smart watches for making EFL learning effective, healthy, and happy. Lecture Notes in Educational Technology, 2018, , 73-76.	0.8	1
45	Exploring effects of discussion on visual attention, learning performance, and perceptions of students learning with STR-support. Computers and Education, 2018, 116, 225-236.	8.3	17
46	Facilitating application of language skills in authentic environments with a mobile learning system. Journal of Computer Assisted Learning, 2018, 34, 42-52.	5.1	34
47	Exploring the Effects of Ubiquitous Geometry Learning in Real Situations. , 2018, , .		2
48	Exploring Influence of Cultural Constructs and Social Network on Cross-Cultural Learning. Lecture Notes in Computer Science, 2018, , 345-350.	1.3	2
49	Exploring Chinese Youthâ€™s Internet Usage and Cyberbullying Behaviors and their Relationship. Asia-Pacific Education Researcher, 2018, 27, 383-394.	3.7	8
50	Cognitive Diffusion Model: Facilitating EFL Learning in an Authentic Environment. IEEE Transactions on Learning Technologies, 2017, 10, 168-181.	3.2	24
51	Investigating the effectiveness of speech-to-text recognition applications on learning performance, attention, and meditation. Educational Technology Research and Development, 2017, 65, 1239-1261.	2.8	27
52	Enhancing learning performance, attention, and meditation using a speech-to-text recognition application: evidence from multiple data sources. Interactive Learning Environments, 2017, 25, 249-261.	6.4	32
53	Review of research on mobile language learning in authentic environments. Computer Assisted Language Learning, 2017, 30, 284-303.	7.1	141
54	Pausing the classroom lecture: The use of clickers to facilitate student engagement. Active Learning in Higher Education, 2017, 18, 157-172.	5.4	20

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55	A Kinect-Based Feedback System for Improving Static Balance Ability. , 2017, , .		0
56	Applying Speech-to-Text Recognition and Computer-Aided Translation for Supporting Multi-lingual Communications in Cross-Cultural Learning Project. , 2017, , .		2
57	A study of theÂcognitive diffusion model: facilitating studentsâ€™ high level cognitive processes with authentic support. Educational Technology Research and Development, 2017, 65, 505-531.	2.8	19
58	General impact of MOOC assessment methods on learner engagement and performance. , 2017, , .		6
59	Are STR & CAT-Generated texts useful for comprehension of lecturing content in a foreign language?. , 2017, , .		0
60	Visualizing Characters as Images: Understanding Chinese through Internet Usage. , 2017, , .		0
61	Facilitating cross-cultural understanding with learning activities supported by speech-to-text recognition and computer-aided translation. Computers and Education, 2016, 98, 130-141.	8.3	64
62	Facilitating Comprehension of Non-Native English Speakers During Lectures in English with STR-Texts. , 2016, , .		0
63	Investigating the effectiveness of speech-to-text recognition applications on learning performance and cognitive load. Computers and Education, 2016, 101, 15-28.	8.3	25
64	Effects of storytelling to facilitate EFL speaking using Web-based multimedia system. Computer Assisted Language Learning, 2016, 29, 215-241.	7.1	81
65	Investigating applications of speech-to-text recognition technology for a face-to-face seminar to assist learning of non-native English-speaking participants. Technology, Pedagogy and Education, 2016, 25, 119-134.	5.4	35
66	Evaluating listening and speaking skills in a mobile game-based learning environment with situational contexts. Computer Assisted Language Learning, 2016, 29, 639-657.	7.1	107
67	Investigating an application of speechâ€toâ€text recognition: a study on visual attention and learning behaviour. Journal of Computer Assisted Learning, 2015, 31, 529-545.	5.1	13
68	Investigating the Effectiveness of Speech-to-Text Recognition Application on Learning Performance in Traditional Learning Environment. , 2015, , .		1
69	Employing self-assessment, journaling, and peer sharing to enhance learning from an online course. Journal of Computing in Higher Education, 2015, 27, 114-133.	6.1	18
70	Study of using a multi-touch tabletop technology to facilitate collaboration, interaction, and awareness in co-located environment. Behaviour and Information Technology, 2015, 34, 952-963.	4.0	1
71	A pilot study: Facilitating cross-cultural understanding with project-based collaborative learning in an online environment. Australasian Journal of Educational Technology, 2015, 31, .	3.5	37
72	Applying Speech-to-Text Recognition with Computer-Aided Translation to Facilitate a Web-Based Cross-Cultural Project. Lecture Notes in Computer Science, 2015, , 218-227.	1.3	0

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73	Investigating Visual Attention of Students with Different Learning Ability on Texts Generated by Speech-to-Text Recognition. , 2014, , .		1
74	Effects of Unidirectional vs. Reciprocal Teaching Strategies on Web-Based Computer Programming Learning. Journal of Educational Computing Research, 2014, 50, 67-95.	5.5	42
75	Improving English as a foreign language writing in elementary schools using mobile devices in familiar situational contexts. Computer Assisted Language Learning, 2014, 27, 359-378.	7.1	100
76	Investigating Applications of Speech-to-Text Recognition to Assist Learning in Online and Traditional Classrooms. International Journal of Humanities and Arts Computing, 2014, 8, 179-189.	0.4	7
77	Effects of using mobile devices on English listening diversity and speaking for EFL elementary students. Australasian Journal of Educational Technology, 2014, 30, .	3.5	44
78	Investigating the Effectiveness of Video Segmentation on Decreasing Learnersâ€™ Cognitive Load in Mobile Learning. Lecture Notes in Computer Science, 2014, , 122-129.	1.3	7
79	Effects of drag-and-response interaction mechanism of multi-touch operated tabletop technology on users' awareness and collaborative performance. Computers and Education, 2013, 67, 130-141.	8.3	6
80	Applying Unidirectional versus Reciprocal Teaching Strategies in Web-Based Environment and Their Effects on Computer Programming Learning. , 2013, , .		2
81	Investigating multi-touch tabletop technology: Facilitating collaboration, interaction and awareness. , 2013, , .		1
82	Displaying digital annotations on physical material: An application of augmented reality. , 2013, , .		1
83	The Study of Self-Assessment with Prompts, Learning Journal and Referencing through Sharing for Regulation of Cognition and Their Effect on Web-Based Programming Learning. , 2012, , .		0
84	Effects of applying STR for group learning activities on learning performance in a synchronous cyber classroom. Computers and Education, 2012, 58, 600-608.	8.3	35
85	A pilot study of cooperative programming learning behavior and its relationship with students' learning performance. Computers and Education, 2012, 58, 1267-1281.	8.3	61
86	Effects of reviewing annotations and homework solutions on math learning achievement. British Journal of Educational Technology, 2011, 42, 1016-1028.	6.3	27
87	A study of a multimedia web annotation system and its effect on the EFL writing and speaking performance of junior high school students. ReCALL, 2011, 23, 160-180.	5.2	33
88	Effects of Applying STR for Group Learning Activities on Learning Performance in a Synchronous Cyber Classroom. , 2011, , .		0
89	Effect of Multimedia Annotation System on Improving English Writing and Speaking Performance. Lecture Notes in Computer Science, 2010, , 1-12.	1.3	4
90	Investigating the Effect of Taking and Reviewing Annotations and Homework to Math Learning. , 2008, , .		3

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91	The Application of Multi-dimensional Learning Portfolios for Exploring the Creativity Learning Behavior in Engineering Education. , 0, , .		1
92	Application of an E-book System in an Embedded System Course: Exploring Learning Effectiveness and Behaviors. , 0, , .		0
93	Improving student academic emotions and learning satisfaction in lectures in a foreign language with speech-enabled language translation technology. Australasian Journal of Educational Technology, 0, , 197-208.	3.5	2
94	Review of research on computer-assisted language learning with a focus on intercultural education. Computer Assisted Language Learning, 0, , 1-31.	7.1	15
95	A Review of Research on Technology-Supported Language Learning and 21st Century Skills. Frontiers in Psychology, 0, 13, .	2.1	7