Rustam Shadiev

List of Publications by Year
in descending order

95 papers	1,819 citations	304701 22 h-index	330122 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 students' 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 language—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 Students' 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 Teachers' 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 smartwatch-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

#	Article	IF	Citations
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

#	Article	IF	Citations
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

#	Article	IF	Citations
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

#	Article	IF	Citations
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 Learners' 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

#	Article	IF	Citations
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