

# Chien-Hung Lai

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2991875/publications.pdf>

Version: 2024-02-01

15  
papers

195  
citations

1684188

5  
h-index

1372567

10  
g-index

15  
all docs

15  
docs citations

15  
times ranked

165  
citing authors

#	ARTICLE	IF	CITATIONS
1	An exploration of the potential educational value of Facebook. Computers in Human Behavior, 2014, 32, 201-211.	8.5	56
2	Using Game-Based Cooperative Learning to Improve Learning Motivation: A Study of Online Game Use in an Operating Systems Course. IEEE Transactions on Education, 2013, 56, 183-190.	2.4	53
3	Effects of Anonymity in Group Discussion on Peer Interaction and Learning Achievement. IEEE Transactions on Education, 2013, 56, 292-299.	2.4	36
4	Adding Social Elements to Game-Based Learning. International Journal of Emerging Technologies in Learning, 2014, 9, 12.	1.3	17
5	Mobile game-based learning to inspire students learning motivation. , 2014, , .		10
6	Applying Game-Based Experiential Learning to Comprehensive Sustainable Development-Based Education. Sustainability, 2022, 14, 1172.	3.2	7
7	A Research on Applying Game-Based Learning to Enhance the Participation of Student. Lecture Notes in Electrical Engineering, 2012, , 311-318.	0.4	4
8	Integrating Flash Cards with Narratives for Mobile Learning of English Vocabulary. International Journal of Interactive Mobile Technologies, 2020, 14, 4.	1.2	4
9	Applying Concept Map to Game-Base Concept Assessment. International Journal of Interactive Mobile Technologies, 2020, 14, 159.	1.2	3
10	Systematic analysis of peer interaction in cooperative learning. , 2011, , .		1
11	Adding social elements to game-based learning - An exploration. , 2013, , .		1
12	Java Assist Learning System for Assisted Learning on Facebook. , 2013, , .		1
13	Using SPRT+ to Reduce Measure Time on Student Learning Efficiency by Pre-defined Student's Confidence Indicator. International Journal of Emerging Technologies in Learning, 2014, 9, 55.	1.3	1
14	Use of a Mobile Anonymous Question-Raising System to Assist Flipped-Classroom Learning. International Journal of Interactive Mobile Technologies, 2020, 14, 66.	1.2	1
15	Association questions on knowledge retention. Educational Assessment, Evaluation and Accountability, 2021, 33, 375-390.	2.3	0