

# Wu-Yuin Hwang

## List of Publications by Year in descending order

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Version: 2024-02-01

81  
papers

1,946  
citations

279798

23  
h-index

289244

40  
g-index

83  
all docs

83  
docs citations

83  
times ranked

1083  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Web 2.0-based collaborative annotation system for enhancing knowledge sharing in collaborative learning environments. <i>Computers and Education</i> , 2010, 55, 752-766.	8.3	158
2	Review of research on mobile language learning in authentic environments. <i>Computer Assisted Language Learning</i> , 2017, 30, 284-303.	7.1	141
3	Evaluating listening and speaking skills in a mobile game-based learning environment with situational contexts. <i>Computer Assisted Language Learning</i> , 2016, 29, 639-657.	7.1	107
4	Analysis of peer learning behaviors using multiple representations in virtual reality and their impacts on geometry problem solving. <i>Computers and Education</i> , 2013, 62, 308-319.	8.3	106
5	Improving English as a foreign language writing in elementary schools using mobile devices in familiar situational contexts. <i>Computer Assisted Language Learning</i> , 2014, 27, 359-378.	7.1	100
6	A study of multimedia annotation of Web-based materials. <i>Computers and Education</i> , 2007, 48, 680-699.	8.3	97
7	Users' familiar situational contexts facilitate the practice of EFL in elementary schools with mobile devices. <i>Computer Assisted Language Learning</i> , 2013, 26, 101-125.	7.1	87
8	Effects of storytelling to facilitate EFL speaking using Web-based multimedia system. <i>Computer Assisted Language Learning</i> , 2016, 29, 215-241.	7.1	81
9	A web-based programming learning environment to support cognitive development. <i>Interacting With Computers</i> , 2008, 20, 524-534.	1.5	62
10	A pilot study of cooperative programming learning behavior and its relationship with students' learning performance. <i>Computers and Education</i> , 2012, 58, 1267-1281.	8.3	61
11	Review of research on mobile-assisted language learning in familiar, authentic environments. <i>British Journal of Educational Technology</i> , 2020, 51, 709-720.	6.3	58
12	Effects of using mobile devices on English listening diversity and speaking for EFL elementary students. <i>Australasian Journal of Educational Technology</i> , 2014, 30, .	3.5	44
13	Effects of Unidirectional vs. Reciprocal Teaching Strategies on Web-Based Computer Programming Learning. <i>Journal of Educational Computing Research</i> , 2014, 50, 67-95.	5.5	42
14	Investigating the role of computer-supported annotation in problem-solving-based teaching: An empirical study of a scratch programming pedagogy. <i>British Journal of Educational Technology</i> , 2014, 45, 647-665.	6.3	38
15	Investigating the effectiveness of a learning activity supported by a mobile multimedia learning system to enhance autonomous EFL learning in authentic contexts. <i>Educational Technology Research and Development</i> , 2018, 66, 893-912.	2.8	37
16	Effects of applying STR for group learning activities on learning performance in a synchronous cyber classroom. <i>Computers and Education</i> , 2012, 58, 600-608.	8.3	35
17	Investigating applications of speech-to-text recognition technology for a face-to-face seminar to assist learning of non-native English-speaking participants. <i>Technology, Pedagogy and Education</i> , 2016, 25, 119-134.	5.4	35
18	Using Plug-Avatars Technology Education as Service-Oriented Virtual Learning Environment in Sliding Mode. <i>Advances in Mobile and Distance Learning Book Series</i> , 2014, , 43-55.	0.5	35

#	ARTICLE	IF	CITATIONS
19	Facilitating application of language skills in authentic environments with a mobile learning system. <i>Journal of Computer Assisted Learning</i> , 2018, 34, 42-52.	5.1	34
20	A study of a multimedia web annotation system and its effect on the EFL writing and speaking performance of junior high school students. <i>ReCALL</i> , 2011, 23, 160-180.	5.2	33
21	Development and evaluation of multimedia whiteboard system for improving mathematical problem solving. <i>Computers and Education</i> , 2006, 46, 105-121.	8.3	31
22	Effects of reviewing annotations and homework solutions on math learning achievement. <i>British Journal of Educational Technology</i> , 2011, 42, 1016-1028.	6.3	27
23	Investigating the effectiveness of speech-to-text recognition applications on learning performance and cognitive load. <i>Computers and Education</i> , 2016, 101, 15-28.	8.3	25
24	Cognitive Diffusion Model: Facilitating EFL Learning in an Authentic Environment. <i>IEEE Transactions on Learning Technologies</i> , 2017, 10, 168-181.	3.2	24
25	A study of learning time patterns in asynchronous learning environments. <i>Journal of Computer Assisted Learning</i> , 2004, 20, 292-304.	5.1	20
26	Pausing the classroom lecture: The use of clickers to facilitate student engagement. <i>Active Learning in Higher Education</i> , 2017, 18, 157-172.	5.4	20
27	Self-experienced storytelling in an authentic context to facilitate EFL writing. <i>Computer Assisted Language Learning</i> , 2022, 35, 666-695.	7.1	20
28	Card-based design combined with spaced repetition: A new interface for displaying learning elements and improving active recall. <i>Computers and Education</i> , 2016, 98, 142-156.	8.3	19
29	Investigation of Learning Behaviors and Achievement of Vocational High School Students Using an Ubiquitous Physics Tablet PC App. <i>Journal of Science Education and Technology</i> , 2017, 26, 322-331.	3.9	19
30	A study of the cognitive diffusion model: facilitating students' high level cognitive processes with authentic support. <i>Educational Technology Research and Development</i> , 2017, 65, 505-531.	2.8	19
31	Employing self-assessment, journaling, and peer sharing to enhance learning from an online course. <i>Journal of Computing in Higher Education</i> , 2015, 27, 114-133.	6.1	18
32	An Investigation of the Effects of Measuring Authentic Contexts on Geometry Learning Achievement. <i>IEEE Transactions on Learning Technologies</i> , 2019, 12, 291-302.	3.2	18
33	Exploring effects of discussion on visual attention, learning performance, and perceptions of students learning with STR-support. <i>Computers and Education</i> , 2018, 116, 225-236.	8.3	17
34	Using Plug-Avatars Technology Education as Service-Oriented Virtual Learning Environment in Sliding Mode. , 0, , 890-902.		17
35	Ubiquitous Geometry. <i>Journal of Educational Computing Research</i> , 2015, 52, 26-49.	5.5	15
36	Collaborative Kinesthetic English Learning With Recognition Technology. <i>Journal of Educational Computing Research</i> , 2020, 58, 946-977.	5.5	12

#	ARTICLE	IF	CITATIONS
37	Facilitating authentic contextual EFL speaking and conversation with smart mechanisms and investigating its influence on learning achievements. <i>Computer Assisted Language Learning</i> , 0, , 1-27.	7.1	12
38	Effect of Ubiquitous Fraction App on Mathematics Learning Achievements and Learning Behaviors of Taiwanese Students in Authentic Contexts. <i>IEEE Transactions on Learning Technologies</i> , 2020, 13, 530-539.	3.2	11
39	Using Kinect for Holodeck Classroom: A Framework for Presentation and Assessment. <i>Lecture Notes in Computer Science</i> , 2013, , 40-49.	1.3	10
40	Study of co-located and distant collaboration with symbolic support via a haptics-enhanced virtual reality task. <i>Interactive Learning Environments</i> , 2013, 21, 184-198.	6.4	10
41	Effects of extending the one-more-than technique with the support of a mobile purchasing assistance system. <i>Research in Developmental Disabilities</i> , 2014, 35, 1809-1827.	2.2	10
42	The study of surface computer supported cooperative work and its design, efficiency, and challenges. <i>Interactive Learning Environments</i> , 2012, 20, 177-198.	6.4	9
43	Collaborative Drama-Based EFL Learning in Familiar Contexts. <i>Journal of Educational Computing Research</i> , 2019, 57, 697-722.	5.5	9
44	Effects of a peer tutor recommender system (PTRS) with machine learning and automated assessment on vocational high school students' computer application operating skills. <i>Journal of Computers in Education</i> , 2020, 7, 435-462.	8.3	9
45	Facilitating cognitive processes during EFL smartwatch-supported learning activities in authentic contexts. <i>British Journal of Educational Technology</i> , 2021, 52, 1230-1243.	6.3	9
46	Peer Tutoring to Facilitate Cognitive Diffusion of English as a Foreign Language Learning: Using Speech Translation and Shadowing in Familiar Authentic Contexts. <i>Journal of Educational Computing Research</i> , 2019, 57, 901-929.	5.5	8
47	Smart mechanisms and their influence on geometry learning of elementary school students in authentic contexts. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 1441-1454.	5.1	8
48	Systematic survey of anything-to-text recognition and constructing its framework in language learning. <i>Education and Information Technologies</i> , 2022, 27, 12273-12299.	5.7	8
49	Investigating Applications of Speech-to-Text Recognition to Assist Learning in Online and Traditional Classrooms. <i>International Journal of Humanities and Arts Computing</i> , 2014, 8, 179-189.	0.4	7
50	Implementing On-Call-Tutor System for Facilitating Peer-Help Activities. <i>IEEE Transactions on Learning Technologies</i> , 2019, 12, 73-86.	3.2	7
51	Exploring the effects of ubiquitous geometry learning in real situations. <i>Educational Technology Research and Development</i> , 2020, 68, 1121-1147.	2.8	7
52	Investigation of Students's and Parents's Perceptions of Authentic Contextual Learning at Home and Their Mutual Influence on Technological and Pedagogical Aspects of Learning under COVID-19. <i>Sustainability</i> , 2020, 12, 10074.	3.2	7
53	Improving English as a foreign language's learning performance using mobile devices in unfamiliar environments. <i>Computer Assisted Language Learning</i> , 2022, 35, 2170-2200.	7.1	7
54	Developing and validating an authentic contextual learning framework: promoting healthy learning through learning by applying. <i>Interactive Learning Environments</i> , 2023, 31, 2206-2218.	6.4	7

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55	Effects of Mobile Drama With Authentic Contexts on English Learning. Journal of Educational Computing Research, 2021, 59, 1294-1318.	5.5	7
56	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
57	Collaborative kinesthetic EFL learning with collaborative total physical response. Computer Assisted Language Learning, 2019, 32, 745-783.	7.1	6
58	Exploring Authentic Contexts with Ubiquitous Geometry to Facilitate Elementary School Students' Geometry Learning. Asia-Pacific Education Researcher, 2020, 29, 269-283.	3.7	5
59	Study to minimize learning progress differences in software learning class using PLITAZ system. Educational Technology Research and Development, 2012, 60, 501-527.	2.8	4
60	Investigation on the effects of measuring authentic contexts on geometry learning. , 2017, , .		4
61	Investigation of Learning Behaviors and Their Effects to Learning Achievement Using Ubiquitous-Physics App. , 2017, , .		4
62	Effects of Ubiquitous-Physics App on Students' Inquiry Behaviors and Learning Achievements. Asia-Pacific Education Researcher, 2022, 31, 439-450.	3.7	4
63	English learning enhanced by collaborative contextual drama in an authentic context. Interactive Learning Environments, 2023, 31, 4490-4506.	6.4	4
64	Effect of Multimedia Annotation System on Improving English Writing and Speaking Performance. Lecture Notes in Computer Science, 2010, , 1-12.	1.3	4
65	The impact of collaborative problem posing and solving with ubiquitous-decimal app in authentic contexts on math learning. Journal of Computers in Education, 2022, 9, 427-454.	8.3	4
66	The effects of gender differences on the use of annotatable multimedia e-readers. Electronic Library, 2015, 33, 842-860.	1.4	3
67	Investigation of Learning Behaviors and Achievement of Simple Pendulum for Vocational High School Students with Ubiquitous-Physics App. Eurasia Journal of Mathematics, Science and Technology Education, 2018, 14, .	1.3	3
68	An Evaluation Study of Learning Behaviors and Achievements with Ubiquitous Fraction (u-Fraction) for Elementary School Student. , 2018, , .		3
69	A Study of Virtual Manipulative and Whiteboard System for Improving Multi-presentation Transformation of Geometry Problem Solving. , 2007, , 445-456.		2
70	Facilitating Physics Learning Using Ubiquitous-Physics App With Learning Guided Map (gMap) in Authentic Contexts. IEEE Transactions on Learning Technologies, 2022, 15, 93-106.	3.2	2
71	Investigating multi-touch tabletop technology: Facilitating collaboration, interaction and awareness. , 2013, , .		1
72	Investigating Visual Attention of Students with Different Learning Ability on Texts Generated by Speech-to-Text Recognition. , 2014, , .		1

#	ARTICLE	IF	CITATIONS
73	Investigating the Effectiveness of Speech-to-Text Recognition Application on Learning Performance in Traditional Learning Environment. , 2015, , .		1
74	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
75	Smart watches for making EFL learning effective, healthy, and happy. Lecture Notes in Educational Technology, 2018, , 73-76.	0.8	1
76	Facilitating 3D Geometry Learning with Augmented Reality in Authentic Contexts. Lecture Notes in Computer Science, 2021, , 67-73.	1.3	1
77	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
78	An Annotation Tool to Support Procedural Knowledge Learning. , 2016, , .		0
79	Facilitating High Level Cognitive Processes with a Mobile Authentic Support. , 2016, , .		0
80	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
81	Investigation of students' understanding of speech with smart mechanisms and scaffolding in flipped classrooms. , 2021, , .		0