

Chih-Hung Chung

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3531339/publications.pdf>

Version: 2024-02-01

12
papers

198
citations

1307366

7
h-index

1372474

10
g-index

12
all docs

12
docs citations

12
times ranked

166
citing authors

#	ARTICLE	IF	CITATIONS
1	Online <scp>3D</scp> gamification for teaching a human resource development course. Journal of Computer Assisted Learning, 2022, 38, 692-706.	3.3	12
2	An exploratory cross-cultural study: fathers's™ early involvement with infants. Early Child Development and Care, 2021, 191, 373-388.	0.7	7
3	Influence of problem-based learning games on effective computer programming learning in higher education. Educational Technology Research and Development, 2020, 68, 2615-2634.	2.0	26
4	The global leadership capacity wheel. European Journal of Training and Development, 2019, 43, 105-131.	1.2	10
5	Students' Acceptance of Gamification in Higher Education. International Journal of Game-Based Learning, 2019, 9, 1-19.	0.9	38
6	Text mining for human resources competencies: Taiwan example. European Journal of Training and Development, 2019, ahead-of-print, .	1.2	4
7	Leadership development techniques. European Journal of Training and Development, 2018, 42, 538-557.	1.2	14
8	Virtual HRD and national culture: an information processing perspective. European Journal of Training and Development, 2016, 40, 21-35.	1.2	7
9	A hybrid heuristic method for the periodic inventory routing problem. International Journal of Advanced Manufacturing Technology, 2016, 85, 2345-2352.	1.5	13
10	A multiobjective differentiated service model for pricing and due date setting in the handmade wood product industry. International Journal of Advanced Manufacturing Technology, 2015, 77, 131-144.	1.5	0
11	Discovering determinants of users perception of mobile device functionality fit. Computers in Human Behavior, 2014, 35, 75-84.	5.1	67
12	Web Strategy in the Digital Economy. Advances in Business Information Systems and Analytics Book Series, 2014, , 99-116.	0.3	0