Lin Lin

List of Publications by Year in descending order

62 papers	**1,452** citations	304743 **22** h-index	361022 **35** g-index
63 all docs	**63** docs citations	**63** times ranked	**1249** citing authors

#	Article	IF	Citations
1	Barriers to adopting technology for teaching and learning in Oman. Computers and Education, 2009, 53, 575-590.	8.3	138
2	Examining creativity through a virtual reality support system. Educational Technology Research and Development, 2018, 66, 1231-1254.	2.8	92
3	Breadth-biased versus focused cognitive control in media multitasking behaviors. Proceedings of the National Academy of Sciences of the United States of America, 2009, 106, 15521-15522.	7.1	91
4	Virtual Reality in Pediatric Psychology. Pediatrics, 2017, 140, S86-S91.	2.1	80
5	Media Multitasking and Cognitive, Psychological, Neural, and Learning Differences. Pediatrics, 2017, 140, S62-S66.	2.1	78
6	The impact of media multitasking on learning. Learning, Media and Technology, 2012, 37, 94-104.	3.2	73
7	Hierarchical Modeling for Rare Event Detection and Cell Subset Alignment across Flow Cytometry Samples. PLoS Computational Biology, 2013, 9, e1003130.	3.2	69
8	The research we have is not the research we need. Educational Technology Research and Development, 2020, 68, 1991-2001.	2.8	66
9	Examining Relations between Locus of Control, Loneliness, Subjective Well-Being, and Preference for Online Social Interaction. Psychological Reports, 2015, 116, 164-175.	1.7	56
10	Knowledge hiding in higher education: role of interactional justice and professional commitment. Higher Education, 2020, 79, 325-344.	4.4	53
11	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
12	Impacts of cues on learning: Using eye-tracking technologies to examine the functions and designs of added cues in short instructional videos. Computers in Human Behavior, 2020, 107, 106279.	8.5	45
13	A multi-institutional assessment of changes in higher education teaching and learning in the face of COVID-19. Educational Review, 2022, 74, 517-533.	3.7	44
14	The post‑COVID‑19 future of digital learning in higher education: Views from educators, students, and other professionals in six countries. British Journal of Educational Technology, 2022, 53, 1750-1765.	6.3	43
15	Reading Performances Between Novices and Experts in Different Media Multitasking Environments. Computers in the Schools, 2009, 26, 169-186.	1.0	40
16	Which EEG feedback works better for creativity performance in immersive virtual reality: The reminder or encouraging feedback?. Computers in Human Behavior, 2019, 99, 345-351.	8.5	33
17	Reading While Watching Video: The Effect of Video Content on Reading Comprehension and Media Multitasking Ability. Journal of Educational Computing Research, 2011, 45, 183-201.	5.5	28
18	Can an Integrated System of Electroencephalography and Virtual Reality Further the Understanding of Relationships Between Attention, Meditation, Flow State, and Creativity?. Journal of Educational Computing Research, 2019, 57, 846-876.	5.5	26

#	Article	IF	Citations
19	An intervention framework designed to develop the collaborative problem-solving skills of primary school students. Educational Technology Research and Development, 2015, 63, 143-159.	2.8	25
20	Voices of the students: Adolescent well-being and social interactions during the emergent shift to online learning environments. Education and Information Technologies, 2021, 26, 7523-7541.	5.7	25
21	Multiple Dimensions of Multitasking Phenomenon. International Journal of Technology and Human Interaction, 2013, 9, 37-49.	0.4	24
22	Note-Taking and Memory in Different Media Environments. Computers in the Schools, 2011, 28, 200-216.	1.0	23
23	Ecologically Valid Assessments of Attention and Learning Engagement in Media Multitaskers. TechTrends, 2018, 62, 518-524.	2.3	23
24	A computational framework to assess genome-wide distribution of polymorphic human endogenous retrovirus-K In human populations. PLoS Computational Biology, 2019, 15, e1006564.	3.2	23
25	Task Speed and Accuracy Decrease When Multitasking. Technology, Knowledge and Learning, 2016, 21, 307-323.	4.9	21
26	Collaboration, multi-tasking and problem solving performance in shared virtual spaces. Journal of Computing in Higher Education, 2016, 28, 344-357.	6.1	20
27	Exploring instructors' perspectives, practices, and perceived support needs and barriers related to the gamification of MOOCs. Journal of Computing in Higher Education, 2021, 33, 64-84.	6.1	17
28	From Physical to Cyber. , 2016, , .		13
29	Optimal transport, mean partition, and uncertainty assessment in cluster analysis. Statistical Analysis and Data Mining, 2019, 12, 359-377.	2.8	13
30	Designing Learning for Sustainable Development: Digital Practices as Boundary Crossers and Predictors of Sustainable Lifestyles. Sustainability, 2018, 10, 2030.	3.2	12
31	Learning Vocabulary Using 2D Pictures is More Effective than Using Immersive 3D Stereoscopic Pictures. International Journal of Human-Computer Interaction, 2022, 38, 299-308.	4.8	10
32	Using a semantic diagram to structure a collaborative problem solving process in the classroom. Educational Technology Research and Development, 2016, 64, 1207-1225.	2.8	9
33	Examining Scientific Literacy through New Media. Eurasia Journal of Mathematics, Science and Technology Education, 2019, 15, .	1.3	8
34	CPS analysis: self-contained validation of biomedical data clustering. Bioinformatics, 2020, 36, 3516-3521.	4.1	8
35	Benefits of interactive graphic organizers in online learning: Evidence for generative learning theory.. Journal of Educational Psychology, 2021, 113, 1024-1037.	2.9	8
36	Risk-Adjusted Cumulative Sum Charting Procedures. , 2012, , 207-225.		7

#	Article	IF	Citations
37	Transforming the doctorate from residential to online: A Distributed PhD Learning Technologies. TechTrends, 2014, 58, 19-26.	2.3	7
38	Ethical Considerations for Learning Game, Simulation, and Virtual World Design and Development. , 0, , 1-18.		7
39	Wrestling With Online Learning Technologies. International Journal of Distance Education Technologies, 2010, 8, 43-57.	2.9	6
40	A child's power in game-play. Computers and Education, 2010, 54, 517-527.	8.3	6
41	Informal and Self-Directed Learning in the Age of Massive Open Online Courses (MOOCs). Advances in Higher Education and Professional Development Book Series, 2015, , 91-104.	0.2	6
42	Research Methodologies for Multitasking Studies. Advances in Knowledge Acquisition, Transfer and Management Book Series, 2015, , 329-348.	0.2	5
43	In-Class Multitasking with Smartphones and Laptops: Exploring Student Experiences and Perceptions. College Teaching, 2022, 70, 443-451.	0.6	4
44	Block-wise Variable Selection for Clustering via Latent States of Mixture Models. Journal of Computational and Graphical Statistics, 0, , 1-32.	1.7	3
45	Applying Constructivism to Online Learning. , 2009, , 58-73.		3
46	A Report on the AECT Sponsored Symposium Entitled "the Human-Technology Frontier: Understanding the Learning of Now to Prepare for the Work of the Future"at the Texas Center for Educational Technology (TCET). TechTrends, 2018, 62, 438-440.	2.3	2
47	Children's Power for Learning in the Age of Technology. , 0, , 49-64.		2
48	Baum-Welch algorithm on directed acyclic graph for mixtures with latent Bayesian networks. Stat, 2017, 6, 303-314.	0.4	1
49	Bayesian mixture models for cytometry data analysis. Wiley Interdisciplinary Reviews: Computational Statistics, 2021, 13, e1535.	3.9	1
50	Optimal Transport With Relaxed Marginal Constraints. IEEE Access, 2021, 9, 58142-58160.	4.2	1
51	Patterns of triggers for on-task and off-task behaviors: university students in independent study. Interactive Learning Environments, 0, , 1-17.	6.4	1
52	The Environmental and Technological Factors of Multitasking. Advances in Human and Social Aspects of Technology Book Series, 2015, , 1-20.	0.3	1
53	Coping with Accessibility and Usability Challenges of Online Technologies by Blind Students in Higher Education. , 0, , 1227-1244.		1
54	Ethical Considerations for Learning Game, Simulation, and Virtual World Design and Development. , 0, , 292-309.		1

#	ARTICLE	IF	CITATIONS
55	Multisource Single-Cell Data Integration by MAW Barycenter for Gaussian Mixture Models. Biometrics, 2023, 79, 866-877.	1.4	1
56	Assessing the accessibility of Web 2.0 websites. Proceedings of the American Society for Information Science and Technology, 2009, 46, 1-13.	0.2	0
57	Cognitive Task Performance in Technology-Enhanced Learning Environments. , 2016, , .		0
58	Media Multitasking, Attention and News Evaluation. , 2019, , .		0
59	VtNet: A neural network with variable importance assessment. Stat, 2021, 10, e325.	0.4	0
60	Faculty Development Challenges and Strategies for Embracing E-Portfolios in Higher Education: A Literature Review. , 2011, , .		0
61	Exploring Learnersâ€™ Cognitive Behavior Using E-dictionaries: An Eye-Tracking Approach. Lecture Notes in Computer Science, 2018, , 165-171.	1.3	0
62	Motion Capture Technology Supporting Cognitive, Psychomotor, and Affective-Social Learning. Lecture Notes in Computer Science, 2018, , 293-297.	1.3	0