

Lin Lin

List of Publications by Year in descending order

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Version: 2024-02-01

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	Multisource Single-Cell Data Integration by MAW Barycenter for Gaussian Mixture Models. <i>Biometrics</i> , 2023, 79, 866-877.	1.4	1
2	Learning Vocabulary Using 2D Pictures is More Effective than Using Immersive 3D Stereoscopic Pictures. <i>International Journal of Human-Computer Interaction</i> , 2022, 38, 299-308.	4.8	10
3	A multi-institutional assessment of changes in higher education teaching and learning in the face of COVID-19. <i>Educational Review</i> , 2022, 74, 517-533.	3.7	44
4	In-Class Multitasking with Smartphones and Laptops: Exploring Student Experiences and Perceptions. <i>College Teaching</i> , 2022, 70, 443-451.	0.6	4
5	The post-COVID-19 future of digital learning in higher education: Views from educators, students, and other professionals in six countries. <i>British Journal of Educational Technology</i> , 2022, 53, 1750-1765.	6.3	43
6	Bayesian mixture models for cytometry data analysis. <i>Wiley Interdisciplinary Reviews: Computational Statistics</i> , 2021, 13, e1535.	3.9	1
7	Exploring instructors' perspectives, practices, and perceived support needs and barriers related to the gamification of MOOCs. <i>Journal of Computing in Higher Education</i> , 2021, 33, 64-84.	6.1	17
8	VtNet: A neural network with variable importance assessment. <i>Stat</i> , 2021, 10, e325.	0.4	0
9	Optimal Transport With Relaxed Marginal Constraints. <i>IEEE Access</i> , 2021, 9, 58142-58160.	4.2	1
10	Voices of the students: Adolescent well-being and social interactions during the emergent shift to online learning environments. <i>Education and Information Technologies</i> , 2021, 26, 7523-7541.	5.7	25
11	Benefits of interactive graphic organizers in online learning: Evidence for generative learning theory. <i>Journal of Educational Psychology</i> , 2021, 113, 1024-1037.	2.9	8
12	Knowledge hiding in higher education: role of interactional justice and professional commitment. <i>Higher Education</i> , 2020, 79, 325-344.	4.4	53
13	The research we have is not the research we need. <i>Educational Technology Research and Development</i> , 2020, 68, 1991-2001.	2.8	66
14	CPS analysis: self-contained validation of biomedical data clustering. <i>Bioinformatics</i> , 2020, 36, 3516-3521.	4.1	8
15	From knowledge and skills to digital works: An application of design thinking in the information technology course. <i>Thinking Skills and Creativity</i> , 2020, 36, 100646.	3.5	48
16	Impacts of cues on learning: Using eye-tracking technologies to examine the functions and designs of added cues in short instructional videos. <i>Computers in Human Behavior</i> , 2020, 107, 106279.	8.5	45
17	Optimal transport, mean partition, and uncertainty assessment in cluster analysis. <i>Statistical Analysis and Data Mining</i> , 2019, 12, 359-377.	2.8	13
18	Which EEG feedback works better for creativity performance in immersive virtual reality: The reminder or encouraging feedback?. <i>Computers in Human Behavior</i> , 2019, 99, 345-351.	8.5	33

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19	A computational framework to assess genome-wide distribution of polymorphic human endogenous retrovirus-K In human populations. <i>PLoS Computational Biology</i> , 2019, 15, e1006564.	3.2	23
20	Media Multitasking, Attention and News Evaluation. , 2019, , .		0
21	Examining Scientific Literacy through New Media. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2019, 15, .	1.3	8
22	Can an Integrated System of Electroencephalography and Virtual Reality Further the Understanding of Relationships Between Attention, Meditation, Flow State, and Creativity?. <i>Journal of Educational Computing Research</i> , 2019, 57, 846-876.	5.5	26
23	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). <i>TechTrends</i> , 2018, 62, 438-440.	2.3	2
24	Designing Learning for Sustainable Development: Digital Practices as Boundary Crossers and Predictors of Sustainable Lifestyles. <i>Sustainability</i> , 2018, 10, 2030.	3.2	12
25	Examining creativity through a virtual reality support system. <i>Educational Technology Research and Development</i> , 2018, 66, 1231-1254.	2.8	92
26	Ecologically Valid Assessments of Attention and Learning Engagement in Media Multitaskers. <i>TechTrends</i> , 2018, 62, 518-524.	2.3	23
27	Exploring Learners'™ Cognitive Behavior Using E-dictionaries: An Eye-Tracking Approach. <i>Lecture Notes in Computer Science</i> , 2018, , 165-171.	1.3	0
28	Motion Capture Technology Supporting Cognitive, Psychomotor, and Affective-Social Learning. <i>Lecture Notes in Computer Science</i> , 2018, , 293-297.	1.3	0
29	Virtual Reality in Pediatric Psychology. <i>Pediatrics</i> , 2017, 140, S86-S91.	2.1	80
30	Media Multitasking and Cognitive, Psychological, Neural, and Learning Differences. <i>Pediatrics</i> , 2017, 140, S62-S66.	2.1	78
31	Baum-Welch algorithm on directed acyclic graph for mixtures with latent Bayesian networks. <i>Stat</i> , 2017, 6, 303-314.	0.4	1
32	Collaboration, multi-tasking and problem solving performance in shared virtual spaces. <i>Journal of Computing in Higher Education</i> , 2016, 28, 344-357.	6.1	20
33	Cognitive Task Performance in Technology-Enhanced Learning Environments. , 2016, , .		0
34	From Physical to Cyber. , 2016, , .		13
35	Task Speed and Accuracy Decrease When Multitasking. <i>Technology, Knowledge and Learning</i> , 2016, 21, 307-323.	4.9	21
36	Using a semantic diagram to structure a collaborative problem solving process in the classroom. <i>Educational Technology Research and Development</i> , 2016, 64, 1207-1225.	2.8	9

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37	An intervention framework designed to develop the collaborative problem-solving skills of primary school students. <i>Educational Technology Research and Development</i> , 2015, 63, 143-159.	2.8	25
38	Examining Relations between Locus of Control, Loneliness, Subjective Well-Being, and Preference for Online Social Interaction. <i>Psychological Reports</i> , 2015, 116, 164-175.	1.7	56
39	Research Methodologies for Multitasking Studies. <i>Advances in Knowledge Acquisition, Transfer and Management Book Series</i> , 2015, , 329-348.	0.2	5
40	Informal and Self-Directed Learning in the Age of Massive Open Online Courses (MOOCs). <i>Advances in Higher Education and Professional Development Book Series</i> , 2015, , 91-104.	0.2	6
41	The Environmental and Technological Factors of Multitasking. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2015, , 1-20.	0.3	1
42	Transforming the doctorate from residential to online: A Distributed PhD Learning Technologies. <i>TechTrends</i> , 2014, 58, 19-26.	2.3	7
43	Hierarchical Modeling for Rare Event Detection and Cell Subset Alignment across Flow Cytometry Samples. <i>PLoS Computational Biology</i> , 2013, 9, e1003130.	3.2	69
44	Multiple Dimensions of Multitasking Phenomenon. <i>International Journal of Technology and Human Interaction</i> , 2013, 9, 37-49.	0.4	24
45	The impact of media multitasking on learning. <i>Learning, Media and Technology</i> , 2012, 37, 94-104.	3.2	73
46	Risk-Adjusted Cumulative Sum Charting Procedures. , 2012, , 207-225.		7
47	Note-Taking and Memory in Different Media Environments. <i>Computers in the Schools</i> , 2011, 28, 200-216.	1.0	23
48	Reading While Watching Video: The Effect of Video Content on Reading Comprehension and Media Multitasking Ability. <i>Journal of Educational Computing Research</i> , 2011, 45, 183-201.	5.5	28
49	Faculty Development Challenges and Strategies for Embracing E-Portfolios in Higher Education: A Literature Review. , 2011, , .		0
50	Wrestling With Online Learning Technologies. <i>International Journal of Distance Education Technologies</i> , 2010, 8, 43-57.	2.9	6
51	A child's power in game-play. <i>Computers and Education</i> , 2010, 54, 517-527.	8.3	6
52	Breadth-biased versus focused cognitive control in media multitasking behaviors. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2009, 106, 15521-15522.	7.1	91
53	Assessing the accessibility of Web 2.0 websites. <i>Proceedings of the American Society for Information Science and Technology</i> , 2009, 46, 1-13.	0.2	0
54	Reading Performances Between Novices and Experts in Different Media Multitasking Environments. <i>Computers in the Schools</i> , 2009, 26, 169-186.	1.0	40

#	ARTICLE	IF	CITATIONS
55	Barriers to adopting technology for teaching and learning in Oman. Computers and Education, 2009, 53, 575-590.	8.3	138
56	Applying Constructivism to Online Learning. , 2009, , 58-73.		3
57	Patterns of triggers for on-task and off-task behaviors: university students in independent study. Interactive Learning Environments, 0, , 1-17.	6.4	1
58	Block-wise Variable Selection for Clustering via Latent States of Mixture Models. Journal of Computational and Graphical Statistics, 0, , 1-32.	1.7	3
59	Ethical Considerations for Learning Game, Simulation, and Virtual World Design and Development. , 0, , 1-18.		7
60	Childrenâ€™s Power for Learning in the Age of Technology. , 0, , 49-64.		2
61	Coping with Accessibility and Usability Challenges of Online Technologies by Blind Students in Higher Education. , 0, , 1227-1244.		1
62	Ethical Considerations for Learning Game, Simulation, and Virtual World Design and Development. , 0, , 292-309.		1