Gwo-dong Chen

List of Publications by Year
in descending order

70 papers	**1,461** citations	**13** h-index
70 all docs	**70** docs citations	**70** times ranked

687363

677142

22 g-index

1072 citing authors

#	Article	IF	Citations
1	Surveying instructor and learner attitudes toward e-learning. Computers and Education, 2007, 49, 1066-1080.	8.3	467
2	An activity-theoretical approach to investigate learners' factors toward e-learning systems. Computers in Human Behavior, 2007, 23, 1906-1920.	8.5	158
3	Users' attitudes toward Web-based collaborative learning systems for knowledge management. Computers and Education, 2008, 50, 950-961.	8.3	141
4	Improving the authentic learning experience by integrating robots into the mixed-reality environment. Computers and Education, 2010, 55, 1572-1578.	8.3	125
5	Collaborative storytelling experiences in social media: Influence of peer-assistance mechanisms. Computers and Education, 2011, 57, 1544-1556.	8.3	63
6	Augmenting paper-based learning with mobile phones. Interacting With Computers, 2009, 21, 173-185.	1.5	54
7	Discovering Decision Knowledge from Web Log Portfolio for Managing Classroom Processes by Applying Decision Tree and Data Cube Technology. Journal of Educational Computing Research, 2000, 23, 305-332.	5.5	52
8	Collaborative mentor support in a learning context using a ubiquitous discussion forum to facilitate knowledge sharing for lifelong learning. British Journal of Educational Technology, 2006, 37, 917-935.	6.3	46
9	Using digital board games for genuine communication in EFL classrooms. Educational Technology Research and Development, 2014, 62, 209-226.	2.8	36
10	Digital Learning Playground: supporting authentic learning experiences in the classroom. Interactive Learning Environments, 2013, 21, 172-183.	6.4	35
11	A scaffolding tool to assist learners in argumentative writing. Computer Assisted Language Learning, 2021, 34, 159-183.	7.1	25
12	A Robot as a Teaching Assistant in an English Class. , 0, , .		22
13	Robots in situated learning classrooms with immediate feedback mechanisms to improve students' learning performance. Computers and Education, 2022, 182, 104483.	8.3	21
14	Card-based design combined with spaced repetition: A new interface for displaying learning elements and improving active recall. Computers and Education, 2016, 98, 142-156.	8.3	19
15	Building an Interactive Caring Agent for Students in Computer-based Learning Environments. , 2007, , .		16
16	Robot as a Storytelling Partner in the English Classroom - Preliminary Discussion. , 2007, , .		15
17	The Interactive Multimedia Textbook: Using A Digital Pen to Support Learning for Computer Programming. , 2007, , .		14
18	Using Humanoid Robots as Instructional Media in Elementary Language Education. , 2008, , .		14

#	Article	IF	Citations
19	Effects of a computer-assisted argument map learning strategy on sixth-grade students' argumentative essay reading comprehension. Multimedia Tools and Applications, 2016, 75, 9973-9990.	3.9	12
20	Promoting autonomy and ownership in students studying English using digital comic performance-based learning. Educational Technology Research and Development, 2018, 66, 955-978.	2.8	11
21	Audience participation digital drama-based learning activities for situational learning in the classroom. British Journal of Educational Technology, 2022, 53, 189-206.	6.3	11
22	Novel Adaptive Kalman Filter with Fuzzy Neural Network for Trajectory Estimation System. International Journal of Fuzzy Systems, 2019, 21, 1649-1660.	4.0	10
23	Integrated Textbook: Augmenting Paper Textbooks with Digital Learning Support Using Digital Pens. , 0, , .		6
24	Using Resource of Classroom and Content of Textbook to Build Immersive Interactive Learning Playground. , 2014, , .		6
25	Extending e-books with contextual knowledge recommenders by analyzing personal portfolio and annotation to help learners solve problems in time. , 0, , .		5
26	Using a Programmable Storytelling Robot to Motivate Learning Second Language. , 2007, , .		5
27	Statistical model for predicting roles and effects in learning community. Behaviour and Information Technology, 2011, 30, 101-111.	4.0	5
28	The Influence of a Motion-sensing and Game-based Mobile Learning System on Learning Achievement and Learning Retention. , 2011, , .		5
29	How Students Use Contextual Cues in Finding Information in Paper and Electronic Textbooks. , 2011, , .		5
30	Interactive Robot as Classroom Learning Host to Enhance Audience Participation in Digital Learning Theater. , 2020, , .		5
31	A Neuro-Fuzzy Approach for Compensating Color Backlight Images. Neural Processing Letters, 2006, 23, 273-287.	3.2	4
32	Constructing an authentic learning community through Wiki for advanced group collaboration and knowledge sharing. , 2007, , .		4
33	Design and Evaluation of an Affective Interface of the E-learning Systems. , 2010, , .		4
34	Extending OODB with behavioral temporal management capability. , 0, , .		3
35	Building an Interactive Agent with Intention to Increase Students' Learning Will. , 2008, , .		3
36	Development and evaluation of a novel e-book interface for scaffolding thinking context to learn from writing examples. Interactive Learning Environments, 2018, 26, 970-988.	6.4	3

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37	Effectiveness of web-based mechanism for teaching creative writing in the classroom. Innovations in Education and Teaching International, 2019, 56, 282-294.	2.5	3
38	A language for developing collaborative learning activities on World Wide Web. , 0, , .		2
39	Supporting adaptive mentor by student preference within context of problem-solving learning. , 0, , .		2
40	The MSFAM: a modified fuzzy ARTMAP system. Pattern Analysis and Applications, 2005, 8, 1-16.	4.6	2
41	Interacting with paper: coordinate systems as tools to link paper with mobile phones. , 0, , .		2
42	Design an Interactive Agent by Multi-Empathic Strategies to Reduce Student's Negative Emotion. , 2008, , .		2
43	The Effect of Utilizing the Learning Skill of Highlighting and Constructing a Map in a Networked Hyperlink Condition on Learning Performance. , 2012, , .		2
44	Understanding the Participant Behaviors in the Online English Learning Mobile App: A Case Study among 106,912 Learners via Google Play App Store. , 2016, , .		2
45	Making Database Schema Hierarchical for Visual Access to Databases. Knowledge and Information Systems, 1999, 1, 193-227.	3.2	1
46	Using role theory in monitoring web group learning systems. , 0, , .		1
47	Supporting Activity Awareness for Teams-Games-Tournaments with GSM Network. , 0, , .		1
48	Improving Vocabulary Acquisition By Designing A Storytelling Robot. , 2008, , .		1
49	Using "Learning Video Portfolio" to Enhance Students' Metacognition in Authentic Learning. , 2012, , .		1
50	An Approach of Building an Engaging Virtual Authentic Environment for Classroom Learning. , 2012, , .		1
51	Improving E-Book Reading with Information Cues: An User Investigation and Suggestion. , 2013, , .		1
52	Developing a Well-Focused Learning through a Kinect-Based Collaborative Setting. , 2013, , .		1
53	A Video Comic Drama Based Learning System for Collaborative Learning. , 2016, , .		1
54	Factors that Impact Quiz Score: A Study with Participants in a Mobile Learning App. , 2017, , .		1

#	Article	IF	Citations
55	Improve Knowledge Application Capability by Script Authoring and Comic Drama Performing. , 2017, , .		1
56	A Digital Tool for Argumentation Construction that Assists Users in Writing Argumentative Essays. , 2017, , .		1
57	Digital Learning Theater with Automatic Instant Assessment of Body Language and Oral Language Learning. , 2020, , .		1
58	Using Digital Map Tools to Assist Learning of Argumentative Essay Writing. Lecture Notes in Computer Science, 2019, , 794-801.	1.3	1
59	A temporal behavioral object model for object-oriented databases. , 0, , .		0
60	Maintaining execution histories for understanding the execution of business processes. , 0, , .		0
61	Tangible books with context-aware supports: A mobile phone to augment reading practice with virtual learning community. , 0, , .		0
62	Integrated Paper Slide in Classroom to Enhance Interaction Using Digital Pens. , 2007, , .		0
63	A methodology to facilitate Inter-Trust in Computer Supported Collaborative Learning. , 2007, , .		0
64	ROBOKID: Let Children Construct Their Own Emotional Kids - Learning by Construction. , 2008, , .		0
65	High-Interactive Gaming Learning: Bring Different Learning Benefits to Team Players and Individual Players. , 2012, , .		0
66	Combine Virtual Context and Self-Image as Video Portfolios to Increase Student's Reflection. , 2013, , .		0
67	Using Learning Portfolio Platform to Enhance Altruistic Behaviors. , 2014, , .		0
68	Development and Evaluation of Novel eBook Interface for Scaffolding Thinking Context in the Teaching of Writing. , 2016, , .		0
69	Fostering the Learning of English Idioms by Setting Children within a Virtual Environment. , 2018, , .		0
70	A Digital Reality Learning Environment with Instant Assessment on Learning with Body and Visual Interaction. , 2020, , .		0