Kuo-En Chang

List of Publications by Year
in descending order

61	3,240	201674 27	182427 51
papers	citations	h-index	g-index

61	61	61	2579
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Effect of embedding a cognitive diagnosis into the adaptive dynamic assessment of spatial geometry learning. Interactive Learning Environments, 2023, 31, 890-907.	6.4	3
2	Augmented reality worksheets in field trip learning. Interactive Learning Environments, 2023, 31, 4-21.	6.4	4
3	Designing cognitive-based game mechanisms for mobile educational games to promote cognitive thinking: an analysis of flow state and game-based learning behavioral patterns. Interactive Learning Environments, 2023, 31, 3285-3302.	6.4	7
4	Studies on Learning Effects of AR-Assisted and PPT-Based Lectures. Asia-Pacific Education Researcher, 2022, 31, 1-10.	3.7	3
5	The development of a collaborative problem solving environment that integrates a scaffolding mind tool and simulation-based learning: an analysis of learnersâ€™ performance and their cognitive process in discussion. Interactive Learning Environments, 2022, 30, 1273-1290.	6.4	16
6	Development and Evaluation of Mindtool-Based Blogs to Promote Learnersâ€™ Higher Order Cognitive Thinking in Online Discussions: An Analysis of Learning Effects and Cognitive Process. Journal of Educational Computing Research, 2020, 58, 343-363.	5.5	10
7	Electronic storybook design, kindergartners' visual attention, and print awareness: An eye-tracking investigation. Computers and Education, 2020, 144, 103703.	8.3	20
8	Applying augmented reality in physical education on motor skills learning. Interactive Learning Environments, 2020, 28, 685-697.	6.4	48
9	Use of Meta-Analysis to Uncover the Critical Issues of Mobile Inquiry-Based Learning. Journal of Educational Computing Research, 2020, 58, 715-746.	5.5	6
10	Applying Augmented Reality to Improve the Outcomes of Procedural Knowledge Acquisition. , 2019, , .		1
11	The quality of experimental designs in mobile learning research: A systemic review and self-improvement tool. Educational Research Review, 2019, 28, 100279.	7.8	29
12	An Innovative BERT-Based Readability Model. Lecture Notes in Computer Science, 2019, , 301-308.	1.3	6
13	AR-Based Learning and AR Guides as Strategy in Two-Phase Learning Enhancement: A Case Study. , 2016, , .		1
14	The Influence of using Augmented Reality on Textbook Support for Learners of Different Learning Styles. , 2016, , .		15
15	Action research on the development of Chinese communication in a virtual community. Computer Assisted Language Learning, 2016, 29, 942-967.	7.1	8
16	The effects of integrating mobile devices with teaching and learning on students' learning performance: A meta-analysis and research synthesis. Computers and Education, 2016, 94, 252-275.	8.3	868
17	CRIE: An automated analyzer for Chinese texts. Behavior Research Methods, 2016, 48, 1238-1251.	4.0	39
18	Using mobile devices to enhance the interactive learning for spatial geometry. Interactive Learning Environments, 2016, 24, 916-934.	6.4	27

#	Article	IF	Citations
19	Leveling L2 Texts Through Readability: Combining Multilevel Linguistic Features with the CEFR. Modern Language Journal, 2015, 99, 371-391.	2.3	42
20	Examining the online reading behavior and performance of fifth-graders: evidence from eye-movement data. Frontiers in Psychology, 2015, 6, 665.	2.1	20
21	Exploring the learnerâ€™s knowledge construction and cognitive patterns of different asynchronous platforms: comparison of an online discussion forum and Facebook. Innovations in Education and Teaching International, 2015, 52, 610-620.	2.5	42
22	Using Augmented Reality to Promote Homogeneity in Learning Achievement. , 2015, , .		13
23	The effects of 3D-representation instruction on composite-solid surface-area learning for elementary school students. Instructional Science, 2015, 43, 115-145.	2.0	13
24	How effective are mobile devices for language learning? A meta-analysis. Educational Research Review, 2015, 16, 68-84.	7.8	167
25	Applying role-playing strategy to enhance learnersâ€™ writing and speaking skills in EFL courses using Facebook and Skype as learning tools: a case study in Taiwan. Computer Assisted Language Learning, 2015, 28, 383-406.	7.1	62
26	Constructing and validating readability models: the method of integrating multilevel linguistic features with machine learning. Behavior Research Methods, 2015, 47, 340-354.	4.0	28
27	The analysis of elementary and high school students' natural and humorous responses patterns in coping with embarrassing situations. Humor, 2014, 27, .	1.0	4
28	Exploring college students' cognitive processing patterns during a collaborative problem-solving teaching activity integrating Facebook discussion and simulation tools. Internet and Higher Education, 2014, 22, 51-56.	6.5	53
29	The development and evaluation of an augmented reality-based armillary sphere for astronomical observation instruction. Computers and Education, 2014, 73, 178-188.	8.3	128
30	UARE: Using reality-virtually-reality (RVR) models to construct Ubiquitous AR environment for e-Learning context. , 2014, , .		1
31	Development and behavioral pattern analysis of a mobile guide system with augmented reality for painting appreciation instruction in an art museum. Computers and Education, 2014, 71, 185-197.	8.3	272
32	Verification of Dual Factors theory with eye movements during a matchstick arithmetic insight problem. Thinking Skills and Creativity, 2014, 13, 129-140.	3.5	11
33	Analyzing knowledge dimensions and cognitive process of a project-based online discussion instructional activity using Facebook in an adult and continuing education course. Computers and Education, 2013, 60, 110-121.	8.3	73
34	Towards a neural circuit model of verbal humor processing: An fMRI study of the neural substrates of incongruity detection and resolution. NeuroImage, 2013, 66, 169-176.	4.2	106
35	Processing Chinese hand-radicals activates the medial frontal gyrus: A functional MRI investigation. Neural Regeneration Research, 2013, 8, 1837-43.	3.0	2
36	Designing a Streamlined Viewport Strategy System to Enhance Performance in Context Awareness in Mobile Learning Environments. , 2012, , .		4

#	Article	IF	Citations
37	Embedding game-based problem-solving phase into problem-posing system for mathematics learning. Computers and Education, 2012, 58, 775-786.	8.3	162
38	Development of a cost-effective high-precision bench machine tool for multi-level micro aspheric lighting-lens mold machining. International Journal of Precision Engineering and Manufacturing, 2012, 13, 2225-2231.	2.2	8
39	Evaluating the reliability and impact of a quality assurance system for E-learning courseware. Computers and Education, 2011, 57, 1615-1627.	8.3	33
40	A longitudinal analysis of the behavioural patterns in teachers using blogs for knowledge interactions. British Journal of Educational Technology, 2011, 42, E34.	6.3	10
41	Designing an electronic guidebook for learning engagement in a museum of history. Computers in Human Behavior, 2010, 26, 74-83.	8.5	61
42	Mobile guide system using problemâ€solving strategy for museum learning: a sequential learning behavioural pattern analysis. Journal of Computer Assisted Learning, 2010, 26, 106-115.	5.1	68
43	Applying lag sequential analysis to detect visual behavioural patterns of online learning activities. British Journal of Educational Technology, 2010, 41, E25.	6.3	29
44	What kinds of knowledge do teachers share on blogs? A quantitative content analysis of teachers' knowledge sharing on blogs. British Journal of Educational Technology, 2010, 41, 963-967.	6.3	18
45	SPICEreading: A Three-in-One Share Platform in Cooperative English Reading. Lecture Notes in Computer Science, 2010, , 74-83.	1.3	0
46	Using blogs as a professional development tool for teachers: analysis of interaction behavioral patterns. Interactive Learning Environments, 2009, 17, 325-340.	6.4	59
47	Let us read together: Development and evaluation of a computer-assisted reciprocal early English reading system. Computers and Education, 2009, 53, 1188-1198.	8.3	54
48	Exploring the behavioral patterns of an online knowledge-sharing discussion activity among teachers with problem-solving strategy. Teaching and Teacher Education, 2009, 25, 101-108.	3.2	93
49	Improving childrenâ€™s reading comprehension and use of strategies through computer-based strategy training. Computers in Human Behavior, 2008, 24, 1552-1571.	8.5	49
50	Designing multimedia games for young childrenâ€™s taxonomic concept development. Computers and Education, 2008, 50, 1037-1051.	8.3	38
51	Effects of learning support in simulation-based physics learning. Computers and Education, 2008, 51, 1486-1498.	8.3	140
52	Analysis of Time-Management Pattern of Interactive Behaviors during Online Project-Based Learning. , 2007, , .		1
53	Hypermedia authoring with writing process guidance. British Journal of Educational Technology, 2007, 38, 851-860.	6.3	2
54	Developing geometry thinking through multimedia learning activities. Computers in Human Behavior, 2007, 23, 2212-2229.	8.5	28

#	Article	IF	Citations
55	Computer-assisted learning for mathematical problem solving. Computers and Education, 2006, 46, 140-151.	8.3	62
56	The design and application of a web-based self- and peer-assessment system. Computers and Education, 2005, 45, 187-202.	8.3	113
57	Web_soc: a socratic-dialectic-based collaborative tutoring system on the world wide web. IEEE Transactions on Education, 2003, 46, 69-78.	2.4	9
58	A programming learning system for beginners-a completion strategy approach. IEEE Transactions on Education, 2000, 43, 211-220.	2.4	33
59	SO dynamic deformation for building of 3-D models. IEEE Transactions on Neural Networks, 1996, 7, 374-387.	4.2	12
60	Collaborative Early EFL Reading among Distributed Learners: A Simulation Pilot Study. , 0, , .		0
61	Construction and validation of a computerized creativity assessment tool with automated scoring based on deep-learning techniques.. Psychology of Aesthetics, Creativity, and the Arts, 0, , .	1.3	6