Hui-Chun Chu

List of Publications by Year
in descending order

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46 papers	2,295 citations	430874 18 h-index	501196 28 g-index
47 all docs	47 docs citations	47 times ranked	1422 citing authors

#	Article	IF	Citations
1	A mandatory contribution-based collaborative gaming approach to enhancing studentsâ€™ collaborative learning outcomes in Science museums. Interactive Learning Environments, 2023, 31, 2692-2706.	6.4	11
2	A Peer-Assessment Mobile Kung Fu Education Approach to Improving Students' Affective Performances. , 2020, , 745-759.		0
3	Trends and development in technology-enhanced adaptive/personalized learning: A systematic review of journal publications from 2007 to 2017. Computers and Education, 2019, 140, 103599.	8.3	256
4	Effects of Integrating a Personalization Mechanism into the Flipped Learning Approach on Students' Learning Achievement and Behaviors. , 2019, , .		2
5	An innovative consensus map-embedded collaborative learning system for ER diagram learning: sequential analysis of studentsâ€™ learning achievements. Interactive Learning Environments, 2019, 27, 410-425.	6.4	15
6	Effects of formative assessment in an augmented reality approach to conducting ubiquitous learning activities for architecture courses. Universal Access in the Information Society, 2019, 18, 221-230.	3.0	33
7	A long-term experiment to investigate the relationships between high school studentsâ€™ perceptions of mobile learning and peer interaction and higher-order thinking tendencies. Educational Technology Research and Development, 2018, 66, 75-93.	2.8	62
8	Effects of the Interactive Concept Map Instant-Feedback Approach in a Visual Reality Learning Environment in Astronomy Courses. , 2018, , .		1
9	Effects of Web Issue-Quest Approaches with Different Prompting Strategies on Students' Learning Performance in a Natural Science Course. , 2018, , .		1
10	Impacts of a Mobile Childbirth Educational Game on Learning Achievement, Self-Efficacy and Postnatal Depression for Puerperal Women. , 2018, , .		1
11	A scoping review of research on digital game-based language learning. Computers and Education, 2018, 126, 89-104.	8.3	154
12	A Mobile Sleep-Management Learning System for Improving Studentsâ€™ Sleeping Habits by Integrating a Self-Regulated Learning Strategy: Randomized Controlled Trial. JMIR MHealth and UHealth, 2018, 6, e11557.	3.7	11
13	Effects of an integrated physiological signal-based attention-promoting and English listening system on students' learning performance and behavioral patterns. Computers in Human Behavior, 2017, 75, 218-227.	8.5	44
14	Effects of an online formative peer-tutoring approach on studentsâ€™ learning behaviors, performance and cognitive load in mathematics. Interactive Learning Environments, 2017, 25, 203-219.	6.4	21
15	Effects of a Situated 3D Computational Problem-Solving and Programming Game-Based Learning Model on Students' Learning Perception and Cognitive Loads. , 2017, , .		4
16	A Peer-Assessment Mobile Kung Fu Education Approach to Improving Students' Affective Performances. International Journal of Distance Education Technologies, 2017, 15, 1-14.	2.9	11
17	An Interactive 5E Learning Cycle-Based Augmented Reality System to Improve Students' Learning Achievement in a Microcosmic Chemistry Molecule Course. , 2016, , .		3
18	A Context-Aware Progressive Inquiry-Based Augmented Reality System to Improving Students' Investigation Learning Abilities for High School Geography Courses. , 2016, , .		3

#	Article	IF	Citations
19	Applying a Repertory Grid-Oriented Mindtool to Developing a Knowledge Construction Augmented Reality Mobile Learning System. , 2016, , 1-21.		0
20	An Innovative Approach for Assisting Teachers in Improving Instructional Strategies via Analyzing Historical Assessment Data of Students. International Journal of Distance Education Technologies, 2015, 13, 40-61.	2.9	5
21	Transforming the educational settings: innovative designs and applications of learning technologies and learning environments. Interactive Learning Environments, 2015, 23, 127-129.	6.4	16
22	Effects of the Digital Game-Development Approach on Elementary School Students' Learning Motivation, Problem Solving, and Learning Achievement. International Journal of Distance Education Technologies, 2015, 13, 87-102.	2.9	18
23	A time sequence-oriented concept map approach to developing educational computer games for history courses. Interactive Learning Environments, 2015, 23, 212-229.	6.4	9
24	Development and Evaluation of a Web 2.0-Based Ubiquitous Learning Platform for Schoolyard Plant Identification. International Journal of Distance Education Technologies, 2014, 12, 83-103.	2.9	5
25	Developing an educational computer game for migratory bird identification based on a two-tier test approach. Educational Technology Research and Development, 2014, 62, 147-161.	2.8	29
26	A cooperative computerized concept-mapping approach to improving studentsâ€™ learning performance in web-based information-seeking activities. Journal of Computers in Education, 2014, 1, 19-33.	8.3	12
27	The Development and Application of a Repertory Grid-Oriented Ubiquitous Augmented Reality Learning System. , 2013, , .		2
28	Development of a Web 2.0-based Ubiquitous Learning Platform for Schoolyard Plant Identification. , 2012, , .		10
29	Effects of Computerized Collaborative Concept Map Approach on Students' Learning Achievements and Cognitive Loads. , 2012, , .		1
30	A context-aware ubiquitous learning approach to conducting scientific inquiry activities in a science park. Australasian Journal of Educational Technology, 2012, 28, .	3.5	96
31	A knowledge acquisition approach to developing Mindtools for organizing and sharing differentiating knowledge in a ubiquitous learning environment. Computers and Education, 2011, 57, 1368-1377.	8.3	105
32	An investigation of attitudes of students and teachers about participating in a context-aware ubiquitous learning activity. British Journal of Educational Technology, 2011, 42, 373-394.	6.3	105
33	A concept map approach to developing collaborative Mindtools for contextâ€aware ubiquitous learning. British Journal of Educational Technology, 2011, 42, 778-789.	6.3	167
34	A Computer-Assisted Approach for Conducting Information Technology Applied Instructions. , 2011, , 31-44.		0
35	A knowledge engineering approach to developing mindtools for context-aware ubiquitous learning. Computers and Education, 2010, 54, 289-297.	8.3	236
36	A two-tier test approach to developing location-aware mobile learning systems for natural science courses. Computers and Education, 2010, 55, 1618-1627.	8.3	317

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37	A location-aware mobile learning System to provide field learning guidance for natural science courses. , 2010, , .		5
38	An innovative approach for promoting information exchanges and sharing in a Web 2.0-based learning environment. Interactive Learning Environments, 2009, 17, 311-323.	6.4	29
39	A Delphi-based approach to developing expert systems with the cooperation of multiple experts. Expert Systems With Applications, 2008, 34, 2826-2840.	7.6	159
40	A Computer-Assisted Approach for Designing Context-Aware Ubiquitous Learning Activities. , 2008, , .		5
41	Development of an adaptive learning system with two sources of personalization information. Computers and Education, 2008, 51, 776-786.	8.3	244
42	An innovative parallel test sheet composition approach to meet multiple assessment criteria for national tests. Computers and Education, 2008, 51, 1058-1072.	8.3	42
43	Elicitation of Time Scale-Oriented Expertise from Multiple Experts. , 2007, , .		0
44	SCORM/IMS-based Standards for Describing Personal and Environmental Contexts in Ubiquitous Learning Environments. , 2007, , .		0
45	A Computer-Assisted Collaborative Approach for E-Training Course Design. , 2007, , .		3
46	A time scale-oriented approach for building medical expert systems. Expert Systems With Applications, 2006, 31, 299-308.	7.6	42