

# Ching-Yi Chang

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3902010/publications.pdf>

Version: 2024-02-01

26  
papers

1,008  
citations

566801

15  
h-index

580395

25  
g-index

27  
all docs

27  
docs citations

27  
times ranked

642  
citing authors

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 1  | Trends and research issues of mobile learning studies in nursing education: A review of academic publications from 1971 to 2016. <i>Computers and Education</i> , 2018, 116, 28-48.   | 5.1 | 152       |
| 2  | A review of opportunities and challenges of chatbots in education. <i>Interactive Learning Environments</i> , 2023, 31, 4099-4112.  | 4.4 | 95        |
| 3  | Effects of birth ball exercise on pain and self-efficacy during childbirth: A randomised controlled trial in Taiwan. <i>Midwifery</i> , 2011, 27, e293-e300.  | 1.0 | 81        |
| 4  | Trends in digital game-based learning in the mobile era: a systematic review of journal publications from 2007 to 2016. <i>International Journal of Mobile Learning and Organisation</i> , 2019, 13, 68.  | 0.2 | 80        |
| 5  | Effects of spherical video-based virtual reality on nursing students' learning performance in childbirth education training. <i>Interactive Learning Environments</i> , 2022, 30, 400-416.  | 4.4 | 79        |
| 6  | Learning to be a writer: A spherical video-based virtual reality approach to supporting descriptive article writing in high school Chinese courses. <i>British Journal of Educational Technology</i> , 2020, 51, 1386-1405.                               | 3.9 | 76        |
| 7  | Trends in artificial intelligence-supported e-learning: a systematic review and co-citation network analysis (1998-2019). <i>Interactive Learning Environments</i> , 2023, 31, 2134-2152.   | 4.4 | 74        |
| 8  | Promoting students' learning achievement and self-efficacy: A mobile chatbot approach for nursing training. <i>British Journal of Educational Technology</i> , 2022, 53, 171-188.   | 3.9 | 63        |
| 9  | From experiencing to critical thinking: a contextual game-based learning approach to improving nursing students' performance in Electrocardiogram training. <i>Educational Technology Research and Development</i> , 2020, 68, 1225-1245.                 | 2.0 | 53        |
| 10 | Facilitating decision-making performances in nursing treatments: a contextual digital game-based flipped learning approach. <i>Interactive Learning Environments</i> , 2023, 31, 156-171.   | 4.4 | 29        |
| 11 | Trends of mobile technology-enhanced medical education: a review of journal publications from 1998 to 2016. <i>International Journal of Mobile Learning and Organisation</i> , 2018, 12, 373.   | 0.2 | 28        |
| 12 | Directions of the 100 most cited nursing student education research: A bibliometric and co-citation network analysis. <i>Nurse Education Today</i> , 2021, 96, 104645.  | 1.4 | 24        |
| 13 | Directions of the 100 most cited chatbot-related human behavior research: A review of academic publications. <i>Computers and Education Artificial Intelligence</i> , 2021, 2, 100023.  | 6.9 | 24        |
| 14 | Facilitating nursing students' skill training in distance education via online game-based learning with the watch-summarize-question approach during the COVID-19 pandemic: A quasi-experimental study. <i>Nurse Education Today</i> , 2022, 109, 105256. | 1.4 | 24        |
| 15 | Effects of online strategies on students' learning performance, self-efficacy, self-regulation and critical thinking in university online courses. <i>Educational Technology Research and Development</i> , 2022, 70, 185-204.                            | 2.0 | 23        |
| 16 | Effect sizes and research directions of peer assessments: From an integrated perspective of meta-analysis and co-citation network. <i>Computers and Education</i> , 2021, 164, 104123.  | 5.1 | 19        |
| 17 | Advancement and the foci of investigation of MOOCs and open online courses for language learning: a review of journal publications from 2009 to 2018. <i>Interactive Learning Environments</i> , 2022, 30, 1351-1369.                                     | 4.4 | 18        |
| 18 | A situation-based flipped classroom to improving nursing staff performance in advanced cardiac life support training course. <i>Interactive Learning Environments</i> , 2019, 27, 1062-1074.  | 4.4 | 14        |

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 19 | The effectiveness of the virtual patient-based social learning approach in undergraduate nursing education: A quasi-experimental study. <i>Nurse Education Today</i> , 2022, 108, 105164.                               | 1.4 | 13        |
| 20 | Static magnetic field-enhanced osteogenic differentiation of human umbilical cord-derived mesenchymal stem cells via matrix vesicle secretion. <i>International Journal of Radiation Biology</i> , 2020, 96, 1207-1217. | 1.0 | 11        |
| 21 | Effects of non-pharmacological coping strategies for reducing labor pain: A systematic review and network meta-analysis. <i>PLoS ONE</i> , 2022, 17, e0261493.  | 1.1 | 9         |
| 22 | Concept mapping in computer-supported learning environments: a bibliometric analysis. <i>Interactive Learning Environments</i> , 2023, 31, 6678-6695.   | 4.4 | 7         |
| 23 | Virtual patient in interactive learning environments: a review of 1989â€“2020 publications in selected SSCI journals. <i>Interactive Learning Environments</i> , 2023, 31, 2324-2337.                                   | 4.4 | 6         |
| 24 | Nursing management of the critical thinking and care quality of ICU nurses: A cross-sectional study. <i>Journal of Nursing Management</i> , 2022, 30, 2889-2896.  | 1.4 | 3         |
| 25 | A Mobile-Assisted Peer Assessment Approach for Evidence-Based Nursing Education. <i>CIN - Computers Informatics Nursing</i> , 2021, 39, 935-942.  | 0.3 | 2         |
| 26 | An MDRE approach to promoting students' learning performances in the era of the pandemic: A quasi-experimental design. <i>British Journal of Educational Technology</i> , 0, , .  | 3.9 | 1         |