Sunny S J Lin

List of Publications by Year
in descending order

47 papers	2,116 citations	393982 19 h-index	243296 44 g-index
47 all docs	47 docs citations	47 times ranked	1676 citing authors

#	ARTICLE	IF	CITATIONS
1	Sensation seeking and internet dependence of Taiwanese high school adolescents. Computers in Human Behavior, 2002, 18, 411-426.	5.1	325
2	Web-based peer assessment: feedback for students with various thinking-styles. Journal of Computer Assisted Learning, 2001, 17, 420-432.	3.3	210
3	Internet Addiction of Adolescents in Taiwan: An Interview Study. Cyberpsychology, Behavior and Social Networking, 2003, 6, 649-652.	2.2	171
4	Developing an Internet Attitude Scale for high school students. Computers and Education, 2001, 37, 41-51.	5.1	142
5	Web-based peer review: the learner as both adapter and reviewer. IEEE Transactions on Education, 2001, 44, 246-251.	2.0	139
6	The effects of group composition of self-efficacy and collective efficacy on computer-supported collaborative learning. Computers in Human Behavior, 2007, 23, 2256-2268.	5.1	121
7	Developing science activities through a networked peer assessment system. Computers and Education, 2002, 38, 241-252.	5.1	111
8	DIANA: A computer-supported heterogeneous grouping system for teachers to conduct successful small learning groups. Computers in Human Behavior, 2007, 23, 1997-2010.	5.1	98
9	The relationship between academic self-concept and achievement: A multicohort–multioccasion study. Learning and Individual Differences, 2013, 23, 172-178.	1.5	89
10	Analysis of Attitudes Toward Computer Networks and Internet Addiction of Taiwanese Adolescents. Cyberpsychology, Behavior and Social Networking, 2001, 4, 373-376.	2.2	79
11	The application of social cognitive theory to web-based learning through NetPorts. British Journal of Educational Technology, 2007, 38, 600-612.	3.9	51
12	Students' use of web-based concept map testing and strategies for learning. Journal of Computer Assisted Learning, 2001, 17, 72-84.	3.3	44
13	A Networked Peer Assessment System Based on a Vee Heuristic. Innovations in Education and Teaching International, 2001, 38, 220-230.	1.5	43
14	The mediation effects of gaming motives between game involvement and problematic Internet use: Escapism, advancement and socializing. Computers and Education, 2018, 122, 43-53.	5.1	41
15	The mediating effect of anti-phishing self-efficacy between college students' internet self-efficacy and anti-phishing behavior and gender difference. Computers in Human Behavior, 2016, 59, 249-257.	5.1	39
16	Breaking concept boundaries to enhance creative potential: Using integrated concept maps for conceptual self-awareness. Computers and Education, 2008, 51, 1718-1728.	5.1	29
17	COGNITIVE LOAD FOR CONFIGURATION COMPREHENSION IN COMPUTER-SUPPORTED GEOMETRY PROBLEM SOLVING: AN EYE MOVEMENT PERSPECTIVE. International Journal of Science and Mathematics Education, 2014, 12, 605-627.	1.5	27
18	Effect of metacognitive strategies and verbal-imagery cognitive style on biology-based video search and learning performance. Computers and Education, 2015, 87, 326-339.	5.1	27

#	Article	IF	Citations
19	Relationship between peer feedback, cognitive and metacognitive strategies and achievement in networked peer assessment. British Journal of Educational Technology, 2007, 38, 1122-1125.	3.9	25
20	Team knowledge with motivation in a successful MMORPG game team: A case study. Computers and Education, 2014, 73, 129-140.	5.1	25
21	Online gaming motive profiles in late adolescence and the related longitudinal development of stress, depression, and problematic internet use. Computers and Education, 2019, 135, 123-137.	5.1	21
22	Groups holding multiple achievement goals in the math classroom: Profile stability and cognitive and affective outcomes. Learning and Individual Differences, 2017, 57, 65-76.	1.5	20
23	Impulsivity as a precedent factor for problematic Internet use: How can we be sure?. International Journal of Psychology, 2017, 52, 389-397.	1.7	18
24	Cross-lagged relationships between problematic Internet use and lifestyle changes. Computers in Human Behavior, 2013, 29, 2615-2621.	5.1	17
25	Cognitive ability, academic achievement and academic self€concept: Extending the internal/external frame of reference model. British Journal of Educational Psychology, 2012, 82, 308-326.	1.6	16
26	A Latent Profile Analysis of Self-Control and Self-Esteem and the Grouping Effect on Adolescent Quality of Life Across Two Consecutive Years. Social Indicators Research, 2014, 117, 523-539.	1.4	16
27	A latent growth curve analysis of initial depression level and changing rate as predictors of problematic Internet use among college students. Computers in Human Behavior, 2016, 54, 380-387.	5.1	15
28	The Effects of Digital Games on Undergraduate Players' Flow Experiences and Affect. , 2008, , .		13
29	Impacts of geographical knowledge, spatial ability and environmental cognition on image searches supported by GIS software. Computers in Human Behavior, 2009, 25, 1270-1279.	5.1	13
30	Factor structure and predictive utility of the 2×2 achievement goal model in a sample of Taiwan students. Learning and Individual Differences, 2011, 21, 432-437.	1.5	13
31	Tracking eye movements when solving geometry problems with handwriting devices. Journal of Eye Movement Research, 2014, 7, .	0.5	13
32	Developing a plugged-in class observation protocol in high-school blended STEM classes: Student engagement, teacher behaviors and student-teacher interaction patterns. Computers and Education, 2022, 178, 104403.	5.1	13
33	Early Adolescent Players' Playfulness and Psychological Needs in Online Games. Social Behavior and Personality, 2010, 38, 627-636.	0.3	12
34	Design of a networked portfolio system. British Journal of Educational Technology, 2001, 32, 492-494.	3.9	10
35	The Latent Profiles of Life Domain Importance and Satisfaction in a Quality of Life Scale. Social Indicators Research, 2014, 116, 429-445.	1.4	10
36	Latent profiles of stress and their relationships with depression and problematic Internet use among college freshmen. Scandinavian Journal of Psychology, 2018, 59, 621-630.	0.8	10

#	Article	IF	Citations
37	Designing a networked–sharing construction environment. British Journal of Educational Technology, 2002, 33, 489-492.	3.9	7
38	Integrating eye trackers with handwriting tablets to discover difficulties of solving geometry problems. British Journal of Educational Technology, 2018, 49, 17-29.	3.9	6
39	Satisfaction Ratings of QOLPAV: Psychometric Properties Based on the Graded Response Model. Social Indicators Research, 2013, 110, 367-383.	1.4	5
40	Examining the Application of the DC-IA-A Diagnostic Criteria for Internet Addiction Disorder in At-Risk College Students. Psychopathology, 2015, 48, 408-416.	1.1	5
41	Examining the diagnostic criteria for Internet addiction: Expert validation. Journal of the Formosan Medical Association, 2015, 114, 504-508.	0.8	5
42	Differences between EFL Beginners and Intermediate Level Readers When Reading Onscreen Narrative Text with Pictures: A Study of Eye Movements as a Guide to Personalization. International Journal of Human-Computer Interaction, 2019, 35, 299-312.	3.3	5
43	Supporting Online Reading of Science Expository with iRuns Annotation Strategy. , 2014, , .		4
44	The Measurement Structure, Stability and Mediating Effects of Achievement Goals in Math with Middle-School Student Data. Scandinavian Journal of Educational Research, 2014, 58, 513-527.	1.0	4
45	Episodic and individual effects of elementary students' optimal experience: An HLM study. Journal of Educational Research, 2017, 110, 653-664.	0.8	4
46	How Energy Maintains Social Sustainability of Teachers' Learning Communities: New Insights from a Blended Professional Learning Network. Sustainability, 2022, 14, 3636.	1.6	3
47	Do grades make me big? School effects of math ability and math grades on math self-concept. Educational Psychology, 2022, 42, 567-586.	1.2	2