Xinhao Xu

List of Publications by Year
in descending order

18 papers	275 citations	1307594 7 h-index	1372567 10 g-index
18 all docs	18 docs citations	18 times ranked	225 citing authors

#	Article	IF	Citations
1	To social with social distance: a case study on a VR-enabled graduation celebration amidst the pandemic. Virtual Reality, 2023, 27, 3319-3331.	6.1	2
2	Engineering Lab in Immersive VR—An Embodied Approach to Training Wafer Preparation. Journal of Educational Computing Research, 2022, 60, 455-480.	5.5	5
3	Understanding embodied immersion in technology‐enabled embodied learning environments. Journal of Computer Assisted Learning, 2022, 38, 103-119.	5.1	10
4	A systematic review of the role of learning games in fostering mathematics education in K-12 settings. Educational Research Review, 2022, 36, 100448.	7.8	28
5	A simulation and experiment coassisted learning platform for understanding electromagnetic interaction in a smart grid. Computer Applications in Engineering Education, 2021, 29, 1223-1233.	3.4	0
6	The Effects of Cognitive Load on Engagement in a Virtual Reality Learning Environment. , 2021, , .		12
7	MeteorologyAR: A Mobile AR App to Increase Student Engagement and Promote Active Learning in a Large Lecture Class. , 2020, , .		2
8	Towards an Immersive Guided Virtual Reality Microfabrication Laboratory Training System. , 2020, , .		4
9	Virtual reality simulation‐based learning of teaching with alternative perspectives taking. British Journal of Educational Technology, 2020, 51, 2544-2557.	6.3	20
10	Developing real life problem-solving skills through situational design: a pilot study. Educational Technology Research and Development, 2019, 67, 1529-1545.	2.8	12
11	Press Play! How Immersive Environments Support Problem-Solving Skills and Productive Failure. Advances in Game-based Learning, 2019, , 121-139.	0.3	1
12	Teaching training in a mixed-reality integrated learning environment. Computers in Human Behavior, 2016, 62, 212-220.	8.5	104
13	Designing a Virtual-Reality-Based, Gamelike Math Learning Environment. American Journal of Distance Education, 2016, 30, 27-38.	1.5	29
14	Experience of Adult Facilitators in a Virtual-Reality-Based Social Interaction Program for Children With Autism. Journal of Special Education, 2015, 48, 290-300.	1.7	11
15	From psychomotor to 'motorpsycho': learning through gestures with body sensory technologies. Educational Technology Research and Development, 2014, 62, 711-741.	2.8	23
16	Analysis of quadratic R-D model in H.264/AVC video coding. , 2010, , .		9
17	Exploring pre-service teachers' technology-integration belief and scientific inquiry in a teacher-development course. International Journal of Technology and Design Education, 0, , 1.	2.6	2
18	Learning Number Conversions Through Embodied Interactions. Technology, Knowledge and Learning, 0, , 1.	4.9	1