Jie Chi Yang

List of Publications by Year
in descending order

38 papers	**1,504** citations

430874

18 h-index

345221

36 g-index

38 all docs	**38** docs citations

38 times ranked

1059 citing authors

#	ARTICLE	IF	CITATIONS
1	Affordances of mobile technologies for experiential learning: the interplay of technology and pedagogical practices. Journal of Computer Assisted Learning, 2007, 23, 326-337.	5.1	171
2	A scoping review of research on digital game-based language learning. Computers and Education, 2018, 126, 89-104.	8.3	154
3	Integrating video-capture virtual reality technology into a physically interactive learning environment for English learning. Computers and Education, 2010, 55, 1346-1356.	8.3	150
4	Wireless and mobile technologies to enhance teaching and learning. Journal of Computer Assisted Learning, 2003, 19, 371-382.	5.1	144
5	Effects of online presence on learning performance in a blog-based online course. Internet and Higher Education, 2016, 30, 11-20.	6.5	90
6	Effects of gender differences and spatial abilities within a digital pentominoes game. Computers and Education, 2010, 55, 1220-1233.	8.3	74
7	Robust and efficient multiclass SVM models for phrase pattern recognition. Pattern Recognition, 2008, 41, 2874-2889.	8.1	73
8	A few design perspectives on one-on-one digital classroom environment. Journal of Computer Assisted Learning, 2005, 21, 181-189.	5.1	64
9	A support vector machine-based context-ranking model for question answering. Information Sciences, 2013, 224, 77-87.	6.9	55
10	Effects of anxiety levels on learning performance and gaming performance in digital game-based learning. Journal of Computer Assisted Learning, 2018, 34, 324-334.	5.1	55
11	Free from demotivation in EFL writing: the use of online flipped writing instruction. Computer Assisted Language Learning, 2020, 33, 353-387.	7.1	50
12	Testing learner reliance on caption supports in second language listening comprehension multimedia environments. ReCALL, 2013, 25, 199-214.	5.2	43
13	Development and evaluation of multiple competitive activities in a synchronous quiz game system. Innovations in Education and Teaching International, 2003, 40, 16-26.	2.5	41
14	Captions and reduced forms instruction: The impact on EFL students' listening comprehension. ReCALL, 2014, 26, 44-61.	5.2	40
15	Effects of the Badge Mechanism on Self-Efficacy and Learning Performance in a Game-Based English Learning Environment. Journal of Educational Computing Research, 2016, 54, 371-394.	5.5	39
16	Effects of locus of control on behavioral intention and learning performance of energy knowledge in game-based learning. Environmental Education Research, 2017, 23, 886-899.	2.9	39
17	Individual differences in an English learning achievement system: gaming flow experience, gender differences and learning motivation. Technology, Pedagogy and Education, 2018, 27, 351-366.	5.4	37
18	The effects of interaction types on learning outcomes in a blog-based interactive learning environment. Interactive Learning Environments, 2022, 30, 293-306.	6.4	30

#	Article	IF	Citations
19	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. Nurse Education Today, 2022, 109, 105256.	3.3	24
20	Learner perceptions of reliance on captions in EFL multimedia listening comprehension. Computer Assisted Language Learning, 2014, 27, 545-559.	7.1	17
21	An investigation of game behavior in the context of digital game-based learning: An individual difference perspective. Computers in Human Behavior, 2020, 112, 106432.	8.5	17
22	Error Analysis in Japanese Writing and Its Implementation in a Computer Assisted Language Learning System on the World Wide Web. CALICO Journal, 2013, 15, 47-66.	0.9	16
23	EduXs: multilayer educational services platforms. Computers and Education, 2003, 41, 1-18.	8.3	14
24	Effects of performance goal orientations on learning performance and <scp>in‐game</scp> performance in digital <scp>game‐based</scp> learning. Journal of Computer Assisted Learning, 2022, 38, 422-439.	5.1	9
25	Flipping the flipped class: using online collaboration to enhance EFL students' oral learning skills. International Journal of Educational Technology in Higher Education, 2022, 19, .	7.6	9
26	Effects of Children's Trait Emotional Intelligence on Digital Game-Based Learning. International Journal of Human-Computer Interaction, 2019, 35, 374-383.	4.8	8
27	An investigation of the approaches for integrating learning materials and digital games: a prior ability perspective. Universal Access in the Information Society, 2021, 20, 57-68.	3.0	7
28	Concept mapping in computer-supported learning environments: a bibliometric analysis. Interactive Learning Environments, 2023, 31, 6678-6695.	6.4	7
29	A Discourse Structure Analysis of Technical Japanese Texts and Its Implementation on the WWW. Computer Assisted Language Learning, 2000, 13, 119-141.	7.1	6
30	Investigation of learners' perceptions for video summarization and recommendation. Interactive Learning Environments, 2012, 20, 369-385.	6.4	5
31	A weighted string pattern matching-based passage ranking algorithm for video question answering. Expert Systems With Applications, 2008, 34, 2588-2600.	7.6	4
32	A mobile game‐based app to facilitate learners' motivation and achievement in learning Chinese reading activities: An individual differences perspective. Journal of Computer Assisted Learning, 2022, 38, 1448-1464.	5.1	4
33	Factors influencing the acquisition of English skills in an English learning environment using Rain Classroom. Interactive Learning Environments, 2024, 32, 1-19.	6.4	3
34	A mobile learning environment for supporting inquiry-based experimental activities in elementary school. International Journal of Mobile Learning and Organisation, 2012, 6, 8.	0.3	2
35	Investigation of the Generational Differences of Two Types of Blog Writers. International Journal of Distance Education Technologies, 2019, 17, 54-70.	2.9	2
36	Categorizing learning analytics models according to their goals and identifying their relevant components: A review of the learning analytics literature from 2011 to 2019. Computers and Education Artificial Intelligence, 2021, 2, 100034.	10.8	1

#	Article	IF	Citations
37	How Game Experiences Affect Game Behavioral Patterns in a MMORPG-based Learning Environment?. , 2014, , .		0
38	Effects of Flipped Reading–Writing Constructivist Instruction on EFL Learners' Writing Performance and Intercultural Sensitivity. Asia-Pacific Education Researcher, 0, , 1.	3.7	0