

# Jie Chi Yang

## List of Publications by Year in descending order

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Version: 2024-02-01

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	Factors influencing the acquisition of English skills in an English learning environment using Rain Classroom. <i>Interactive Learning Environments</i> , 2024, 32, 1-19.	6.4	3
2	Concept mapping in computer-supported learning environments: a bibliometric analysis. <i>Interactive Learning Environments</i> , 2023, 31, 6678-6695.	6.4	7
3	The effects of interaction types on learning outcomes in a blog-based interactive learning environment. <i>Interactive Learning Environments</i> , 2022, 30, 293-306.	6.4	30
4	Effects of performance goal orientations on learning performance and <sc>inâ€game</sc> performance in digital <sc>gameâ€based</sc> learning. <i>Journal of Computer Assisted Learning</i> , 2022, 38, 422-439.	5.1	9
5	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.	3.3	24
6	Flipping the flipped class: using online collaboration to enhance EFL students' oral learning skills. <i>International Journal of Educational Technology in Higher Education</i> , 2022, 19, .	7.6	9
7	A mobile gameâ€based app to facilitate learners' motivation and achievement in learning Chinese reading activities: An individual differences perspective. <i>Journal of Computer Assisted Learning</i> , 2022, 38, 1448-1464.	5.1	4
8	An investigation of the approaches for integrating learning materials and digital games: a prior ability perspective. <i>Universal Access in the Information Society</i> , 2021, 20, 57-68.	3.0	7
9	Categorizing learning analytics models according to their goals and identifying their relevant components: A review of the learning analytics literature from 2011 to 2019. <i>Computers and Education Artificial Intelligence</i> , 2021, 2, 100034.	10.8	1
10	Free from demotivation in EFL writing: the use of online flipped writing instruction. <i>Computer Assisted Language Learning</i> , 2020, 33, 353-387.	7.1	50
11	An investigation of game behavior in the context of digital game-based learning: An individual difference perspective. <i>Computers in Human Behavior</i> , 2020, 112, 106432.	8.5	17
12	Investigation of the Generational Differences of Two Types of Blog Writers. <i>International Journal of Distance Education Technologies</i> , 2019, 17, 54-70.	2.9	2
13	Effects of Children's Trait Emotional Intelligence on Digital Game-Based Learning. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 374-383.	4.8	8
14	Individual differences in an English learning achievement system: gaming flow experience, gender differences and learning motivation. <i>Technology, Pedagogy and Education</i> , 2018, 27, 351-366.	5.4	37
15	Effects of anxiety levels on learning performance and gaming performance in digital gameâ€based learning. <i>Journal of Computer Assisted Learning</i> , 2018, 34, 324-334.	5.1	55
16	A scoping review of research on digital game-based language learning. <i>Computers and Education</i> , 2018, 126, 89-104.	8.3	154
17	Effects of locus of control on behavioral intention and learning performance of energy knowledge in game-based learning. <i>Environmental Education Research</i> , 2017, 23, 886-899.	2.9	39
18	Effects of online presence on learning performance in a blog-based online course. <i>Internet and Higher Education</i> , 2016, 30, 11-20.	6.5	90

#	ARTICLE	IF	CITATIONS
19	Effects of the Badge Mechanism on Self-Efficacy and Learning Performance in a Game-Based English Learning Environment. <i>Journal of Educational Computing Research</i> , 2016, 54, 371-394.	5.5	39
20	How Game Experiences Affect Game Behavioral Patterns in a MMORPG-based Learning Environment?. , 2014, , .		0
21	Captions and reduced forms instruction: The impact on EFL studentsâ€™ listening comprehension. <i>ReCALL</i> , 2014, 26, 44-61.	5.2	40
22	Learner perceptions of reliance on captions in EFL multimedia listening comprehension. <i>Computer Assisted Language Learning</i> , 2014, 27, 545-559.	7.1	17
23	A support vector machine-based context-ranking model for question answering. <i>Information Sciences</i> , 2013, 224, 77-87.	6.9	55
24	Testing learner reliance on caption supports in second language listening comprehension multimedia environments. <i>ReCALL</i> , 2013, 25, 199-214.	5.2	43
25	Error Analysis in Japanese Writing and Its Implementation in a Computer Assisted Language Learning System on the World Wide Web. <i>CALICO Journal</i> , 2013, 15, 47-66.	0.9	16
26	Investigation of learners' perceptions for video summarization and recommendation. <i>Interactive Learning Environments</i> , 2012, 20, 369-385.	6.4	5
27	A mobile learning environment for supporting inquiry-based experimental activities in elementary school. <i>International Journal of Mobile Learning and Organisation</i> , 2012, 6, 8.	0.3	2
28	Effects of gender differences and spatial abilities within a digital pentominoes game. <i>Computers and Education</i> , 2010, 55, 1220-1233.	8.3	74
29	Integrating video-capture virtual reality technology into a physically interactive learning environment for English learning. <i>Computers and Education</i> , 2010, 55, 1346-1356.	8.3	150
30	A weighted string pattern matching-based passage ranking algorithm for video question answering. <i>Expert Systems With Applications</i> , 2008, 34, 2588-2600.	7.6	4
31	Robust and efficient multiclass SVM models for phrase pattern recognition. <i>Pattern Recognition</i> , 2008, 41, 2874-2889.	8.1	73
32	Affordances of mobile technologies for experiential learning: the interplay of technology and pedagogical practices. <i>Journal of Computer Assisted Learning</i> , 2007, 23, 326-337.	5.1	171
33	A few design perspectives on one-on-one digital classroom environment. <i>Journal of Computer Assisted Learning</i> , 2005, 21, 181-189.	5.1	64
34	Wireless and mobile technologies to enhance teaching and learning. <i>Journal of Computer Assisted Learning</i> , 2003, 19, 371-382.	5.1	144
35	Development and evaluation of multiple competitive activities in a synchronous quiz game system. <i>Innovations in Education and Teaching International</i> , 2003, 40, 16-26.	2.5	41
36	EduXs: multilayer educational services platforms. <i>Computers and Education</i> , 2003, 41, 1-18.	8.3	14

#	ARTICLE	IF	CITATIONS
37	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
38	Effects of Flipped Readingâ€™Writing Constructivist Instruction on EFL Learnersâ€™ Writing Performance and Intercultural Sensitivity. Asia-Pacific Education Researcher, 0, , 1.	3.7	0