Yun Wen

List of Publications by Year
in descending order

19 papers	**229** citations	1163117 **8** h-index
20 all docs	**20** docs citations	**20** times ranked

1125743 **13** g-index

159 citing authors

#	Article	IF	Citations
1	Augmented reality enhanced cognitive engagement: designing classroom-based collaborative learning activities for young language learners. Educational Technology Research and Development, 2021, 69, 843-860.	2.8	53
2	Integrating Various Apps on BYOD (Bring Your Own Device) into Seamless Inquiry-Based Learning to Enhance Primary Students' Science Learning. Journal of Science Education and Technology, 2018, 27, 165-176.	3.9	25
3	Review of Augmented Reality in Education: Situated Learning with Digital and Non-digital Resources. Smart Computing and Intelligence, 2019, , 179-193.	0.5	20
4	Exploring student teachers' social knowledge construction behaviors and collective agency in an online collaborative learning environment. Interactive Learning Environments, 2022, 30, 539-551.	6.4	18
5	Capturing regulatory patterns in online collaborative learning: A network analytic approach. International Journal of Computer-Supported Collaborative Learning, 2021, 16, 37-66.	3.0	18
6	Appropriation of a representational tool in a second-language classroom. International Journal of Computer-Supported Collaborative Learning, 2015, 10, 77-108.	3.0	16
7	An Augmented Paper Game With Socio-Cognitive Support. IEEE Transactions on Learning Technologies, 2020, 13, 259-268.	3.2	13
8	ICT-Supported Home-Based Learning in K-12: a Systematic Review of Research and Implementation. TechTrends, 2021, 65, 371-378.	2.3	11
9	Studying Teacher Cognitive Load in Multi-tabletop Classrooms Using Mobile Eye-tracking. , 2014, , .		10
10	Developing a 'Virtual Go mode' on a mobile app to enhance primary students' vocabulary learning engagement: an exploratory study. Innovation in Language Learning and Teaching, 2023, 17, 354-363.	2.8	8
11	Mechanisms of the Learning Impact of Teacher-Organized Online Schoolwork Sharing Among Primary School Students. Journal of Educational Computing Research, 2020, 58, 978-1002.	5.5	7
12	A Study on Singapore Chinese Language Teachers' Professional Proficiency and Training Needs for Sustainable Development. Journal of Teacher Education for Sustainability, 2017, 19, 69-89.	2.3	7
13	The impact of a professional development model for a mobilized science curriculum: a case study of teacher changes. Research in Science and Technological Education, 2018, 36, 86-110.	2.5	5
14	Exploring the influence of interactive network and collective knowledge construction mode on students' perceived collective agency. Computers and Education, 2021, 171, 104240.	8.3	5
15	Investigating Students' Engagement in Mobile Technology-Supported Science Learning Through Video-Based Classroom Observation. Journal of Science Education and Technology, 2022, 31, 514-527.	3.9	5
16	Single Locus of Control in a Tangible Paper-based Tabletop Application. , 2014, , .		2
17	A Research Map to Leverage Augmented Reality in K12 Science Education. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 204-219.	0.2	1
18	A Systematic Literature Review of Augmented Reality Used in Language Learning. Chinese Language Learning Sciences, 2021, , 171-186.	0.3	1

#	Article	IF	Citations
19	Investigating Pupils' Cognitive Engagement in Augmented Reality-Supported Second Language Learning Classrooms. Lecture Notes in Educational Technology, 2021, , 3-17.	0.8	0