

Yun Wen

List of Publications by Year in descending order

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19
papers

229
citations

1163117

8
h-index

1125743

13
g-index

20
all docs

20
docs citations

20
times ranked

159
citing authors

#	ARTICLE	IF	CITATIONS
1	Developing a "Virtual Go mode"™ on a mobile app to enhance primary students'™ vocabulary learning engagement: an exploratory study. <i>Innovation in Language Learning and Teaching</i> , 2023, 17, 354-363.	2.8	8
2	Exploring student teachers'™ social knowledge construction behaviors and collective agency in an online collaborative learning environment. <i>Interactive Learning Environments</i> , 2022, 30, 539-551.	6.4	18
3	Investigating Students'™ Engagement in Mobile Technology-Supported Science Learning Through Video-Based Classroom Observation. <i>Journal of Science Education and Technology</i> , 2022, 31, 514-527.	3.9	5
4	Augmented reality enhanced cognitive engagement: designing classroom-based collaborative learning activities for young language learners. <i>Educational Technology Research and Development</i> , 2021, 69, 843-860.	2.8	53
5	Investigating Pupils'™ Cognitive Engagement in Augmented Reality-Supported Second Language Learning Classrooms. <i>Lecture Notes in Educational Technology</i> , 2021, , 3-17.	0.8	0
6	A Research Map to Leverage Augmented Reality in K12 Science Education. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021, , 204-219.	0.2	1
7	A Systematic Literature Review of Augmented Reality Used in Language Learning. <i>Chinese Language Learning Sciences</i> , 2021, , 171-186.	0.3	1
8	Capturing regulatory patterns in online collaborative learning: A network analytic approach. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2021, 16, 37-66.	3.0	18
9	Exploring the influence of interactive network and collective knowledge construction mode on students'™ perceived collective agency. <i>Computers and Education</i> , 2021, 171, 104240.	8.3	5
10	ICT-Supported Home-Based Learning in K-12: a Systematic Review of Research and Implementation. <i>TechTrends</i> , 2021, 65, 371-378.	2.3	11
11	An Augmented Paper Game With Socio-Cognitive Support. <i>IEEE Transactions on Learning Technologies</i> , 2020, 13, 259-268.	3.2	13
12	Mechanisms of the Learning Impact of Teacher-Organized Online Schoolwork Sharing Among Primary School Students. <i>Journal of Educational Computing Research</i> , 2020, 58, 978-1002.	5.5	7
13	Review of Augmented Reality in Education: Situated Learning with Digital and Non-digital Resources. <i>Smart Computing and Intelligence</i> , 2019, , 179-193.	0.5	20
14	The impact of a professional development model for a mobilized science curriculum: a case study of teacher changes. <i>Research in Science and Technological Education</i> , 2018, 36, 86-110.	2.5	5
15	Integrating Various Apps on BYOD (Bring Your Own Device) into Seamless Inquiry-Based Learning to Enhance Primary Students'™ Science Learning. <i>Journal of Science Education and Technology</i> , 2018, 27, 165-176.	3.9	25
16	A Study on Singapore Chinese Language Teachers'™ Professional Proficiency and Training Needs for Sustainable Development. <i>Journal of Teacher Education for Sustainability</i> , 2017, 19, 69-89.	2.3	7
17	Appropriation of a representational tool in a second-language classroom. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2015, 10, 77-108.	3.0	16
18	Single Locus of Control in a Tangible Paper-based Tabletop Application. , 2014, , .		2

#	ARTICLE	IF	CITATIONS
19	Studying Teacher Cognitive Load in Multi-tabletop Classrooms Using Mobile Eye-tracking. , 2014, , .		10