

Yu-Hui Ching

List of Publications by Year in descending order

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32
papers

856
citations

566801

15
h-index

525886

27
g-index

32
all docs

32
docs citations

32
times ranked

602
citing authors

#	ARTICLE	IF	CITATIONS
1	Enhancing STEM Majors's™ College Trigonometry Learning through Collaborative Mobile Apps Coding. TechTrends, 2021, 65, 26-37.	1.4	2
2	Accessibility in Online Courses: a Review of National and Statewide Evaluation Instruments. TechTrends, 2021, 65, 731-742.	1.4	6
3	Guidelines for Designing Online Courses for Mobile Devices. TechTrends, 2020, 64, 413-422.	1.4	11
4	Using a Multifaceted Robotics-Based Intervention to Increase Student Interest in STEM Subjects and Careers. Journal for STEM Education Research, 2020, 3, 295-316.	0.5	9
5	Faculty Perceptions of Online Teaching at a Mid-Sized Liberal Arts University. Online Learning Journal, 2020, 24, .	1.1	7
6	Computational Thinking Educational Policy Initiatives (CTEPI) Across the Globe. TechTrends, 2019, 63, 260-270.	1.4	28
7	Elementary School Student Development of STEM Attitudes and Perceived Learning in a STEM Integrated Robotics Curriculum. TechTrends, 2019, 63, 590-601.	1.4	50
8	Online Course Design. International Review of Research in Open and Distance Learning, 2019, 20, .	1.0	13
9	Makerspaces in Diverse Places: A Comparative Analysis of Distinctive National Discourses Surrounding the Maker Movement and Education in Four Countries. TechTrends, 2019, 63, 397-407.	1.4	19
10	An online course design checklist: development and users's™ perceptions. Journal of Computing in Higher Education, 2019, 31, 156-172.	3.9	20
11	Revisiting Second Graders's™ Robotics with an Understand/Use-Modify-Create (U&sup>&sup>MC) Strategy. European Journal of STEM Education, 2019, 4, .	0.7	16
12	Developing Computational Thinking with Educational Technologies for Young Learners. TechTrends, 2018, 62, 563-573.	1.4	94
13	Online Course Design in Higher Education: A Review of National and Statewide Evaluation Instruments. TechTrends, 2018, 62, 46-57.	1.4	52
14	Online Course Design and Development among College and University Instructors: An Analysis using Grounded Theory. Online Learning Journal, 2018, 22, .	1.1	25
15	Learning through Making and Maker Education. TechTrends, 2017, 61, 589-594.	1.4	101
16	Interactive Storytelling: Opportunities for Online Course Design. TechTrends, 2017, 61, 179-186.	1.4	15
17	Learners's™ Interpersonal Beliefs and Generated Feedback in an Online Role-Playing Peer- Feedback Activity: An Exploratory Study. International Review of Research in Open and Distance Learning, 2016, 17, .	1.0	12
18	A review of models and frameworks for designing mobile learning experiences and environments. Canadian Journal of Learning and Technology, 2015, 41, .	0.4	23

#	ARTICLE	IF	CITATIONS
19	Exploring the impact of role-playing on peer feedback in an online case-based learning activity. <i>International Review of Research in Open and Distance Learning</i> , 2014, 15, .	1.0	11
20	Research priorities in mobile learning: An international Delphi study / Les priorit�s de recherche en mati�re d'apprentissage mobile: Une �tude de Delphes internationale. <i>Canadian Journal of Learning and Technology</i> , 2014, 40, .	0.4	5
21	Web 2.0 Applications and Practices for Learning Through Collaboration. , 2014, , 747-758.		34
22	Mobile computer�supported collaborative learning: A review of experimental research. <i>British Journal of Educational Technology</i> , 2013, 44, E111.	3.9	55
23	Trends of educational technology research: more than a decade of international research in six SSCI-indexed refereed journals. <i>Educational Technology Research and Development</i> , 2013, 61, 685-705.	2.0	66
24	Peer feedback to facilitate project-based learning in an online environment. <i>International Review of Research in Open and Distance Learning</i> , 2013, 14, .	1.0	30
25	Mobile app design for teaching and learning: Educators� experiences in an online graduate course. <i>International Review of Research in Open and Distance Learning</i> , 2013, 14, .	1.0	48
26	Mobile microblogging: Using Twitter and mobile devices in an online course to promote learning in authentic contexts. <i>International Review of Research in Open and Distance Learning</i> , 2012, 13, 211.	1.0	51
27	The Impact of an E-Portfolio Program in a Music Education Curriculum. <i>Journal of Music Teacher Education</i> , 2011, 21, 65-77.	0.4	7
28	Design-grounded assessment: A framework and a case study of Web 2.0 practices in higher education. <i>Australasian Journal of Educational Technology</i> , 2011, 27, .	2.0	20
29	Web 2.0 Technologies as Cognitive Tools of the New Media Age. , 2009, , 353-371.		8
30	Effects of Animation on Multi-Level Learning Outcomes for Learners with Different Characteristics: A Meta-Analytic Assessment and Interpretation. <i>Journal of Visual Literacy</i> , 2006, 26, 15-40.	0.2	7
31	Effectiveness of Various Enhancement Strategies to Complement Animated Instruction: A Meta-Analytic Assessment. <i>Journal of Educational Technology Systems</i> , 2006, 35, 215-237.	3.6	2
32	Enhancing Graduate Students� Reflection in E-portfolios Using the TPACK Framework. <i>Australasian Journal of Educational Technology</i> , 0, , .	2.0	9