Yu-Hui Ching

List of Publications by Year
in descending order

32 papers	856 citations	567281 15 h-index	526287 27 g-index
32 all docs	32 docs citations	32 times ranked	602 citing authors

#	Article	IF	Citations
1	Enhancing STEM Majors' College Trigonometry Learning through Collaborative Mobile Apps Coding. TechTrends, 2021, 65, 26-37.	2.3	2
2	Accessibility in Online Courses: a Review of National and Statewide Evaluation Instruments. TechTrends, 2021, 65, 731-742.	2.3	6
3	Guidelines for Designing Online Courses for Mobile Devices. TechTrends, 2020, 64, 413-422.	2.3	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.	1.5	9
5	Faculty Perceptions of Online Teaching at a Mid-Sized Liberal Arts University. Online Learning Journal, 2020, 24, .	1.8	7
6	Computational Thinking Educational Policy Initiatives (CTEPI) Across the Globe. TechTrends, 2019, 63, 260-270.	2.3	28
7	Elementary School Student Development of STEM Attitudes and Perceived Learning in a STEM Integrated Robotics Curriculum. TechTrends, 2019, 63, 590-601.	2.3	50
8	Online Course Design. International Review of Research in Open and Distance Learning, 2019, 20, .	1.8	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.	2.3	19
10	An online course design checklist: development and users' perceptions. Journal of Computing in Higher Education, 2019, 31, 156-172.	6.1	20
11	Revisiting Second Graders' Robotics with an Understand/Use-Modify-Create (U$^{$2$}$MC) Strategy. European Journal of STEM Education, 2019, 4, .	1.5	16
12	Developing Computational Thinking with Educational Technologies for Young Learners. TechTrends, 2018, 62, 563-573.	2.3	94
13	Online Course Design in Higher Education: A Review of National and Statewide Evaluation Instruments. TechTrends, 2018, 62, 46-57.	2.3	52
14	Online Course Design and Development among College and University Instructors: An Analysis using Grounded Theory. Online Learning Journal, 2018, 22, .	1.8	25
15	Learning through Making and Maker Education. TechTrends, 2017, 61, 589-594.	2.3	101
16	Interactive Storytelling: Opportunities for Online Course Design. TechTrends, 2017, 61, 179-186.	2.3	15
17	Learners' 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, .	1.8	12
18	A review of models and frameworks for designing mobile learning experiences and environments. Canadian Journal of Learning and Technology, 2015, 41, .	0.6	23

#	Article	IF	Citations
19	Exploring the impact of role-playing on peer feedback in an online case-based learning activity. International Review of Research in Open and Distance Learning, 2014, 15, .	1.8	11
20	Research priorities in mobile learning: An international Delphi study / Les priorités de recherche en matière d'apprentissage mobile: Une étude de Delphes internationale. Canadian Journal of Learning and Technology, 2014, 40, .	0.6	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. British Journal of Educational Technology, 2013, 44, E111.	6.3	55
23	Trends of educational technology research: more than a decade of international research in six SSCI-indexed refereed journals. Educational Technology Research and Development, 2013, 61, 685-705.	2.8	66
24	Peer feedback to facilitate project-based learning in an online environment. International Review of Research in Open and Distance Learning, 2013, 14, .	1.8	30
25	Mobile app design for teaching and learning: Educators' experiences in an online graduate course. International Review of Research in Open and Distance Learning, 2013, 14, .	1.8	48
26	Mobile microblogging: Using Twitter and mobile devices in an online course to promote learning in authentic contexts. International Review of Research in Open and Distance Learning, 2012, 13, 211.	1.8	51
27	The Impact of an E-Portfolio Program in a Music Education Curriculum. Journal of Music Teacher Education, 2011, 21, 65-77.	0.8	7
28	Design-grounded assessment: A framework and a case study of Web 2.0 practices in higher education. Australasian Journal of Educational Technology, 2011, 27, .	3.5	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. Journal of Visual Literacy, 2006, 26, 15-40.	0.6	7
31	Effectiveness of Various Enhancement Strategies to Complement Animated Instruction: A Meta-Analytic Assessment. Journal of Educational Technology Systems, 2006, 35, 215-237.	5.8	2
32	Enhancing Graduate Students' Reflection in E-portfolios Using the TPACK Framework. Australasian Journal of Educational Technology, 0, , .	3.5	9