

Chia-Wen Tsai

List of Publications by Year in descending order

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Version: 2024-02-01

91
papers

1,158
citations

394421

19
h-index

501196

28
g-index

95
all docs

95
docs citations

95
times ranked

645
citing authors

#	ARTICLE	IF	CITATIONS
1	Applying web-enabled self-regulated learning and problem-based learning with initiation to involve low-achieving students in learning. <i>Computers in Human Behavior</i> , 2009, 25, 1189-1194.	8.5	67
2	Developing an appropriate design of blended learning with web-enabled self-regulated learning to enhance students' learning and thoughts regarding online learning. <i>Behaviour and Information Technology</i> , 2011, 30, 261-271.	4.0	59
3	Do students need teacher's initiation in online collaborative learning?. <i>Computers and Education</i> , 2010, 54, 1137-1144.	8.3	53
4	The impact of an online project-based learning environment with group awareness support on students with different self-regulation levels: An extended-period experiment. <i>Computers and Education</i> , 2016, 99, 28-38.	8.3	45
5	Enhancing Computing Skills of Low-Achieving Students via E-Learning: A Design Experiment of Web-Based, Problem-Based Learning and Self-Regulated Learning. <i>Cyberpsychology, Behavior and Social Networking</i> , 2008, 11, 431-436.	2.2	38
6	Research trends in self-regulated learning research in online learning environments: A review of studies published in selected journals from 2003 to 2012. <i>British Journal of Educational Technology</i> , 2013, 44, E107.	6.3	38
7	The Effects of Problem-Based Learning with Flipped Classroom on Elementary Students' Computing Skills. <i>International Journal of Information and Communication Technology Education</i> , 2015, 11, 32-40.	1.0	38
8	In situ synthesis of twin monodispersed alginate microparticles. <i>Soft Matter</i> , 2011, 7, 6713.	2.7	37
9	Enhance low-achieving students' learning involvement in Taiwan's higher education: an approach via e-learning with problem-based learning and self-regulated learning. <i>Teaching in Higher Education</i> , 2010, 15, 553-565.	2.6	36
10	An effective online teaching method: the combination of collaborative learning with initiation and self-regulation learning with feedback. <i>Behaviour and Information Technology</i> , 2013, 32, 712-723.	4.0	36
11	Achieving Effective Learning Effects in the Blended Course: A Combined Approach of Online Self-Regulated Learning and Collaborative Learning with Initiation. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011, 14, 505-510.	3.9	33
12	How to solve students' problems in a flipped classroom: a quasi-experimental approach. <i>Universal Access in the Information Society</i> , 2017, 16, 225-233.	3.0	28
13	Impact of peer influence and government support for successful adoption of technology for vocational education: A quantitative study using PLS-SEM technique. <i>Quality and Quantity</i> , 2021, 55, 2041-2064.	3.7	27
14	Research trends in problem-based learning (PBL) research in e-learning and online education environments: A review of publications in SSCI-indexed journals from 2004 to 2012. <i>British Journal of Educational Technology</i> , 2013, 44, E185.	6.3	26
15	Enhancing Skills of Application Software via Web-Enabled Problem-Based Learning and Self-Regulated Learning. <i>International Journal of Distance Education Technologies</i> , 2008, 6, 69-84.	2.9	25
16	Applying blended learning with web-mediated self-regulated learning to enhance vocational students' computing skills and attention to learn. <i>Interactive Learning Environments</i> , 2011, 19, 193-209.	6.4	24
17	Developing long-term computing skills among low-achieving students via web-enabled problem-based learning and self-regulated learning. <i>Innovations in Education and Teaching International</i> , 2013, 50, 121-132.	2.5	23
18	Investigating the effects of web-mediated design thinking and co-regulated learning on developing students' computing skills in a blended course. <i>Universal Access in the Information Society</i> , 2015, 14, 295-305.	3.0	22

#	ARTICLE	IF	CITATIONS
19	The Effects of Feedback in the Implementation of Web-Mediated Self-Regulated Learning. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 153-158.	3.9	21
20	A quasi-experimental study of a blended course integrated with refined web-mediated pedagogy of collaborative learning and self-regulated learning. <i>Interactive Learning Environments</i> , 2014, 22, 737-751.	6.4	20
21	Applying web-based co-regulated learning to develop students' learning and involvement in a blended computing course. <i>Interactive Learning Environments</i> , 2015, 23, 344-355.	6.4	19
22	Applying online externally-facilitated regulated learning and computational thinking to improve students' learning. <i>Universal Access in the Information Society</i> , 2018, 17, 811-820.	3.0	18
23	How Much Can Computers and Internet Help?. <i>International Journal of Technology and Human Interaction</i> , 2011, 7, 67-81.	0.4	17
24	The Application of Augmented Reality in Online Education. <i>International Journal of Information and Communication Technology Education</i> , 2014, 10, 75-80.	1.0	16
25	Exploring the Effects of Student-Centered Project-Based Learning with Initiation on Students' Computing Skills. <i>International Journal of Information and Communication Technology Education</i> , 2015, 11, 27-43.	1.0	16
26	Peer assessment with group awareness tools and effects on project-based learning. <i>Interactive Learning Environments</i> , 2021, 29, 583-599.	6.4	16
27	Exploring the effects of online team-based learning and co-regulated learning on students' development of computing skills. <i>Interactive Learning Environments</i> , 2016, 24, 665-680.	6.4	15
28	Do socio-cultural differences matter? A study of the learning effects and satisfaction with physical activity from digital learning assimilated into a university dance course. <i>Computers and Education</i> , 2021, 165, 104150.	8.3	15
29	The Application of Mobile Technology in E-Learning and Online Education Environments. <i>International Journal of Enterprise Information Systems</i> , 2013, 9, 85-98.	1.0	15
30	Enhance Students' Computing Skills via Web-Mediated Self-Regulated Learning with Feedback in Blended Environment. <i>International Journal of Technology and Human Interaction</i> , 2010, 6, 15-32.	0.4	14
31	Facilitating Students to Earn Computing Certificates via Blended Learning in Online Problem-Solving Environment. <i>International Journal of Information and Communication Technology Education</i> , 2010, 6, 11-23.	1.0	14
32	Exploring the effects of web-mediated computational thinking on developing students' computing skills in a ubiquitous learning environment. <i>Interactive Learning Environments</i> , 2017, 25, 762-777.	6.4	14
33	The Application of Web and Educational Technologies in Supporting Web-Enabled Self-Regulated Learning in Different Computing Course Orientations. <i>International Journal of Information and Communication Technology Education</i> , 2011, 7, 70-79.	1.0	13
34	Developing an Appropriate Design for E-Learning with Web-Mediated Teaching Methods to Enhance Low-Achieving Students' Computing Skills. <i>International Journal of Distance Education Technologies</i> , 2012, 10, 1-30.	2.9	13
35	Meeting ex-partners on Facebook: users' anxiety and severity of depression. <i>Behaviour and Information Technology</i> , 2015, 34, 668-677.	4.0	12
36	Designing Appropriate Blended Courses: A Students' Perspective. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 563-566.	3.9	11

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37	Applying online competency-based learning and design-based learning to enhance the development of studentsâ€™ skills in using PowerPoint and Word, self-directed learning readiness, and experience of online learning. <i>Universal Access in the Information Society</i> , 2020, 19, 283-294.	3.0	10
38	Exploring the effects of web-mediated activity-based learning and meaningful learning on improving studentsâ€™ learning effects, learning engagement, and academic motivation. <i>Universal Access in the Information Society</i> , 2020, 19, 783-798.	3.0	10
39	Applying Online Content-Based Knowledge Awareness and Team Learning to Develop Studentsâ€™ Programming Skills, Reduce their Anxiety, and Regulate Cognitive Load in a Cloud Classroom. <i>Universal Access in the Information Society</i> , 2022, 21, 557-572.	3.0	10
40	How to Involve Students in an Online Course. <i>International Journal of Distance Education Technologies</i> , 2013, 11, 47-57.	2.9	9
41	Research trends in meaningful learning research on e-learning and online education environments: A review of studies published in <scp>SSCI</scp>â€ indexed journals from 2003 to 2012. <i>British Journal of Educational Technology</i> , 2013, 44, E179.	6.3	9
42	Optimal Selection of Business Managers for Integrated Marketing Communications Companies Using AHP and GRA. <i>International Journal of Customer Relationship Marketing and Management</i> , 2016, 7, 16-29.	0.4	9
43	Investigating the effects of ubiquitous self-organized learning and learners-as-designers to improve studentsâ€™ learning performance, academic motivation, and engagement in a cloud course. <i>Universal Access in the Information Society</i> , 2020, 19, 1-16.	3.0	9
44	Exploring the Effects of Blended Learning, Flipped Learning, and Online Remedial Teaching on Improving Students' Learning Performance and Motivation. <i>International Journal of Technology and Human Interaction</i> , 2021, 17, 98-114.	0.4	9
45	Optimal Selection of Korean Dramas for Commercial TV Stations in Taiwan by Using the AHP. <i>International Journal of E-Adoption</i> , 2013, 5, 14-24.	1.0	9
46	Selecting the Optimal Vendor of Customer Relationship Management System for Medical Tourism Industry Using Delphi and AHP. <i>International Journal of Enterprise Information Systems</i> , 2013, 9, 62-75.	1.0	8
47	The Application of Social Networking Sites (SNSs) in e-Learning and Online Education Environments. <i>International Journal of Web-Based Learning and Teaching Technologies</i> , 2013, 8, 18-23.	0.9	8
48	The effect of online co-regulated learning in the implementation of team-based learning on improving studentsâ€™ involvement. <i>Higher Education Research and Development</i> , 2015, 34, 1270-1280.	2.9	8
49	Applications of social networking for universal access in online learning environments. <i>Universal Access in the Information Society</i> , 2017, 16, 269-272.	3.0	8
50	Exploring the effects of web-mediated socially-shared regulation of learning and experience-based learning on improving studentsâ€™ learning. <i>Interactive Learning Environments</i> , 2018, 26, 815-826.	6.4	8
51	Involving Students in a Blended Course via Teacher's Initiation in Web-Enhanced Collaborative Learning. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 577-580.	3.9	7
52	Who Likes to Meet Blind Dating on the Internet?. <i>International Journal of E-Adoption</i> , 2013, 5, 1-16.	1.0	7
53	Applying the AHP Model to Explore Key Success Factors for High-Tech Startups Entering International Markets. <i>International Journal of E-Adoption</i> , 2019, 11, 45-63.	1.0	6
54	Exploring the Effects of Web-Mediated Game-Based Learning and Self-Regulated Learning on Studentsâ€™ Learning. <i>International Journal of Information and Communication Technology Education</i> , 2013, 9, 39-51.	1.0	5

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55	Influence of Opinion Leaders on Purchase Intention Using Social Network Analysis. <i>International Journal of Information Communication Technologies and Human Development</i> , 2018, 10, 1-16.	0.3	5
56	Do Open Educational Resources and Cloud Classroom Really Improve Students' Learning?. <i>International Journal of Information and Communication Technology Education</i> , 2014, 10, 89-96.	1.0	5
57	An Online Learning Community Integrated with Web-Enhanced Collaborative Learning and Self-Regulated Learning. <i>International Journal of Information and Communication Technology Education</i> , 2011, 7, 1-10.	1.0	4
58	Investigation of Student Learning Assistance through Online Academic Help-Seeking and a Mobile Application. <i>International Journal of E-Adoption</i> , 2015, 7, 1-16.	1.0	4
59	Research Papers in Online Learning Performance and Behaviour. <i>International Review of Research in Open and Distance Learning</i> , 2016, 17, .	1.8	4
60	The use of mobile technology and ubiquitous computing for universal access in online education. <i>Universal Access in the Information Society</i> , 2016, 15, 313-314.	3.0	4
61	Improving Undergraduates' Experience of Online Learning and Involvement. <i>International Journal of Enterprise Information Systems</i> , 2013, 9, 100-112.	1.0	3
62	Effects of Web-based Cognitive Apprenticeship and Time Management on the Development of Computing Skills in Cloud Classroom. <i>International Journal of Information and Communication Technology Education</i> , 2016, 12, 1-12.	1.0	3
63	Influences of Online Negative Word of Mouth on Purchase Intention. <i>International Journal of E-Adoption</i> , 2019, 11, 1-11.	1.0	3
64	The applications of augmented reality for universal access in online education. <i>Universal Access in the Information Society</i> , 2019, 18, 217-219.	3.0	3
65	A comparison of computer-based and game-based formative assessments: a long-term experiment. <i>Interactive Learning Environments</i> , 2023, 31, 938-954.	6.4	3
66	Developing and Implementing a Model for Selecting Videos for City Marketing. <i>International Journal of Customer Relationship Marketing and Management</i> , 2012, 3, 50-64.	0.4	3
67	Improving Students' Computing Skills and Attitudes toward Learning via Web-Mediated Self-Regulated Learning with Feedback in an Online Problem-Solving Environment. <i>International Journal of E-Adoption</i> , 2011, 3, 37-53.	1.0	3
68	Developing a Hierarchy Model for Selection of Social Media Manager. <i>International Journal of E-Adoption</i> , 2015, 7, 17-31.	1.0	3
69	Applying Open Course Ware to Improve Non-Information Majors' Computer Skills and Self-Directed Learning. <i>International Journal of Open Source Software and Processes</i> , 2012, 4, 1-15.	0.6	2
70	The Relationship between Information Technology Governance and Information Technology Performance in Taiwanese Financial Enterprises. <i>International Journal of Innovation in the Digital Economy</i> , 2014, 5, 17-31.	0.4	2
71	Optimizing the Host of a Travel Program for Commercial TV Stations by Using the AHP and Sensitivity Analysis. <i>International Journal of Decision Support System Technology</i> , 2014, 6, 30-42.	0.7	2
72	Evaluating Mobile Application Development Firms. <i>International Journal of E-Adoption</i> , 2014, 6, 53-66.	1.0	2

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73	An Investigation of the Application of New Media and Its Impact on Taiwan Health Communication. International Journal of Strategic Information Technology and Applications, 2015, 6, 1-14.	0.6	2
74	The Effects of Risk Preferences on Consumer Purchasing Counterfeit Goods Online. International Journal of Customer Relationship Marketing and Management, 2016, 7, 50-63.	0.4	2
75	The Influence of Perceived Risk, Shopping Value and Opinion Leader to Explore Online Consumer Purchase Intention. International Journal of E-Adoption, 2017, 9, 31-58.	1.0	2
76	Applying web-based co-regulated learning to develop students' learning and involvement in a blended computing course. , 0, .		1
77	Factors Influencing Consumer Adoption for Network Fellowship Auction in Taiwan. International Journal of E-Adoption, 2016, 8, 50-62.	1.0	1
78	From Entrepreneur to Big Player. International Journal of Strategic Information Technology and Applications, 2013, 4, 21-34.	0.6	1
79	Do Open Educational Resources and Cloud Classroom Really Improve Students' Learning?. , 2015, , 2126-2134.		1
80	Developing and Implementing a Selection Model of Brand TV Commercial Script for a Real Estate Agency. International Journal of Customer Relationship Marketing and Management, 2015, 6, 48-69.	0.4	1
81	Applying web-mediated co-curricular learning and phenomenon-based learning to improve students' programming skills and self-efficacy in an online programming course. Universal Access in the Information Society, 0, , 1.	3.0	1
82	Impact of Premium and Price Cuts on Consumer Purchase Intention. International Journal of Technology and Human Interaction, 2022, 18, 0-0.	0.4	1
83	Visual Marketing. International Journal of E-Adoption, 2022, 14, 1-13.	1.0	1
84	An Outsourcing Decision Model Based on AHP and Sensitive Analysis for Distribution Marketing Companies. International Journal of Customer Relationship Marketing and Management, 2014, 5, 38-51.	0.4	0
85	How Online Consumer Reviews Influence Purchase Intention in Virtual Communities?. International Journal of Innovation in the Digital Economy, 2014, 5, 40-50.	0.4	0
86	The Effects of Facebook Live-Stream Teaching on Improving Students' Dance Skills. International Journal of Mobile and Blended Learning, 2021, 13, 45-62.	0.8	0
87	Learning Through Sharing and Regulation. International Journal of Web-Based Learning and Teaching Technologies, 2011, 6, 24-34.	0.9	0
88	Improving Students' Computing Skills and Attitudes toward Learning via Web-Mediated Self-Regulated Learning with Feedback in an Online Problem-Solving Environment. , 2013, , 162-179.		0
89	Establishing a Hierarchy Model for Evaluating Integrated Marketing Communications Services of Newspaper Groups in Taiwan. International Journal of Customer Relationship Marketing and Management, 2013, 4, 27-40.	0.4	0
90	Learning Through Sharing and Regulation. , 0, , 151-162.		0

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91	Book Review - Wearable Technology and Mobile Innovations for Next-Generation Education. International Journal of Web-Based Learning and Teaching Technologies, 2022, 17, 0-0.	0.9	0