Chia-Wen Tsai

List of Publications by Year
in descending order

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	A comparison of computer-based and game-based formative assessments: a long-term experiment. Interactive Learning Environments, 2023, 31, 938-954.	6.4	3
2	Applying Online Content-Based Knowledge Awareness and Team Learning to Develop Students' Programming Skills, Reduce their Anxiety, and Regulate Cognitive Load in a Cloud Classroom. Universal Access in the Information Society, 2022, 21, 557-572.	3.0	10
3	Impact of Premium and Price Cuts on Consumer Purchase Intention. International Journal of Technology and Human Interaction, 2022, 18, 0-0.	0.4	1
4	Visual Marketing. International Journal of E-Adoption, 2022, 14, 1-13.	1.0	1
5	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
6	Peer assessment with group awareness tools and effects on project-based learning. Interactive Learning Environments, 2021, 29, 583-599.	6.4	16
7	Impact of peer influence and government support for successful adoption of technology for vocational education: A quantitative study using PLS-SEM technique. Quality and Quantity, 2021, 55, 2041-2064.	3.7	27
8	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. Computers and Education, 2021, 165, 104150.	8.3	15
9	Exploring the Effects of Blended Learning, Flipped Learning, and Online Remedial Teaching on Improving Students' Learning Performance and Motivation. International Journal of Technology and Human Interaction, 2021, 17, 98-114.	0.4	9
10	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
11	Investigating the effects of ubiquitous self-organized learning and learners-as-designers to improve students' learning performance, academic motivation, and engagement in a cloud course. Universal Access in the Information Society, 2020, 19, 1-16.	3.0	9
12	Applying online competency-based learning and design-based learning to enhance the development of students' skills in using PowerPoint and Word, self-directed learning readiness, and experience of online learning. Universal Access in the Information Society, 2020, 19, 283-294.	3.0	10
13	Exploring the effects of web-mediated activity-based learning and meaningful learning on improving students' learning effects, learning engagement, and academic motivation. Universal Access in the Information Society, 2020, 19, 783-798.	3.0	10
14	Applying the AHP Model to Explore Key Success Factors for High-Tech Startups Entering International Markets. International Journal of E-Adoption, 2019, 11, 45-63.	1.0	6
15	Influences of Online Negative Word of Mouth on Purchase Intention. International Journal of E-Adoption, 2019, 11, 1-11.	1.0	3
16	The applications of augmented reality for universal access in online education. Universal Access in the Information Society, 2019, 18, 217-219.	3.0	3
17	Exploring the effects of web-mediated socially-shared regulation of learning and experience-based learning on improving students' learning. Interactive Learning Environments, 2018, 26, 815-826.	6.4	8
18	Applying online externally-facilitated regulated learning and computational thinking to improve students' learning. Universal Access in the Information Society, 2018, 17, 811-820.	3.0	18

#	Article	IF	Citations
19	Influence of Opinion Leaders on Purchase Intention Using Social Network Analysis. International Journal of Information Communication Technologies and Human Development, 2018, 10, 1-16.	0.3	5
20	How to solve students' problems in a flipped classroom: a quasi-experimental approach. Universal Access in the Information Society, 2017, 16, 225-233.	3.0	28
21	Applications of social networking for universal access in online learning environments. Universal Access in the Information Society, 2017, 16, 269-272.	3.0	8
22	Exploring the effects of web-mediated computational thinking on developing students' computing skills in a ubiquitous learning environment. Interactive Learning Environments, 2017, 25, 762-777.	6.4	14
23	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
24	Optimal Selection of Business Managers for Integrated Marketing Communications Companies Using AHP and GRA. International Journal of Customer Relationship Marketing and Management, 2016, 7, 16-29.	0.4	9
25	Research Papers in Online Learning Performance and Behaviour. International Review of Research in Open and Distance Learning, 2016, 17, .	1.8	4
26	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
27	Effects of Web-based Cognitive Apprenticeship and Time Management on the Development of Computing Skills in Cloud Classroom. International Journal of Information and Communication Technology Education, 2016, 12, 1-12.	1.0	3
28	The impact of an online project-based learning environment with group awareness support on students with different self-regulation levels: An extended-period experiment. Computers and Education, 2016, 99, 28-38.	8.3	45
29	The use of mobile technology and ubiquitous computing for universal access in online education. Universal Access in the Information Society, 2016, 15, 313-314.	3.0	4
30	Exploring the effects of online team-based learning and co-regulated learning on students' development of computing skills. Interactive Learning Environments, 2016, 24, 665-680.	6.4	15
31	Factors Influencing Consumer Adoption for Network Fellowship Auction in Taiwan. International Journal of E-Adoption, 2016, 8, 50-62.	1.0	1
32	Exploring the Effects of Student-Centered Project-Based Learning with Initiation on Students' Computing Skills. International Journal of Information and Communication Technology Education, 2015, 11, 27-43.	1.0	16
33	The Effects of Problem-Based Learning with Flipped Classroom on Elementary Students' Computing Skills. International Journal of Information and Communication Technology Education, 2015, 11, 32-40.	1.0	38
34	Investigation of Student Learning Assistance through Online Academic Help-Seeking and a Mobile Application. International Journal of E-Adoption, 2015, 7, 1-16.	1.0	4
35	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
36	Applying web-based co-regulated learning to develop students' learning and involvement in a blended computing course. Interactive Learning Environments, 2015, 23, 344-355.	6.4	19

#	ARTICLE	IF	CITATIONS
37	Meeting ex-partners on Facebook: users' anxiety and severity of depression. Behaviour and Information Technology, 2015, 34, 668-677.	4.0	12
38	Investigating the effects of web-mediated design thinking and co-regulated learning on developing students' computing skills in a blended course. Universal Access in the Information Society, 2015, 14, 295-305.	3.0	22
39	The effect of online co-regulated learning in the implementation of team-based learning on improving students' involvement. Higher Education Research and Development, 2015, 34, 1270-1280.	2.9	8
40	Do Open Educational Resources and Cloud Classroom Really Improve Students' Learning?. , 2015, , 2126-2134.		1
41	Developing a Hierarchy Model for Selection of Social Media Manager. International Journal of E-Adoption, 2015, 7, 17-31.	1.0	3
42	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
43	The Application of Augmented Reality in Online Education. International Journal of Information and Communication Technology Education, 2014, 10, 75-80.	1.0	16
44	The Relationship between Information Technology Governance and Information Technology Performance in Taiwanese Financial Enterprises. International Journal of Innovation in the Digital Economy, 2014, 5, 17-31.	0.4	2
45	Optimizing the Host of a Travel Program for Commercial TV Stations by Using the AHP and Sensitivity Analysis. International Journal of Decision Support System Technology, 2014, 6, 30-42.	0.7	2
46	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
47	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
48	Evaluating Mobile Application Development Firms. International Journal of E-Adoption, 2014, 6, 53-66.	1.0	2
49	A quasi-experimental study of a blended course integrated with refined web-mediated pedagogy of collaborative learning and self-regulated learning. Interactive Learning Environments, 2014, 22, 737-751.	6.4	20
50	Do Open Educational Resources and Cloud Classroom Really Improve Students' Learning?. International Journal of Information and Communication Technology Education, 2014, 10, 89-96.	1.0	5
51	Research trends in problem-based learning (<scp>PBL</scp>) research in e-learning and online education environments: A review of publications in <scp>SSCI</scp>-indexed journals from 2004 to 2012. British Journal of Educational Technology, 2013, 44, E185.	6.3	26
52	How to Involve Students in an Online Course. International Journal of Distance Education Technologies, 2013, 11, 47-57.	2.9	9
53	Research trends in self-regulated learning research in online learning environments: A review of studies published in selected journals from 2003 to 2012. British Journal of Educational Technology, 2013, 44, E107.	6.3	38
54	An effective online teaching method: the combination of collaborative learning with initiation and self-regulation learning with feedback. Behaviour and Information Technology, 2013, 32, 712-723.	4.0	36

#	Article	IF	Citations
55	Research trends in meaningful learning research on e‑learning and online education environments: A review of studies published in <scp>SSCI</scp>‑indexed journals from 2003 to 2012. British Journal of Educational Technology, 2013, 44, E179.	6.3	9
56	Developing long-term computing skills among low-achieving students via web-enabled problem-based learning and self-regulated learning. Innovations in Education and Teaching International, 2013, 50, 121-132.	2.5	23
57	Exploring the Effects of Web-Mediated Game-Based Learning and Self-Regulated Learning on Students' Learning. International Journal of Information and Communication Technology Education, 2013, 9, 39-51.	1.0	5
58	Selecting the Optimal Vendor of Customer Relationship Management System for Medical Tourism Industry Using Delphi and AHP. International Journal of Enterprise Information Systems, 2013, 9, 62-75.	1.0	8
59	Improving Undergraduates' Experience of Online Learning and Involvement. International Journal of Enterprise Information Systems, 2013, 9, 100-112.	1.0	3
60	The Application of Social Networking Sites (SNSs) in e-Learning and Online Education Environments. International Journal of Web-Based Learning and Teaching Technologies, 2013, 8, 18-23.	0.9	8
61	Who Likes to Meet Blind Dating on the Internet?. International Journal of E-Adoption, 2013, 5, 1-16.	1.0	7
62	The Application of Mobile Technology in E-Learning and Online Education Environments. International Journal of Enterprise Information Systems, 2013, 9, 85-98.	1.0	15
63	Optimal Selection of Korean Dramas for Commercial TV Stations in Taiwan by Using the AHP. International Journal of E-Adoption, 2013, 5, 14-24.	1.0	9
64	From Entrepreneur to Big Player. International Journal of Strategic Information Technology and Applications, 2013, 4, 21-34.	0.6	1
65	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
66	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
67	Developing an Appropriate Design for E-Learning with Web-Mediated Teaching Methods to Enhance Low-Achieving Students' Computing Skills. International Journal of Distance Education Technologies, 2012, 10, 1-30.	2.9	13
68	Applying Open Course Ware to Improve Non-Information Majors' Computer Skills and Self-Directed Learning. International Journal of Open Source Software and Processes, 2012, 4, 1-15.	0.6	2
69	Developing and Implementing a Model for Selecting Videos for City Marketing. International Journal of Customer Relationship Marketing and Management, 2012, 3, 50-64.	0.4	3
70	Achieving Effective Learning Effects in the Blended Course: A Combined Approach of Online Self-Regulated Learning and Collaborative Learning with Initiation. Cyberpsychology, Behavior, and Social Networking, 2011, 14, 505-510.	3.9	33
71	Applying blended learning with web-mediated self-regulated learning to enhance vocational students' computing skills and attention to learn. Interactive Learning Environments, 2011, 19, 193-209.	6.4	24
72	In situ synthesis of twin monodispersed alginate microparticles. Soft Matter, 2011, 7, 6713.	2.7	37

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73	An Online Learning Community Integrated with Web-Enhanced Collaborative Learning and Self-Regulated Learning. International Journal of Information and Communication Technology Education, 2011, 7, 1-10.	1.0	4
74	How Much Can Computers and Internet Help?. International Journal of Technology and Human Interaction, 2011, 7, 67-81.	0.4	17
75	The Application of Web and Educational Technologies in Supporting Web-Enabled Self-Regulated Learning in Different Computing Course Orientations. International Journal of Information and Communication Technology Education, 2011, 7, 70-79.	1.0	13
76	Developing an appropriate design of blended learning with web-enabled self-regulated learning to enhance students' learning and thoughts regarding online learning. Behaviour and Information Technology, 2011, 30, 261-271.	4.0	59
77	Improving Students' Computing Skills and Attitudes toward Learning via Web-Mediated Self-Regulated Learning with Feedback in an Online Problem-Solving Environment. International Journal of E-Adoption, 2011, 3, 37-53.	1.0	3
78	Learning Through Sharing and Regulation. International Journal of Web-Based Learning and Teaching Technologies, 2011, 6, 24-34.	0.9	0
79	Enhance Students' Computing Skills via Web-Mediated Self-Regulated Learning with Feedback in Blended Environment. International Journal of Technology and Human Interaction, 2010, 6, 15-32.	0.4	14
80	Facilitating Students to Earn Computing Certificates via Blended Learning in Online Problem-Solving Environment. International Journal of Information and Communication Technology Education, 2010, 6, 11-23.	1.0	14
81	Enhance low-achieving students' learning involvement in Taiwan's higher education: an approach via e-learning with problem-based learning and self-regulated learning. Teaching in Higher Education, 2010, 15, 553-565.	2.6	36
82	Designing Appropriate Blended Courses: A Students' Perspective. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 563-566.	3.9	11
83	Involving Students in a Blended Course via Teacher's Initiation in Web-Enhanced Collaborative Learning. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 577-580.	3.9	7
84	The Effects of Feedback in the Implementation of Web-Mediated Self-Regulated Learning. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 153-158.	3.9	21
85	Do students need teacher's initiation in online collaborative learning?. Computers and Education, 2010, 54, 1137-1144.	8.3	53
86	Applying web-enabled self-regulated learning and problem-based learning with initiation to involve low-achieving students in learning. Computers in Human Behavior, 2009, 25, 1189-1194.	8.5	67
87	Enhancing Computing Skills of Low-Achieving Students via E-Learning: A Design Experiment of Web-Based, Problem-Based Learning and Self-Regulated Learning. Cyberpsychology, Behavior and Social Networking, 2008, 11, 431-436.	2.2	38
88	Enhancing Skills of Application Software via Web-Enabled Problem-Based Learning and Self-Regulated Learning. International Journal of Distance Education Technologies, 2008, 6, 69-84.	2.9	25
89	Applying web-based co-regulated learning to develop students' learning and involvement in a blended computing course. , 0, .		1
90	Learning Through Sharing and Regulation. , 0, , 151-162.		0

#	Article	IF	Citations
91	Applying web-mediated co-curricular learning and phenomenon-based learning to improve studentsâ€™ programming skills and self-efficacy in an online programming course. Universal Access in the Information Society, 0, , 1.	3.0	1