Zehui Zhan

List of Publications by Year
in descending order

40 papers	674 citations	759233 12 h-index	642732 23 g-index
42 all docs	42 docs citations	42 times ranked	541 citing authors

#	Article	IF	Citations
1	Academic self-concept and social presence in face-to-face and online learning: Perceptions and effects on students' learning achievement and satisfaction across environments. Computers and Education, 2013, 69, 131-138.	8.3	131
2	Effects of gender grouping on students' group performance, individual achievements and attitudes in computer-supported collaborative learning. Computers in Human Behavior, 2015, 48, 587-596.	8.5	71
3	Sustainability Education in Massive Open Online Courses: A Content Analysis Approach. Sustainability, 2015, 7, 2274-2300.	3.2	50
4	Effects of an online learning community on active and reflective learners' learning performance and attitudes in a face-to-face undergraduate course. Computers and Education, 2011, 56, 961-968.	8.3	47
5	A problem solving oriented intelligent tutoring system to improve students' acquisition of basic computer skills. Computers and Education, 2015, 81, 102-112.	8.3	44
6	The Sustainable Personality in Entrepreneurship: The Relationship between Big Six Personality, Entrepreneurial Self-Efficacy, and Entrepreneurial Intention in the Chinese Context. Sustainability, 2017, 9, 1649.	3.2	43
7	Cellphone addiction during the Covid-19 outbreak: How online social anxiety and cyber danger belief mediate the influence of personality. Computers in Human Behavior, 2021, 121, 106790.	8.5	33
8	Online Learners' Reading Ability Detection Based on Eye-Tracking Sensors. Sensors, 2016, 16, 1457.	3.8	32
9	Smart classroom environments affect teacher-student interaction: Evidence from a behavioural sequence analysis. Australasian Journal of Educational Technology, 2021, 37, 96-109.	3.5	30
10	Planned behaviour of tourism students' entrepreneurial intentions in China. Applied Economics, 2016, 48, 1240-1254.	2.2	24
11	Effect of Unplugged Programming Teaching Aids on Children's Computational Thinking and Classroom Interaction: with Respect to Piaget's Four Stages Theory. Journal of Educational Computing Research, 2022, 60, 1277-1300.	5.5	23
12	Investigating the effect of reverse engineering pedagogy in K-12 robotics education. Computer Applications in Engineering Education, 2021, 29, 1097-1111.	3.4	16
13	An analysis of customer room choice model and revenue management practices in the hotel industry. International Journal of Hospitality Management, 2013, 33, 178-183.	8.8	15
14	The design and application of IRobotQ3D for simulating robotics experiments in K-12 education. Computer Applications in Engineering Education, 0, , .	3.4	12
15	Teaching Design Thinking in a C-STEAM Project: A Case Study of developing the Wooden Arch Bridges' Intelligent Monitoring system. , 2022, , .		12
16	An exploration of combining virtual and physical robots in robotics education. Interactive Learning Environments, 2023, 31, 370-382.	6.4	11
17	A Case Study on C-STEAM Education: Investigating the Effects of Students' STEAM Literacy and Cultural Inheritance Literacy. Communications in Computer and Information Science, 2020, , 3-12.	0.5	10
18	Effect of "6C" instructional design model on students' STEAM competency and cultural inheritance literacy in a Dragon Boat C-STEAM course. , 2021, , .		9

#	Article	IF	Citations
19	K12 teacher-student interaction patterns in the smart classrooms. International Journal of Innovation and Learning, 2021, 29, 267.	0.4	7
20	AI Education in Massive Open Online Courses: A Content Analysis. , 2021, , .		7
21	Understanding Zhongyong Using a Zhongyong Approach: Re-examining the Non-linear Relationship Between Creativity and the Confucian Doctrine of the Mean. Frontiers in Psychology, 0, 13, .	2.1	7
22	A literature review on the empirical studies of technology-based embodied learning. Interactive Learning Environments, 2023, 31, 5180-5199.	6.4	6
23	A longitudinal study into the effects of material incentives on knowledge-sharing networks and information lifecycles in an online forum. Interactive Learning Environments, 2023, 31, 2678-2691.	6.4	5
24	Designing a C-STEAM Course for Enhancing Children's Positive Psychological Characters and Learning Performance: A Two-Stage Experiment. , 2021, , .		5
25	Individual difference on reading ability tested by eye-tracking: from perspective of gender. Interactive Technology and Smart Education, 2020, 17, 267-283.	5.6	4
26	To Be or Not to Be: Parentsâ€™ Willingness to Send Their Children Back to School After the COVID-19 Outbreak. Asia-Pacific Education Researcher, 2022, 31, 589-600.	3.7	4
27	Learner Requirement Analysis based on the Classification Framework of Online Learning Activities: A Mixed Method Research. Journal of Computers, 2011, 6, .	0.4	4
28	A Sustainability Lens on the Paradox of Chinese Learners: Four Studies on Chinese Studentsâ€™ Learning Concepts under Liâ€™s â€œVirtueâ€“Mindâ€•Framework. Sustainability, 2022, 14, 3334.	3.2	4
29	University Studentsâ€™ Successive Development From Entrepreneurial Intention to Behavior: The Mediating Role of Commitment and Moderating Role of Family Support. Frontiers in Psychology, 2022, 13, 859210.	2.1	3
30	Establishing a Tripartite Intelligent Reading Platform Connecting Schools, Families, and Students: An Approach with Chinese Characteristics to Promote Studentsâ€™ Reading. Communications in Computer and Information Science, 2020, , 176-188.	0.5	1
31	A review of Virtual Classroom Interface Designs. , 2010, , .		0
32	A comparison and reflection of open online course quality status between China and UK. , 2011, , .		0
33	A classification framework of online learning activities: based on grounded theory. , 2011, , .		0
34	Research on a STEM Teaching Model in High School â€" Take "Bridge Design and Construction" as a Case. , 2019, , .		0
35	The fourth stage. , 2021, , 46-51.		0
36	The third stage. , 2021, , 39-44.		0

#	ARTICLE	IF	CITATIONS
37	The second stage. , 2021, , 31-38.		0
38	K12 teacher-student interaction patterns in the smart classrooms. International Journal of Innovation and Learning, 2021, 29, 267.	0.4	0
39	University Invention Disclosure: Balancing the Right Stage and Type. Proceedings - Academy of Management, 2015, 2015, 14262.	0.1	0
40	Gender Differences in Eye Movements During Online Reading. Communications in Computer and Information Science, 2019, , 235-243.	0.5	0