

Yu-Fen Yang

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6328061/publications.pdf>

Version: 2024-02-01

20
papers

565
citations

759233

12
h-index

794594

19
g-index

20
all docs

20
docs citations

20
times ranked

387
citing authors

#	ARTICLE	IF	CITATIONS
1	Engaging students in an online situated language learning environment. <i>Computer Assisted Language Learning</i> , 2011, 24, 181-198.	7.1	97
2	Studentsâ€™ reflection on online self-correction and peer review to improve writing. <i>Computers and Education</i> , 2010, 55, 1202-1210.	8.3	67
3	A reciprocal peer review system to support college students' writing. <i>British Journal of Educational Technology</i> , 2011, 42, 687-700.	6.3	61
4	Transforming and constructing academic knowledge through online peer feedback in summary writing. <i>Computer Assisted Language Learning</i> , 2016, 29, 683-702.	7.1	51
5	Reading Strategies or Comprehension Monitoring Strategies?. <i>Reading Psychology</i> , 2006, 27, 313-343.	1.4	49
6	Developing a reciprocal teaching/learning system for college remedial reading instruction. <i>Computers and Education</i> , 2010, 55, 1193-1201.	8.3	46
7	The influence of social interaction on meaning construction in a virtual community. <i>British Journal of Educational Technology</i> , 2010, 41, 287-306.	6.3	44
8	Blended learning for college students with English reading difficulties. <i>Computer Assisted Language Learning</i> , 2012, 25, 393-410.	7.1	28
9	Designing an authoring system of robots and IoT-based toys for EFL teaching and learning. <i>Computer Assisted Language Learning</i> , 2021, 34, 6-34.	7.1	25
10	Preparing language teachers for blended teaching of summary writing. <i>Computer Assisted Language Learning</i> , 2014, 27, 185-206.	7.1	19
11	Self-directed learning to develop autonomy in an online ESP community. <i>Interactive Learning Environments</i> , 2016, 24, 1629-1646.	6.4	17
12	New language knowledge construction through indirect feedback in web-based collaborative writing. <i>Computer Assisted Language Learning</i> , 2018, 31, 459-480.	7.1	17
13	Prospective teachersâ€™ insights towards scaffolding studentsâ€™ writing processes through teacherâ€™-student role reversal in an online system. <i>Educational Technology Research and Development</i> , 2011, 59, 351-368.	2.8	11
14	New teaching strategies from student teachersâ€™ pedagogical conceptual change in CALL. <i>System</i> , 2020, 90, 102218.	3.4	8
15	Blended learning to foster EFL college studentsâ€™ global literacy. <i>Computer Assisted Language Learning</i> , 2023, 36, 81-102.	7.1	8
16	Reducing studentsâ€™ foreign language anxiety to improve English vocabulary learning in an online simulation game. <i>Computer Assisted Language Learning</i> , 0, , 1-23.	7.1	6
17	Primary school studentsâ€™ foreign language anxiety in collaborative and individual digital game-based learning. <i>Computer Assisted Language Learning</i> , 2023, 36, 1587-1607.	7.1	5
18	Learning to construct English (L2) sentences in a bilingual corpus-based system. <i>System</i> , 2013, 41, 677-690.	3.4	4

#	ARTICLE	IF	CITATIONS
19	Raising students' audience awareness for oral presentation through online role-reversal. System, 2021, 99, 102510.	3.4	1
20	Human-robot interface design – the ‘Robot with a Tablet’ or ‘Robot only’, which one is better?. Behaviour and Information Technology, 2023, 42, 1590-1603.	4.0	1