Chih-Yueh Chou

List of Publications by Year
in descending order

28 papers	624 citations	759233 12 h-index	713466 21 g-index
28 all docs	28 docs citations	28 times ranked	380 citing authors

#	Article	IF	Citations
1	Redefining the learning companion: the past, present, and future of educational agents. Computers and Education, 2003, 40, 255-269.	8.3	168
2	Four spaces of network learning models. Computers and Education, 2001, 37, 141-161.	8.3	66
3	A few design perspectives on one-on-one digital classroom environment. Journal of Computer Assisted Learning, 2005, 21, 181-189.	5.1	64
4	Negotiation based adaptive learning sequences: Combining adaptivity and adaptability. Computers and Education, 2015, 88, 215-226.	8.3	32
5	Complementary machine intelligence and human intelligence in virtual teaching assistant for tutoring program tracing. Computers and Education, 2011, 57, 2303-2312.	8.3	26
6	An investigation of the differences between robot and virtual learning companions' influences on students' engagement. , 2007, , .		25
7	Open Student Models of Core Competencies at the Curriculum Level: Using Learning Analytics for Student Reflection. IEEE Transactions on Emerging Topics in Computing, 2017, 5, 32-44.	4.6	25
8	A negotiation-based adaptive learning system for regulating help-seeking behaviors. Computers and Education, 2018, 126, 115-128.	8.3	25
9	An analysis of internal and external feedback in self-regulated learning activities mediated by self-regulated learning tools and open learner models. International Journal of Educational Technology in Higher Education, 2020, 17, .	7.6	25
10	Using game-based negotiation mechanism to enhance students' goal setting and regulation. Computers and Education, 2019, 129, 71-81.	8.3	24
11	A Framework of Three Learning Activity Levels for Enhancing the Usability and Feasibility of Wireless Learning Environments. Journal of Educational Computing Research, 2004, 30, 331-351.	5.5	19
12	Interest-driven video creation for learning mathematics. Journal of Computers in Education, 2020, 7, 395-433.	8.3	18
13	Promoting discussion in peer instruction: Discussion partner assignment and accountability scoring mechanisms. British Journal of Educational Technology, 2015, 46, 839-847.	6.3	13
14	Substitutive competition: Virtual pets as competitive buffers to alleviate possible negative influence on pupils. British Journal of Educational Technology, 2012, 43, 247-258.	6.3	12
15	Simulating a learning companion in reciprocal tutoring systems. , 1995, , .		11
16	IDC theory: creation and the creation loop. Research and Practice in Technology Enhanced Learning, 2019, 14, .	3.2	11
17	Profile Enhanced Classroom Learning. , 2006, , .		10
18	An approach of implementing general learning companions for problem solving. IEEE Transactions on Knowledge and Data Engineering, 2002, 14, 1376-1386.	5.7	9

#	Article	IF	Citations
19	AnswerMatching: A Competitive Learning Game with Uneven Chance Tactic. , 2007, , .		8
20	An educational tool for visualizing students' program tracing processes. Computer Applications in Engineering Education, 2013, 21, 432-438.	3.4	8
21	An approach to assisting teachers in building physical and network hybrid community-based learning environments: the Taiwanese experience. International Journal of Educational Development, 2004, 24, 383-396.	2.7	7
22	Reciprocal Tutoring: Design with Cognitive Load Sharing. International Journal of Artificial Intelligence in Education, 2016, 26, 512-535.	5.5	7
23	An approach to developing computational supports for reciprocal tutoring. Knowledge-Based Systems, 2002, 15, 407-412.	7.1	6
24	Learning analytics on graduatesâ€™ academic records to reflect on a competencyâ€based curriculum. Computer Applications in Engineering Education, 2018, 26, 2168-2182.	3.4	2
25	Supporting Adaptive Learning Sequences with Agent Negotiation. , 2012, , .		1
26	Developing a Computer-Supported Tutoring Interaction Component with Interaction Data Reuse. Lecture Notes in Computer Science, 2008, , 152-161.	1.3	1
27	Virtual Teaching Assistant for Grading Programming Assignments: Non-dichotomous Pattern based Program Output Matching and Partial Grading Approach. , 2021, , .		1
28	An Approach of Learning by Demonstrating and Tutoring a Virtual Character. Lecture Notes in Computer Science, 2006, , 692-694.	1.3	0