

Lijia Lin

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6706495/publications.pdf>

Version: 2024-02-01

29
papers

650
citations

759233

12
h-index

677142

22
g-index

29
all docs

29
docs citations

29
times ranked

491
citing authors

#	ARTICLE	IF	CITATIONS
1	Facebook usage patterns looking into the mind via the ICAP engagement framework. Behaviour and Information Technology, 2023, 42, 514-526.	4.0	0
2	Engaging learners by tracing and summarizing in a computer-based environment. Applied Cognitive Psychology, 2022, 36, 391-401.	1.6	4
3	Does high perceptual load assist in reducing the seductive details effect?. Educational Psychology, 2021, 41, 25-44.	2.7	5
4	The benefits of teaching on comprehension, motivation, and perceived difficulty: Empirical evidence of teaching expectancy and the interactivity of teaching. British Journal of Educational Psychology, 2021, 91, 1275-1290.	2.9	11
5	A growth mindset lowers perceived cognitive load and improves learning: Integrating motivation to cognitive load.. Journal of Educational Psychology, 2021, 113, 1177-1191.	2.9	32
6	Student Learning and Engagement in a Blended Environment. , 2021, , 1371-1385.		0
7	Using a pedagogical agent to deliver conversational style instruction: What benefits can you obtain?. Computers and Education, 2020, 143, 103658.	8.3	48
8	Three-generational families: Are they beneficial to Chinese children's creativity?. Thinking Skills and Creativity, 2020, 35, 100623.	3.5	15
9	Using the Summarizing Strategy to Engage Learners: Empirical Evidence in an Immersive Virtual Reality Environment. Asia-Pacific Education Researcher, 2020, 29, 473-482.	3.7	21
10	Students' engagement in a science classroom: Does knowledge diversity matter?. Journal of Educational Research, 2018, 111, 756-763.	1.6	3
11	Optimizing learning from animation: Examining the impact of biofeedback. Learning and Instruction, 2018, 55, 32-40.	3.2	19
12	Student Learning and Engagement in a Blended Environment. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 256-269.	0.2	5
13	Leveraging the Design and Development of Multimedia Presentations for Learners. , 2018, , 1330-1344.		0
14	The Effect of Learner-Generated Drawing and Imagination in Comprehending a Science Text. Journal of Experimental Education, 2017, 85, 142-154.	2.6	35
15	Using a computer game to teach school-aged children about asthma. Interactive Learning Environments, 2017, 25, 431-438.	6.4	10
16	Attractiveness Modulates Neural Processing of Infant Faces Differently in Males and Females. Frontiers in Human Neuroscience, 2017, 11, 551.	2.0	8
17	The Impact of Teaching Presence on Online Engagement Behaviors. Journal of Educational Computing Research, 2016, 54, 887-900.	5.5	46
18	Effects of visual cues and self-explanation prompts: empirical evidence in a multimedia environment. Interactive Learning Environments, 2016, 24, 799-813.	6.4	47

#	ARTICLE	IF	CITATIONS
19	Example-based learning: exploring the use of matrices and problem variability. Educational Technology Research and Development, 2016, 64, 115-136.	2.8	12
20	Blended Learning in Teacher Education. , 2016, , 1403-1423.		0
21	Blended Learning in Teacher Education. Advances in Higher Education and Professional Development Book Series, 2015, , 166-185.	0.2	7
22	Leveraging the Design and Development of Multimedia Presentations for Learners. Advances in Multimedia and Interactive Technologies Book Series, 2015, , 149-163.	0.2	0
23	Affect Recognition in Learning Scenarios: Matching Facial- and BCI-Based Values. , 2013, , .		1
24	Animated agents and learning: Does the type of verbal feedback they provide matter?. Computers and Education, 2013, 67, 239-249.	8.3	85
25	Enhancing Learning from Different Visualizations by Self-Explanation Prompts. Journal of Educational Computing Research, 2013, 49, 83-110.	5.5	21
26	Empirical Taxonomies of Gameplay Enjoyment. International Journal of Game-Based Learning, 2012, 2, 11-31.	1.4	35
27	The Gameplay Enjoyment Model. International Journal of Gaming and Computer-Mediated Simulations, 2012, 4, 64-80.	1.1	8
28	Using animations and visual cueing to support learning of scientific concepts and processes. Computers and Education, 2011, 56, 650-658.	8.3	171
29	Blended Learning in Teacher Education. , 0, , 1490-1511.		1