

# Lihui Sun

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6792520/publications.pdf>

Version: 2024-02-01

10  
papers

221  
citations

1477746

6  
h-index

1372195

10  
g-index

10  
all docs

10  
docs citations

10  
times ranked

51  
citing authors

#	ARTICLE	IF	CITATIONS
1	Educational games promote the development of students'™ computational thinking: a meta-analytic review. <i>Interactive Learning Environments</i> , 2023, 31, 3476-3490.	4.4	27
2	Evaluation and developmental suggestions on undergraduates'™ computational thinking: a theoretical framework guided by Marzano's™ new taxonomy. <i>Interactive Learning Environments</i> , 2023, 31, 6588-6610.	4.4	6
3	Single or Combined? A Study on Programming to Promote Junior High School Students'™ Computational Thinking Skills. <i>Journal of Educational Computing Research</i> , 2022, 60, 283-321.	3.6	10
4	Developing K-12 students'™ programming ability: A systematic literature review. <i>Education and Information Technologies</i> , 2022, 27, 7059-7097.	3.5	13
5	Programming attitudes predict computational thinking: Analysis of differences in gender and programming experience. <i>Computers and Education</i> , 2022, 181, 104457.	5.1	36
6	The bidirectional predictions between primary school students'™ STEM and language academic achievements and computational thinking: The moderating role of gender. <i>Thinking Skills and Creativity</i> , 2022, 44, 101043.	1.9	8
7	<sc>STEM</sc> learning attitude predicts computational thinking skills among primary school students. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 346-358.	3.3	46
8	Which way of design programming activities is more effective to promote K&#12 students' computational thinking skills? A <sc>meta&#analysis</sc>. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 1048-1062.	3.3	38
9	THE ALIGNMENT BETWEEN THIRD-GRADE PRIMARY SCHOOL SCIENCE TEXTBOOKS AND CURRICULUM STANDARDS IN CHINA AND JAPAN. <i>Journal of Baltic Science Education</i> , 2021, 20, 507-518.	0.4	4
10	Improving 7th-graders'™ computational thinking skills through unplugged programming activities: A study on the influence of multiple factors. <i>Thinking Skills and Creativity</i> , 2021, 42, 100926.	1.9	33