

Ying Xie

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6792836/publications.pdf>

Version: 2024-02-01

13
papers

489
citations

1307543

7
h-index

1372553

10
g-index

13
all docs

13
docs citations

13
times ranked

358
citing authors

#	ARTICLE	IF	CITATIONS
1	The effect of peer feedback for blogging on college students' reflective learning processes. <i>Internet and Higher Education</i> , 2008, 11, 18-25.	6.5	187
2	Game-based learning engagement: A theory- and data-driven exploration. <i>British Journal of Educational Technology</i> , 2016, 47, 1183-1201.	6.3	89
3	Effects of using mobile-based virtual reality on Chinese L2 students' oral proficiency. <i>Computer Assisted Language Learning</i> , 2021, 34, 225-245.	7.1	76
4	Using Interactive Virtual Reality Tools in an Advanced Chinese Language Class: a Case Study. <i>TechTrends</i> , 2019, 63, 251-259.	2.3	65
5	The Effects of Peer-Interaction Styles in Team Blogs on Students' Cognitive Thinking and Blog Participation. <i>Journal of Educational Computing Research</i> , 2010, 42, 459-479.	5.5	24
6	Exploring evidence of reflective thinking in student artifacts of blogging-mapping tool: a design-based research approach. <i>Instructional Science</i> , 2011, 39, 695-719.	2.0	13
7	Tagclouds and group cognition: Effect of tagging support on students' reflective learning in team blogs. <i>British Journal of Educational Technology</i> , 2016, 47, 1135-1150.	6.3	9
8	Examining students' reflective thinking from keywords tagged to blogs: using map analysis as a content analysis method. <i>Interactive Learning Environments</i> , 2013, 21, 548-576.	6.4	7
9	Teacher perspectives of self-efficacy and remote learning due to the emergency school closings of 2020. <i>Educational Media International</i> , 2021, 58, 124-144.	1.7	7
10	Using word clouds to support students' knowledge integration from online inquiry: an investigation of the process and outcome. <i>Interactive Learning Environments</i> , 2019, 27, 478-496.	6.4	6
11	Effects of tagcloud-anchored group discussions on pre-service teachers' collaborative knowledge construction. <i>Australasian Journal of Educational Technology</i> , 0, , .	3.5	5
12	Mobile-Based Virtual Reality: Why and How Does It Support Learning. , 2019, , 1-19.		1
13	College students' use of self-generated tagclouds for knowledge integration: evidence from reflections. <i>Journal of Computing in Higher Education</i> , 2019, 31, 56-80.	6.1	0