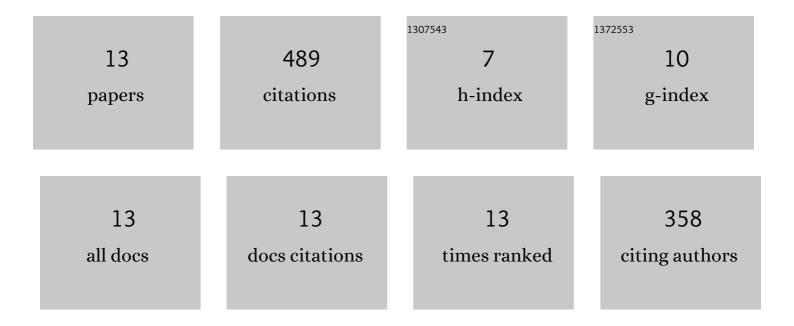
Ying Xie

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/6792836/publications.pdf Version: 2024-02-01



VINC VIE

#	Article	IF	CITATIONS
1	The effect of peer feedback for blogging on college students' reflective learning processes. Internet and Higher Education, 2008, 11, 18-25.	6.5	187
2	Gameâ€based learning engagement: A theory―and dataâ€driven exploration. British Journal of Educational Technology, 2016, 47, 1183-1201.	6.3	89
3	Effects of using mobile-based virtual reality on Chinese L2 students' oral proficiency. Computer Assisted Language Learning, 2021, 34, 225-245.	7.1	76
4	Using Interactive Virtual Reality Tools in an Advanced Chinese Language Class: a Case Study. TechTrends, 2019, 63, 251-259.	2.3	65
5	The Effects of Peer-Interaction Styles in Team Blogs on Students' Cognitive Thinking and Blog Participation. Journal of Educational Computing Research, 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. Instructional Science, 2011, 39, 695-719.	2.0	13
7	Tagclouds and group cognition: Effect of tagging support on students' reflective learning in team blogs. British Journal of Educational Technology, 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. Interactive Learning Environments, 2013, 21, 548-576.	6.4	7
9	Teacher perspectives of self-efficacy and remote learning due to the emergency school closings of 2020. Educational Media International, 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. Interactive Learning Environments, 2019, 27, 478-496.	6.4	6
11	Effects of tagcloud-anchored group discussions on pre-service teachers' collaborative knowledge construction. Australasian Journal of Educational Technology, 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. Journal of Computing in Higher Education, 2019, 31, 56-80.	6.1	Ο