

Zamzami Zainuddin

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/687219/publications.pdf>

Version: 2024-02-01

30
papers

1,303
citations

623734

14
h-index

610901

24
g-index

30
all docs

30
docs citations

30
times ranked

764
citing authors

#	ARTICLE	IF	CITATIONS
1	The impact of gamification on learning and instruction: A systematic review of empirical evidence. <i>Educational Research Review</i> , 2020, 30, 100326.	7.8	310
2	Flipped Classroom Research and Trends from Different Fields of Study. <i>International Review of Research in Open and Distance Learning</i> , 2016, 17, .	1.8	205
3	The role of gamified e-quizzes on student learning and engagement: An interactive gamification solution for a formative assessment system. <i>Computers and Education</i> , 2020, 145, 103729.	8.3	147
4	Students' learning performance and perceived motivation in gamified flipped-class instruction. <i>Computers and Education</i> , 2018, 126, 75-88.	8.3	138
5	Malaysian students'™ perceptions of flipped classroom: a case study. <i>Innovations in Education and Teaching International</i> , 2016, 53, 660-670.	2.5	84
6	Exploring students'™ competence, autonomy and relatedness in the flipped classroom pedagogical model. <i>Journal of Further and Higher Education</i> , 0, , 1-12.	2.5	60
7	How do students become self-directed learners in the EFL flipped-class pedagogy? A study in higher education. <i>Indonesian Journal of Applied Linguistics</i> , 2019, 8, 678.	0.3	56
8	Applying blended synchronous teaching and learning for flexible learning in higher education: an action research study at a university in Hong Kong. <i>Asia Pacific Journal of Education</i> , 2022, 42, 211-227.	2.1	42
9	A systematic review of flipped classroom empirical evidence from different fields: what are the gaps and future trends?. <i>On the Horizon</i> , 2019, 27, 72-86.	1.9	33
10	First-Year College Students'™ Experiences in the EFL Flipped Classroom: A Case Study in Indonesia. <i>International Journal of Instruction</i> , 2017, 10, 133-150.	1.3	31
11	Literacy in the new norm: stay-home game plan for parents. <i>Information and Learning Science</i> , 2020, 121, 645-653.	1.3	26
12	An iterative process for developing digital gamified sexual health education for adolescent students in low-tech settings. <i>Information and Learning Science</i> , 2019, 120, 723-742.	1.3	24
13	Supporting students'™ self-directed learning in the flipped classroom through the LMS TES BlendSpace. <i>On the Horizon</i> , 2018, 26, 281-290.	1.9	22
14	The effects of gamified flipped instruction on learner performance and need satisfaction. <i>Information and Learning Science</i> , 2019, 120, 789-802.	1.3	19
15	Examining the effects of mixed and non-digital gamification on students' learning performance, cognitive engagement and course satisfaction. <i>British Journal of Educational Technology</i> , 2023, 54, 394-413.	6.3	19
16	Research trends in flipped classroom empirical evidence from 2017 to 2018. <i>Interactive Technology and Smart Education</i> , 2019, 16, 255-277.	5.6	18
17	Synchronous online flip learning with formative gamification quiz: instruction during COVID-19. <i>Interactive Technology and Smart Education</i> , 2022, 19, 236-259.	5.6	13
18	Improving instruction and sexual health literacy with serious games and gamification interventions: an outlook to students'™ learning outcomes and gender differences. <i>Interactive Learning Environments</i> , 2023, 31, 2392-2410.	6.4	11

#	ARTICLE	IF	CITATIONS
19	Enhancing instructional outcomes with a serious gamified system: a qualitative investigation of student perceptions. <i>Information and Learning Science</i> , 2021, 122, 383-408.	1.3	7
20	Exploring the Potential of Blended Learning and Learning Management Systems (LMSs) for Higher Education in Aceh. <i>Englisia Journal</i> , 2015, 2, 70.	0.3	7
21	Designing a Technology-Enhanced Flipped Learning Model Using Schoology LMS. , 2018, , .		6
22	The Pedagogical Frontiers of Urban Higher Education: Blended Learning and Co-Lecturing. <i>Education and Urban Society</i> , 2020, 52, 1305-1329.	1.5	6
23	Gamifying Sexual Education for Adolescents in a Low-Tech Setting: Quasi-Experimental Design Study. <i>JMIR Serious Games</i> , 2021, 9, e19614.	3.1	5
24	Students' Learning Experiences With LMS Tes Teach In Flipped-Class Instruction. <i>Elinvo (Electronics) Tj ETQq0 0.0 rgBT /Qverlock 10</i>	0.4	5
25	How Students Experience Blended Learning? (Malaysian Experience). <i>Interdisciplinary Journal of Virtual Learning in Medical Sciences</i> , 2018, 9, .	0.2	4
26	Indikator Kesejahteraan Petani melalui Nilai Tukar Petani (NTP) dan Pembiayaan Syariah sebagai Solusi. <i>Economica: Jurnal Ekonomi Islam</i> , 2018, 9, 129-149.	0.2	3
27	Students' Perceived Engagement in a Technology-Enhanced Flipped Language Classroom. , 2019, , .		1
28	Scrutinizing Cheating Behavior among EFL Students at Islamic Higher Education Institutions in Indonesia. <i>Qualitative Report</i> , 0, , .	0.1	1
29	Implementing Moore's Model of Interaction in Flipped-Class Intruction. , 2018, , .		0
30	Implementation of gamification and bloom's digital taxonomy-based assessment: a scale development study with mixed-methods sequential exploratory design. <i>Interactive Technology and Smart Education</i> , 2022, ahead-of-print, .	5.6	0