Lin Lin

List of Publications by Year
in descending order

39 papers	866 citations	471371 17 h-index	501076 28 g-index
40 all docs	40 docs citations	40 times ranked	662 citing authors

#	Article	IF	Citations
1	Learning Vocabulary Using 2D Pictures is More Effective than Using Immersive 3D Stereoscopic Pictures. International Journal of Human-Computer Interaction, 2022, 38, 299-308.	3.3	10
2	A multi-institutional assessment of changes in higher education teaching and learning in the face of COVID-19. Educational Review, 2022, 74, 517-533.	2.2	44
3	In-Class Multitasking with Smartphones and Laptops: Exploring Student Experiences and Perceptions. College Teaching, 2022, 70, 443-451.	0.3	4
4	The post€COVID€19 future of digital learning in higher education: Views from educators, students, and other professionals in six countries. British Journal of Educational Technology, 2022, 53, 1750-1765.	3.9	43
5	A Systematic Review of Research on High-Immersion Virtual Reality for Language Learning. TechTrends, 2022, 66, 810-824.	1.4	32
6	Knowledge hiding in higher education: role of interactional justice and professional commitment. Higher Education, 2020, 79, 325-344.	2.8	53
7	Which EEG feedback works better for creativity performance in immersive virtual reality: The reminder or encouraging feedback?. Computers in Human Behavior, 2019, 99, 345-351.	5.1	33
8	Media Multitasking, Attention and News Evaluation. , 2019, , .		0
9	Can an Integrated System of Electroencephalography and Virtual Reality Further the Understanding of Relationships Between Attention, Meditation, Flow State, and Creativity?. Journal of Educational Computing Research, 2019, 57, 846-876.	3.6	26
10	Cross-Sectional Studies Investigating the Impacts of Background Sounds on Cognitive Task Performance. Educational Communications and Technology: Issues and Innovations, 2019, , 177-194.	0.2	4
11	The Environmental and Technological Factors of Multitasking. , 2019, , 1-19.		2
12	Rethinking Learning in the Rapid Developments of Neuroscience, Learning Technologies, and Learning Sciences. Educational Communications and Technology: Issues and Innovations, 2019, , 3-16.	0.2	1
13	Research Methodologies for Multitasking Studies. , 2019, , 1846-1866.		0
14	Research Methodologies for Multitasking Studies. , 2019, , 732-750.		0
15	A Report on the AECT Sponsored Symposium Entitled €œthe Human-Technology Frontier: Understanding the Learning of Now to Prepare for the Work of the Future€•at the Texas Center for Educational Technology (TCET). TechTrends, 2018, 62, 438-440.	1.4	2
16	Designing Learning for Sustainable Development: Digital Practices as Boundary Crossers and Predictors of Sustainable Lifestyles. Sustainability, 2018, 10, 2030.	1.6	12
17	Examining creativity through a virtual reality support system. Educational Technology Research and Development, 2018, 66, 1231-1254.	2.0	92
18	Ecologically Valid Assessments of Attention and Learning Engagement in Media Multitaskers. TechTrends, 2018, 62, 518-524.	1.4	23

#	Article	IF	Citations
19	The Impact of Technology Upon Family Co-play Roles. Educational Communications and Technology Yearbook, 2018, , 91-98.	0.7	0
20	Virtual Reality in Pediatric Psychology. Pediatrics, 2017, 140, S86-S91.	1.0	80
21	Media Multitasking and Cognitive, Psychological, Neural, and Learning Differences. Pediatrics, 2017, 140, S62-S66.	1.0	78
22	Effect of Texting with Friends during Video Lectures on High School Students' Learning. Journal of Educational Technology Development and Exchange, 2017, 10, .	0.4	1
23	Collaboration, multi-tasking and problem solving performance in shared virtual spaces. Journal of Computing in Higher Education, 2016, 28, 344-357.	3.9	20
24	Task Speed and Accuracy Decrease When Multitasking. Technology, Knowledge and Learning, 2016, 21, 307-323.	3.1	21
25	Using a semantic diagram to structure a collaborative problem solving process in the classroom. Educational Technology Research and Development, 2016, 64, 1207-1225.	2.0	9
26	An intervention framework designed to develop the collaborative problem-solving skills of primary school students. Educational Technology Research and Development, 2015, 63, 143-159.	2.0	25
27	Research Methodologies for Multitasking Studies. Advances in Knowledge Acquisition, Transfer and Management Book Series, 2015, , 329-348.	0.1	5
28	Informal and Self-Directed Learning in the Age of Massive Open Online Courses (MOOCs). Advances in Higher Education and Professional Development Book Series, 2015, , 91-104.	0.1	6
29	The Environmental and Technological Factors of Multitasking. Advances in Human and Social Aspects of Technology Book Series, 2015, , 1-20.	0.3	1
30	Multiple Dimensions of Multitasking Phenomenon. International Journal of Technology and Human Interaction, 2013, 9, 37-49.	0.3	24
31	Note-Taking and Memory in Different Media Environments. Computers in the Schools, 2011, 28, 200-216.	0.4	23
32	Reading While Watching Video: The Effect of Video Content on Reading Comprehension and Media Multitasking Ability. Journal of Educational Computing Research, 2011, 45, 183-201.	3.6	28
33	A child's power in game-play. Computers and Education, 2010, 54, 517-527.	5.1	6
34	Breadth-biased versus focused cognitive control in media multitasking behaviors. Proceedings of the National Academy of Sciences of the United States of America, 2009, 106, 15521-15522.	3.3	91
35	Reading Performances Between Novices and Experts in Different Media Multitasking Environments. Computers in the Schools, 2009, 26, 169-186.	0.4	40
36	Cultural dimensions of authenticity in teaching. New Directions for Adult and Continuing Education, 2006, 2006, 63-72.	0.5	3

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37	Psychological Type and Asynchronous Written Dialogue in Adult Learning. Teachers College Record, 2005, 107, 1788-1813.	0.4	17
38	A Systematic Review of Research on High-Immersion Virtual Reality for Language Learning. SSRN Electronic Journal, 0, , .	0.4	5
39	Childrenâ€™s Power for Learning in the Age of Technology. , 0, , 49-64.		2