

Patcharin Panjaburee

List of Publications by Year in descending order

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47
papers

570
citations

686830

13
h-index

676716

22
g-index

47
all docs

47
docs citations

47
times ranked

317
citing authors

#	ARTICLE	IF	CITATIONS
1	Acceptance of personalized e-learning systems: a case study of concept-effect relationship approach on science, technology, and mathematics courses. <i>Journal of Computers in Education</i> , 2022, 9, 681-705.	5.0	12
2	Effects of a mobile game on students' learning achievements and motivations in a clinical chemistry course: learning style differences. <i>International Journal of Mobile Learning and Organisation</i> , 2022, 16, 221.	0.2	4
3	Implementation of a robotic-transformed five-phase inquiry learning to foster students' computational thinking and engagement: a mobile learning perspective. <i>International Journal of Mobile Learning and Organisation</i> , 2022, 16, 198.	0.2	3
4	The use of a personalized learning approach to implementing self-regulated online learning. <i>Computers and Education Artificial Intelligence</i> , 2022, 3, 100086.	6.9	9
5	A mobile game-based learning system with personalised conceptual level and mastery learning approach to promoting students' learning perceptions and achievements. <i>International Journal of Mobile Learning and Organisation</i> , 2021, 15, 29.	0.2	17
6	Enhancing knowledge integration from multiple experts to guiding personalized learning paths for testing and diagnostic systems. <i>Computers and Education Artificial Intelligence</i> , 2021, 2, 100013.	6.9	10
7	A mobile game-based learning system with personalised conceptual level and mastery learning approach to promoting students' learning perceptions and achievements. <i>International Journal of Mobile Learning and Organisation</i> , 2021, 15, 29.	0.2	0
8	Preservice science teachers' emerging pedagogy of mobile game integration: a tale of two cohorts improvement study. <i>Research and Practice in Technology Enhanced Learning</i> , 2021, 16, .	1.9	7
9	Effects of a formative assessment-based contextual gaming approach on students' digital citizenship behaviours, learning motivations, and perceptions. <i>Computers and Education</i> , 2020, 159, 103998.	5.1	51
10	Implementation of flipped classroom with personalised ubiquitous learning support system to promote the university student performance of information literacy. <i>International Journal of Mobile Learning and Organisation</i> , 2020, 14, 398.	0.2	3
11	Moderating effects of gender differences on the relationships between perceived learning support, intention to use, and learning performance in a personalized e-learning. <i>Journal of Computers in Education</i> , 2020, 7, 229-255.	5.0	41
12	Implementation of mobile game-transformed lecture-based approach to promoting C programming language learning. <i>International Journal of Mobile Learning and Organisation</i> , 2020, 14, 236.	0.2	4
13	Implementation of mobile game-transformed lecture-based approach to promoting C programming language learning. <i>International Journal of Mobile Learning and Organisation</i> , 2020, 14, 236.	0.2	0
14	Implementation of flipped classroom with personalised ubiquitous learning support system to promote the university student performance of information literacy. <i>International Journal of Mobile Learning and Organisation</i> , 2020, 14, 398.	0.2	0
15	A mobile game-based C programming language learning: results of university students' achievement and motivations. <i>International Journal of Mobile Learning and Organisation</i> , 2019, 13, 171.	0.2	15
16	Effects of a personalised ubiquitous learning support system based on learning style-preferred technology type decision model on university students' SQL learning performance. <i>International Journal of Mobile Learning and Organisation</i> , 2019, 13, 233.	0.2	5
17	A development of ubiquitous learning support system based on an enhanced inquiry-based learning approach. <i>International Journal of Mobile Learning and Organisation</i> , 2019, 13, 129.	0.2	8
18	Implementation of Game-transformed Inquiry-based Learning to Promote the Understanding of and Motivation to Learn Chemistry. <i>Journal of Science Education and Technology</i> , 2019, 28, 152-164.	2.4	53

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19	A mobile game-based C programming language learning: results of university students' achievement and motivations. International Journal of Mobile Learning and Organisation, 2019, 13, 171.	0.2	2
20	Effects of a personalised ubiquitous learning support system based on learning style-preferred technology type decision model on university students' SQL learning performance. International Journal of Mobile Learning and Organisation, 2019, 13, 233.	0.2	0
21	A development of ubiquitous learning support system based on an enhanced inquiry-based learning approach. International Journal of Mobile Learning and Organisation, 2019, 13, 129.	0.2	3
22	Proposal of personalised mobile game from inquiry-based learning activities perspective: relationships among genders, learning styles, perceptions, and learning interest. International Journal of Mobile Learning and Organisation, 2018, 12, 55.	0.2	16
23	Diagnosing Individual University Students' Information Literacy Problems with a Concept-Effect Propagation-Oriented System. , 2018, , .		0
24	Development of a Digital Citizenship Computer Game with a Contextual Decision-Making-Oriented Approach. , 2018, , .		6
25	Proposal of personalised mobile game from inquiry-based learning activities perspective: relationships among genders, learning styles, perceptions, and learning interest. International Journal of Mobile Learning and Organisation, 2018, 12, 55.	0.2	0
26	Influence of an integrated learning diagnosis and formative assessment-based personalized web learning approach on students learning performances and perceptions. Interactive Learning Environments, 2017, 25, 889-903.	4.4	37
27	A Development of Supervised-Online Personal Learning Environment: Examining Factors Affecting Self-Directed Learning and Conceptual Understanding Progression. , 2017, , .		1
28	Using Digital Game as Compiler to Motivate C Programming Language Learning in Higher Education. , 2017, , .		2
29	A proposal to develop a guided-inquiry mobile learning with a mastery learning mechanism for improving students' learning performance and attitudes in Physics. International Journal of Mobile Learning and Organisation, 2017, 11, 63.	0.2	13
30	Effects of Online Learning with Matching Learning Styles and Preferred Digital Media Types on University Students' Perceptions. , 2017, , .		6
31	An Inquiry Blended SECI Model-Based Learning Support Approach for Promoting Perceptions and Learning Achievement of University Students. , 2017, , .		4
32	A proposal to develop a guided-inquiry mobile learning with a mastery learning mechanism for improving students' learning performance and attitudes in Physics. International Journal of Mobile Learning and Organisation, 2017, 11, 63.	0.2	0
33	Enhancing Learning Attitudes and Performance of Students in Physics with a Mastery Learning Mechanism-Based Personalized Learning Support System. , 2016, , .		9
34	Emerging pedagogies for computer-based learning. Journal of Computers in Education, 2016, 3, 247-251.	5.0	2
35	An integrated learning styles and scientific investigation-based personalized web approach: a result on conceptual learning achievements and perceptions of high school students. Journal of Computers in Education, 2016, 3, 253-272.	5.0	15
36	The study on integrating visualised simulation into context-aware ubiquitous learning activities for elementary science education. International Journal of Mobile Learning and Organisation, 2016, 10, 263.	0.2	8

#	ARTICLE	IF	CITATIONS
37	Gender differences in students' learning achievements and awareness through residence energy saving game-based inquiry playing. <i>Journal of Computers in Education</i> , 2015, 2, 227-243.	5.0	20
38	Effects of a personalised ubiquitous learning support system on university students' learning performance and attitudes in computer-programming courses. <i>International Journal of Mobile Learning and Organisation</i> , 2015, 9, 240.	0.2	22
39	Exploring effectiveness of simulation-based inquiry learning in science with integration of formative assessment. <i>Journal of Computers in Education</i> , 2015, 2, 323-352.	5.0	36
40	A Personalized E-Learning Environment to Promote Student's Conceptual Learning on Basic Computer Programming. <i>Procedia, Social and Behavioral Sciences</i> , 2014, 116, 815-819.	0.5	30
41	Technology-enhanced Learning in Science, Technology, and Mathematics Education: Results on Supporting Student Learning. <i>Procedia, Social and Behavioral Sciences</i> , 2014, 116, 946-950.	0.5	9
42	A group decision approach to developing concept-effect models for diagnosing student learning problems in mathematics. <i>British Journal of Educational Technology</i> , 2013, 44, 453-468.	3.9	24
43	Developing Learning Activity Based on the Learning Cycle Approach to Promote Students' Understanding of Square Root. <i>International Journal of Science, Mathematics and Technology Learning</i> , 2013, 19, 71-81.	0.2	0
44	A majority-density approach to developing testing and diagnostic systems with the cooperation of multiple experts based on an enhanced concept-effect relationship model. <i>Expert Systems With Applications</i> , 2012, 39, 8380-8388.	4.4	8
45	A Majority Density Approach for Developing Testing and Diagnostic Systems. <i>Lecture Notes in Computer Science</i> , 2011, , 134-143.	1.0	0
46	A multi-expert approach for developing testing and diagnostic systems based on the concept-effect model. <i>Computers and Education</i> , 2010, 55, 527-540.	5.1	54
47	A comparison of pre-service teachers' variable misconceptions in various computer-programming preferences: findings to teacher education course. <i>Journal of Computers in Education</i> , 0, , 1.	5.0	1