Ting-Chia Hsu

List of Publications by Year
in descending order

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40	1,699	471371 17	395590 33
papers	citations	h-index	g-index

41	41	41	1113
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	How to learn and how to teach computational thinking: Suggestions based on a review of the literature. Computers and Education, 2018, 126, 296-310.	5.1	379
2	A personalized recommendation-based mobile learning approach to improving the reading performance of EFL students. Computers and Education, 2013, 63, 327-336.	5.1	226
3	Learning English with Augmented Reality: Do learning styles matter?. Computers and Education, 2017, 106, 137-149.	5.1	193
4	Interaction of problem-based gaming and learning anxiety in language students' English listening performance and progressive behavioral patterns. Computers and Education, 2017, 106, 26-42.	5.1	134
5	A mobile-assisted synchronously collaborative translationâ€“annotation system for English as a foreign language (EFL) reading comprehension. Computer Assisted Language Learning, 2011, 24, 155-180.	4.8	130
6	Integration of the peer assessment approach with a virtual reality design system for learning earth science. Computers and Education, 2020, 146, 103758.	5.1	93
7	Effects of applying a VRâ€based twoâ€tier test strategy to promote elementary studentsâ€™ learning performance in a Geology class. British Journal of Educational Technology, 2020, 51, 148-165.	3.9	65
8	Development of a reading material recommendation system based on a knowledge engineering approach. Computers and Education, 2010, 55, 76-83.	5.1	60
9	The effects of spherical video-based virtual reality implementation on studentsâ€™ natural science learning effectiveness. Interactive Learning Environments, 2020, 28, 915-929.	4.4	51
10	Learning Computational Thinking Without a Computer: How Computational Participation Happens in a Computational Thinking Board Game. Asia-Pacific Education Researcher, 2020, 29, 67-83.	2.2	50
11	Learning motivation and adaptive video caption filtering for EFL learners using handheld devices. ReCALL, 2015, 27, 84-103.	3.2	42
12	Effects of gender and different augmented reality learning systems on English vocabulary learning of elementary school students. Universal Access in the Information Society, 2019, 18, 315-325.	2.1	32
13	A context-aware ubiquitous learning approach for providing instant learning support in personal computer assembly activities. Interactive Learning Environments, 2014, 22, 687-703.	4.4	27
14	Simultaneously Improving Computational Thinking and Foreign Language Learning: Interdisciplinary Media With Plugged and Unplugged Approaches. Journal of Educational Computing Research, 2021, 59, 1184-1207.	3.6	27
15	Behavioural sequential analysis of using an instant response application to enhance peer interactions in a flipped classroom. Interactive Learning Environments, 2018, 26, 91-105.	4.4	26
16	Impacts of Different Smartphone Caption/Subtitle Mechanisms on English Listening Performance and Perceptions of Students with Different Learning Styles. International Journal of Human-Computer Interaction, 2019, 35, 333-344.	3.3	24
17	Effects on learners' performance of using selected and open network resources in a problemâ€based learning activity. British Journal of Educational Technology, 2012, 43, 606-623.	3.9	21
18	Effects of learning styles on learnersâ€™ collaborative patterns in a mobile-assisted, Chinese character-forming game based on a flexible grouping approach. Technology, Pedagogy and Education, 2016, 25, 61-77.	3.3	17

#	Article	IF	Citations
19	Using a concept mapping strategy to improve the motivation of EFL students in Google Hangouts Peer-Tutoring Sessions with native speakers. Interactive Learning Environments, 2019, 27, 272-285.	4.4	15
20	Teacherâ€™s Perceptions and Readiness to Teach Coding Skills: A Comparative Study Between Finland, Mainland China, Singapore, Taiwan, and South Korea. Asia-Pacific Education Researcher, 2020, 29, 21-34.	2.2	15
21	Behavioral-pattern exploration and development of an instructional tool for young children to learn AI. Computers and Education Artificial Intelligence, 2021, 2, 100012.	6.9	13
22	The Effects on Secondary School Students of Applying Experiential Learning to the Conversational AI Learning Curriculum. International Review of Research in Open and Distance Learning, 2022, 23, 82-103.	1.0	9
23	Impacts of interactions between peer assessment and learning styles on studentsâ€™ mobile learning achievements and motivations in vocational design certification courses. Interactive Learning Environments, 2023, 31, 1351-1363.	4.4	8
24	Is It Possible for Young Students to Learn the AI-STEAM Application with Experiential Learning?. Sustainability, 2021, 13, 11114.	1.6	8
25	Interaction of visual interface and academic levels with young studentsâ€™ anxiety, playfulness, and enjoyment in programming for robot control. Universal Access in the Information Society, 2023, 22, 213-225.	2.1	6
26	Self-efficacy and behavior patterns of learners using a real-time collaboration system developed for group programming. International Journal of Computer-Supported Collaborative Learning, 2021, 16, 559-582.	1.9	6
27	The engagement of students when learning to use a personal audio classifier to control robot cars in a computational thinking board game. Research and Practice in Technology Enhanced Learning, 2022, 17, .	1.9	5
28	Development of a Reading Material Recommendation System Based on a Multi-expert Knowledge Acquisition Approach. , 2009, , .		2
29	The effects of using interactive e-book on English learning effectiveness of different proficiency students. International Journal of Mobile Learning and Organisation, 2015, 9, 86.	0.2	2
30	The different effects of daily-life instant response social media and an educational feedback system on flipped learning: from the evidence of behavioral analysis. Interactive Learning Environments, 2022, 30, 862-881.	4.4	2
31	The Effects of Applying Virtual Reality Implementation on Chinese Writing Skill of Description. Chinese Language Learning Sciences, 2021, , 23-37.	0.3	2
32	Effects of a Pair Programming Educational Robot-Based Approach on Studentsâ€™ Interdisciplinary Learning of Computational Thinking and Language Learning. Frontiers in Psychology, 2022, 13, .	1.1	2
33	Guest editorsâ€™ introduction: special issue â€œICT in language learningâ€• Research and Practice in Technology Enhanced Learning, 2015, 10, 21.	1.9	1
34	Recommendation of Instructional Video Clips for HTML Learners Based on the ID3 Algorithm. , 2017, , .		1
35	Editorial - Volume 23, Issue 1. International Review of Research in Open and Distance Learning, 2022, 23, i-ii.	1.0	1
36	The Effects of a Dynamic Repertory Grid for Peer Assessment: Peer Assessment of Computer Software Application Certificate Practice. , 2016, , .		0

#	Article	IF	Citations
37	Learning Chinese as a Second Language by Educational Robots Integrating the Operation of Conditional Logic in Computational Thinking and the Usage of the Causal Sentences. , 2020, , .		0
38	The Application and Evaluation of Augmented Reality-Integrated e-Books in Living Technology Education. , 2016, , 1-22.		0
39	The Application of Augmented Reality in English Vocabulary Learning for Elementary School Students. , 2016, , 1-19.		0
40	Integrating Mind Tools and Peer Assessment for Assisting Students in Foreign Language Learning. Lecture Notes in Computer Science, 2017, , 683-690.	1.0	0