

Ting-Chia Hsu

List of Publications by Year in descending order

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Version: 2024-02-01

40
papers

1,699
citations

471371

17
h-index

395590

33
g-index

41
all docs

41
docs citations

41
times ranked

1113
citing authors

#	ARTICLE	IF	CITATIONS
1	Impacts of interactions between peer assessment and learning styles on students'™ mobile learning achievements and motivations in vocational design certification courses. <i>Interactive Learning Environments</i> , 2023, 31, 1351-1363.	4.4	8
2	Interaction of visual interface and academic levels with young students'™ anxiety, playfulness, and enjoyment in programming for robot control. <i>Universal Access in the Information Society</i> , 2023, 22, 213-225.	2.1	6
3	The different effects of daily-life instant response social media and an educational feedback system on flipped learning: from the evidence of behavioral analysis. <i>Interactive Learning Environments</i> , 2022, 30, 862-881.	4.4	2
4	The Effects on Secondary School Students of Applying Experiential Learning to the Conversational AI Learning Curriculum. <i>International Review of Research in Open and Distance Learning</i> , 2022, 23, 82-103.	1.0	9
5	Editorial - Volume 23, Issue 1. <i>International Review of Research in Open and Distance Learning</i> , 2022, 23, i-ii.	1.0	1
6	Effects of a Pair Programming Educational Robot-Based Approach on Students'™ Interdisciplinary Learning of Computational Thinking and Language Learning. <i>Frontiers in Psychology</i> , 2022, 13, .	1.1	2
7	The engagement of students when learning to use a personal audio classifier to control robot cars in a computational thinking board game. <i>Research and Practice in Technology Enhanced Learning</i> , 2022, 17, .	1.9	5
8	Behavioral-pattern exploration and development of an instructional tool for young children to learn AI. <i>Computers and Education Artificial Intelligence</i> , 2021, 2, 100012.	6.9	13
9	The Effects of Applying Virtual Reality Implementation on Chinese Writing Skill of Description. <i>Chinese Language Learning Sciences</i> , 2021, , 23-37.	0.3	2
10	Simultaneously Improving Computational Thinking and Foreign Language Learning: Interdisciplinary Media With Plugged and Unplugged Approaches. <i>Journal of Educational Computing Research</i> , 2021, 59, 1184-1207.	3.6	27
11	Is It Possible for Young Students to Learn the AI-STEAM Application with Experiential Learning?. <i>Sustainability</i> , 2021, 13, 11114.	1.6	8
12	Self-efficacy and behavior patterns of learners using a real-time collaboration system developed for group programming. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2021, 16, 559-582.	1.9	6
13	The effects of spherical video-based virtual reality implementation on students'™ natural science learning effectiveness. <i>Interactive Learning Environments</i> , 2020, 28, 915-929.	4.4	51
14	Effects of applying a VR-based two-tier test strategy to promote elementary students'™ learning performance in a Geology class. <i>British Journal of Educational Technology</i> , 2020, 51, 148-165.	3.9	65
15	Learning Computational Thinking Without a Computer: How Computational Participation Happens in a Computational Thinking Board Game. <i>Asia-Pacific Education Researcher</i> , 2020, 29, 67-83.	2.2	50
16	Teachers'™ Perceptions and Readiness to Teach Coding Skills: A Comparative Study Between Finland, Mainland China, Singapore, Taiwan, and South Korea. <i>Asia-Pacific Education Researcher</i> , 2020, 29, 21-34.	2.2	15
17	Integration of the peer assessment approach with a virtual reality design system for learning earth science. <i>Computers and Education</i> , 2020, 146, 103758.	5.1	93
18	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

#	ARTICLE	IF	CITATIONS
19	Impacts of Different Smartphone Caption/Subtitle Mechanisms on English Listening Performance and Perceptions of Students with Different Learning Styles. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 333-344.	3.3	24
20	Effects of gender and different augmented reality learning systems on English vocabulary learning of elementary school students. <i>Universal Access in the Information Society</i> , 2019, 18, 315-325.	2.1	32
21	Using a concept mapping strategy to improve the motivation of EFL students in Google Hangouts Peer-Tutoring Sessions with native speakers. <i>Interactive Learning Environments</i> , 2019, 27, 272-285.	4.4	15
22	Behavioural sequential analysis of using an instant response application to enhance peer interactions in a flipped classroom. <i>Interactive Learning Environments</i> , 2018, 26, 91-105.	4.4	26
23	How to learn and how to teach computational thinking: Suggestions based on a review of the literature. <i>Computers and Education</i> , 2018, 126, 296-310.	5.1	379
24	Interaction of problem-based gaming and learning anxiety in language students' English listening performance and progressive behavioral patterns. <i>Computers and Education</i> , 2017, 106, 26-42.	5.1	134
25	Learning English with Augmented Reality: Do learning styles matter?. <i>Computers and Education</i> , 2017, 106, 137-149.	5.1	193
26	Recommendation of Instructional Video Clips for HTML Learners Based on the ID3 Algorithm. , 2017, , .		1
27	Integrating Mind Tools and Peer Assessment for Assisting Students in Foreign Language Learning. <i>Lecture Notes in Computer Science</i> , 2017, , 683-690.	1.0	0
28	The Effects of a Dynamic Repertory Grid for Peer Assessment: Peer Assessment of Computer Software Application Certificate Practice. , 2016, , .		0
29	Effects of learning styles on learners' collaborative patterns in a mobile-assisted, Chinese character-forming game based on a flexible grouping approach. <i>Technology, Pedagogy and Education</i> , 2016, 25, 61-77.	3.3	17
30	The Application and Evaluation of Augmented Reality-Integrated e-Books in Living Technology Education. , 2016, , 1-22.		0
31	The Application of Augmented Reality in English Vocabulary Learning for Elementary School Students. , 2016, , 1-19.		0
32	The effects of using interactive e-book on English learning effectiveness of different proficiency students. <i>International Journal of Mobile Learning and Organisation</i> , 2015, 9, 86.	0.2	2
33	Guest editors' introduction: special issue "ICT in language learning". <i>Research and Practice in Technology Enhanced Learning</i> , 2015, 10, 21.	1.9	1
34	Learning motivation and adaptive video caption filtering for EFL learners using handheld devices. <i>ReCALL</i> , 2015, 27, 84-103.	3.2	42
35	A context-aware ubiquitous learning approach for providing instant learning support in personal computer assembly activities. <i>Interactive Learning Environments</i> , 2014, 22, 687-703.	4.4	27
36	A personalized recommendation-based mobile learning approach to improving the reading performance of EFL students. <i>Computers and Education</i> , 2013, 63, 327-336.	5.1	226

#	ARTICLE	IF	CITATIONS
37	Effects on learners' performance of using selected and open network resources in a problem-based learning activity. <i>British Journal of Educational Technology</i> , 2012, 43, 606-623.	3.9	21
38	A mobile-assisted synchronously collaborative translation-based annotation system for English as a foreign language (EFL) reading comprehension. <i>Computer Assisted Language Learning</i> , 2011, 24, 155-180.	4.8	130
39	Development of a reading material recommendation system based on a knowledge engineering approach. <i>Computers and Education</i> , 2010, 55, 76-83.	5.1	60
40	Development of a Reading Material Recommendation System Based on a Multi-expert Knowledge Acquisition Approach. , 2009, , .		2