

Gwo-Jen Hwang

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/74324/publications.pdf>

Version: 2024-02-01

257
papers

14,755
citations

22153

59
h-index

26613

107
g-index

259
all docs

259
docs citations

259
times ranked

5750
citing authors

#	ARTICLE	IF	CITATIONS
1	A formative assessment-based mobile learning approach to improving the learning attitudes and achievements of students. <i>Computers and Education</i> , 2011, 56, 1023-1031.	8.3	553
2	A self-regulated flipped classroom approach to improving students' learning performance in a mathematics course. <i>Computers and Education</i> , 2016, 100, 126-140.	8.3	420
3	Research trends in mobile and ubiquitous learning: a review of publications in selected journals from 2001 to 2010. <i>British Journal of Educational Technology</i> , 2011, 42, E65.	6.3	410
4	A collaborative game-based learning approach to improving students' learning performance in science courses. <i>Computers and Education</i> , 2013, 63, 43-51.	8.3	390
5	A concept map-embedded educational computer game for improving students' learning performance in natural science courses. <i>Computers and Education</i> , 2013, 69, 121-130.	8.3	378
6	Seamless flipped learning: a mobile technology-enhanced flipped classroom with effective learning strategies. <i>Journal of Computers in Education</i> , 2015, 2, 449-473.	8.3	344
7	Definition, framework and research issues of smart learning environments - a context-aware ubiquitous learning perspective. <i>Smart Learning Environments</i> , 2014, 1, .	7.6	326
8	A two-tier test approach to developing location-aware mobile learning systems for natural science courses. <i>Computers and Education</i> , 2010, 55, 1618-1627.	8.3	317
9	A context-aware ubiquitous learning environment for conducting complex science experiments. <i>Computers and Education</i> , 2009, 53, 402-413.	8.3	307
10	Trends and development in technology-enhanced adaptive/personalized learning: A systematic review of journal publications from 2007 to 2017. <i>Computers and Education</i> , 2019, 140, 103599.	8.3	256
11	Development of an adaptive learning system with two sources of personalization information. <i>Computers and Education</i> , 2008, 51, 776-786.	8.3	244
12	A knowledge engineering approach to developing mindtools for context-aware ubiquitous learning. <i>Computers and Education</i> , 2010, 54, 289-297.	8.3	236
13	A personalized recommendation-based mobile learning approach to improving the reading performance of EFL students. <i>Computers and Education</i> , 2013, 63, 327-336.	8.3	226
14	An online game approach for improving students' learning performance in web-based problem-solving activities. <i>Computers and Education</i> , 2012, 59, 1246-1256.	8.3	224
15	Impacts of an augmented reality-based flipped learning guiding approach on students' scientific project performance and perceptions. <i>Computers and Education</i> , 2018, 125, 226-239.	8.3	216
16	An interactive concept map approach to supporting mobile learning activities for natural science courses. <i>Computers and Education</i> , 2011, 57, 2272-2280.	8.3	204
17	Advancements and trends in digital game-based learning research: a review of publications in selected journals from 2001 to 2010. <i>British Journal of Educational Technology</i> , 2012, 43, E6.	6.3	197
18	Development of a personalized educational computer game based on students' learning styles. <i>Educational Technology Research and Development</i> , 2012, 60, 623-638.	2.8	193

#	ARTICLE	IF	CITATIONS
19	Definition, roles, and potential research issues of the metaverse in education: An artificial intelligence perspective. <i>Computers and Education Artificial Intelligence</i> , 2022, 3, 100082.	10.8	190
20	Trends in mobile technology-supported collaborative learning: A systematic review of journal publications from 2007 to 2016. <i>Computers and Education</i> , 2018, 119, 129-143.	8.3	185
21	A conceptual map model for developing intelligent tutoring systems. <i>Computers and Education</i> , 2003, 40, 217-235.	8.3	178
22	Effects of peer assessment within the context of spherical video-based virtual reality on EFL students' English-Speaking performance and learning perceptions. <i>Computers and Education</i> , 2020, 146, 103751.	8.3	174
23	Effects of an augmented reality-based educational game on students' learning achievements and attitudes in real-world observations. <i>Interactive Learning Environments</i> , 2016, 24, 1895-1906.	6.4	173
24	Students' online interactive patterns in augmented reality-based inquiry activities. <i>Computers and Education</i> , 2014, 78, 97-108.	8.3	171
25	A concept map approach to developing collaborative Mindtools for context-aware ubiquitous learning. <i>British Journal of Educational Technology</i> , 2011, 42, 778-789.	6.3	167
26	A contextual game-based learning approach to improving students' inquiry-based learning performance in social studies courses. <i>Computers and Education</i> , 2015, 81, 13-25.	8.3	163
27	A Delphi-based approach to developing expert systems with the cooperation of multiple experts. <i>Expert Systems With Applications</i> , 2008, 34, 2826-2840.	7.6	159
28	A key step to understanding paradigm shifts in e-learning: towards context-aware ubiquitous learning. <i>British Journal of Educational Technology</i> , 2010, 41, E1.	6.3	159
29	A scoping review of research on digital game-based language learning. <i>Computers and Education</i> , 2018, 126, 89-104.	8.3	154
30	Application and theory gaps during the rise of Artificial Intelligence in Education. <i>Computers and Education Artificial Intelligence</i> , 2020, 1, 100002.	10.8	154
31	Improving learning achievements, motivations and problem-solving skills through a peer assessment-based game development approach. <i>Educational Technology Research and Development</i> , 2014, 62, 129-145.	2.8	152
32	Trends and research issues of mobile learning studies in nursing education: A review of academic publications from 1971 to 2016. <i>Computers and Education</i> , 2018, 116, 28-48.	8.3	152
33	Effects of teaching and learning styles on students' reflection levels for ubiquitous learning. <i>Computers and Education</i> , 2011, 57, 1194-1201.	8.3	151
34	A Heuristic Algorithm for planning personalized learning paths for context-aware ubiquitous learning. <i>Computers and Education</i> , 2010, 54, 404-415.	8.3	148
35	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.	8.3	134
36	Effects of digital game-based learning on students' self-efficacy, motivation, anxiety, and achievements in learning mathematics. <i>Journal of Computers in Education</i> , 2014, 1, 151-166.	8.3	133

#	ARTICLE	IF	CITATIONS
37	Effects of different online peer-feedback approaches on students' performance skills, motivation and self-efficacy in a dance course. <i>Computers and Education</i> , 2016, 96, 55-71.	8.3	120
38	A knowledge acquisition approach to developing Mindtools for organizing and sharing differentiating knowledge in a ubiquitous learning environment. <i>Computers and Education</i> , 2011, 57, 1368-1377.	8.3	105
39	A context-aware ubiquitous learning approach to conducting scientific inquiry activities in a science park. <i>Australasian Journal of Educational Technology</i> , 2012, 28, .	3.5	96
40	An innovative concept map approach for improving students' learning performance with an instant feedback mechanism. <i>British Journal of Educational Technology</i> , 2012, 43, 217-232.	6.3	95
41	A review of opportunities and challenges of chatbots in education. <i>Interactive Learning Environments</i> , 2023, 31, 4099-4112.	6.4	95
42	Effects of an integrated concept mapping and web-based problem-solving approach on students' learning achievements, perceptions and cognitive loads. <i>Computers and Education</i> , 2014, 71, 77-86.	8.3	94
43	Trends in the research design and application of mobile language learning: a review of 2007-2016 publications in selected SSCI journals. <i>Interactive Learning Environments</i> , 2019, 27, 567-581.	6.4	92
44	Influences of an inquiry-based ubiquitous gaming design on students' learning achievements, motivation, behavioral patterns, and tendency towards critical thinking and problem solving. <i>British Journal of Educational Technology</i> , 2017, 48, 950-971.	6.3	89
45	A novel approach for assisting teachers in analyzing student web-searching behaviors. <i>Computers and Education</i> , 2008, 51, 926-938.	8.3	87
46	Research trends of flipped classroom studies for medical courses: a review of journal publications from 2008 to 2017 based on the technology-enhanced learning model. <i>Interactive Learning Environments</i> , 2019, 27, 1011-1027.	6.4	85
47	Developing multi-dimensional evaluation criteria for English learning websites with university students and professors. <i>Computers and Education</i> , 2011, 56, 65-79.	8.3	80
48	An interactive peer-assessment criteria development approach to improving students' art design performance using handheld devices. <i>Computers and Education</i> , 2015, 85, 149-159.	8.3	80
49	Experiencing the Analects of Confucius: An experiential game-based learning approach to promoting students' motivation and conception of learning. <i>Computers and Education</i> , 2017, 110, 143-153.	8.3	79
50	A review of experimental mobile learning research in 2010-2016 based on the activity theory framework. <i>Computers and Education</i> , 2019, 129, 1-13.	8.3	79
51	Roles and Research Trends of Artificial Intelligence in Mathematics Education: A Bibliometric Mapping Analysis and Systematic Review. <i>Mathematics</i> , 2021, 9, 584.	2.2	79
52	Learning to be a writer: A spherical video-based virtual reality approach to supporting descriptive article writing in high school Chinese courses. <i>British Journal of Educational Technology</i> , 2020, 51, 1386-1405.	6.3	76
53	Trends in artificial intelligence-supported e-learning: a systematic review and co-citation network analysis (1998-2019). <i>Interactive Learning Environments</i> , 2023, 31, 2134-2152.	6.4	74
54	Development of a contextual decision-making game for improving students' learning performance in a health education course. <i>Computers and Education</i> , 2015, 82, 179-190.	8.3	73

#	ARTICLE	IF	CITATIONS
55	Impacts of integrating the repertory grid into an augmented reality-based learning design on students' learning achievements, cognitive load and degree of satisfaction. <i>Interactive Learning Environments</i> , 2018, 26, 221-234.	6.4	72
56	Impacts of a mind mapping-based contextual gaming approach on EFL students' writing performance, learning perceptions and generative uses in an English course. <i>Computers and Education</i> , 2019, 137, 59-77.	8.3	72
57	The role of collective efficacy, cognitive quality, and task cohesion in computer-supported collaborative learning (CSCL). <i>Computers and Education</i> , 2012, 58, 679-687.	8.3	70
58	A knowledge engineering approach to developing educational computer games for improving students' differentiating knowledge. <i>British Journal of Educational Technology</i> , 2013, 44, 183-196.	6.3	69
59	Single loop or double loop learning: English vocabulary learning performance and behavior of students in situated computer games with different guiding strategies. <i>Computers and Education</i> , 2016, 102, 188-201.	8.3	68
60	Balancing cognitive complexity and gaming level: Effects of a cognitive complexity-based competition game on EFL students' English vocabulary learning performance, anxiety and behaviors. <i>Computers and Education</i> , 2020, 148, 103808.	8.3	67
61	Effects of a social regulation-based online learning framework on students' learning achievements and behaviors in mathematics. <i>Computers and Education</i> , 2021, 160, 104031.	8.3	67
62	A hybrid approach to promoting students' web-based problem-solving competence and learning attitude. <i>Computers and Education</i> , 2012, 58, 351-364.	8.3	66
63	Mobile-based collaborative learning in the fitness center: A case study on the development of English listening comprehension with a context-aware application. <i>British Journal of Educational Technology</i> , 2018, 49, 305-320.	6.3	64
64	Development of a ubiquitous learning platform based on a real-time help-seeking mechanism. <i>British Journal of Educational Technology</i> , 2011, 42, 992-1002.	6.3	63
65	Promoting students' learning achievement and self-efficacy: A mobile chatbot approach for nursing training. <i>British Journal of Educational Technology</i> , 2022, 53, 171-188.	6.3	63
66	A long-term experiment to investigate the relationships between high school students' perceptions of mobile learning and peer interaction and higher-order thinking tendencies. <i>Educational Technology Research and Development</i> , 2018, 66, 75-93.	2.8	62
67	A pilot study on conducting mobile learning activities for clinical nursing courses based on the repertory grid approach. <i>Nurse Education Today</i> , 2011, 31, e8-e15.	3.3	61
68	Development of a reading material recommendation system based on a knowledge engineering approach. <i>Computers and Education</i> , 2010, 55, 76-83.	8.3	60
69	A context-aware video prompt approach to improving students' in-field reflection levels. <i>Computers and Education</i> , 2014, 70, 80-91.	8.3	59
70	Integrating socio-cultural contexts and location-based systems for ubiquitous language learning in museums: A state of the art review of 2009-2014. <i>British Journal of Educational Technology</i> , 2017, 48, 653-671.	6.3	59
71	Interaction between gaming and multistage guiding strategies on students' field trip mobile learning performance and motivation. <i>British Journal of Educational Technology</i> , 2016, 47, 1032-1050.	6.3	58
72	Effects of a peer competition-based mobile learning approach on students' affective domain exhibition in social studies courses. <i>British Journal of Educational Technology</i> , 2016, 47, 1217-1231.	6.3	55

#	ARTICLE	IF	CITATIONS
73	A reflective thinkingâ€promoting approach to enhancing graduate students' flipped learning engagement, participation behaviors, reflective thinking and project learning outcomes. <i>British Journal of Educational Technology</i> , 2019, 50, 2288-2307.	6.3	55
74	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.	8.3	54
75	Effects of digital game-based STEM education on studentsâ€™ learning achievement: a meta-analysis. <i>International Journal of STEM Education</i> , 2022, 9, .	5.0	54
76	A prompt-based annotation approach to conducting mobile learning activities for architecture design courses. <i>Computers and Education</i> , 2014, 76, 80-90.	8.3	53
77	From experiencing to critical thinking: a contextual game-based learning approach to improving nursing studentsâ€™ performance in Electrocardiogram training. <i>Educational Technology Research and Development</i> , 2020, 68, 1225-1245.	2.8	53
78	From Gaming to Computational Thinking: An Adaptive Educational Computer Game-Based Learning Approach. <i>Journal of Educational Computing Research</i> , 2021, 59, 383-409.	5.5	52
79	An individualized intervention approach to improving university studentsâ€™ learning performance and interactive behaviors in a blended learning environment. <i>Interactive Learning Environments</i> , 2020, 28, 231-245.	6.4	51
80	Effects of a formative assessment-based contextual gaming approach on studentsâ€™ digital citizenship behaviours, learning motivations, and perceptions. <i>Computers and Education</i> , 2020, 159, 103998.	8.3	51
81	The effects of computer-supported self-regulation in science inquiry on learning outcomes, learning processes, and self-efficacy. <i>Educational Technology Research and Development</i> , 2018, 66, 863-892.	2.8	50
82	An empirical examination of the effect of self-regulation and the Unified Theory of Acceptance and Use of Technology (UTAUT) factors on the online learning behavioural intention of college students. <i>Asia Pacific Journal of Education</i> , 2019, 39, 79-95.	2.1	50
83	From experiencing to expressing: A virtual reality approach to facilitating pupilsâ€™ descriptive paper writing performance and learning behavior engagement. <i>British Journal of Educational Technology</i> , 2021, 52, 807-823.	6.3	50
84	A multi-perspective study on Artificial Intelligence in Education: grants, conferences, journals, software tools, institutions, and researchers. <i>Computers and Education Artificial Intelligence</i> , 2020, 1, 100005.	10.8	49
85	Development and Evaluation of an Active Learning Support System for Context-Aware Ubiquitous Learning. <i>IEEE Transactions on Learning Technologies</i> , 2016, 9, 37-45.	3.2	48
86	A systematic review of research on flipped language classrooms: theoretical foundations, learning activities, tools, research topics and findings. <i>Computer Assisted Language Learning</i> , 2022, 35, 1811-1837.	7.1	46
87	A webâ€based peerâ€assessment approach to improving junior high school students' performance, selfâ€efficacy and motivation in performing arts courses. <i>British Journal of Educational Technology</i> , 2016, 47, 618-632.	6.3	45
88	The era of flipped learning: promoting active learning and higher order thinking with innovative flipped learning strategies and supporting systems. <i>Interactive Learning Environments</i> , 2019, 27, 991-994.	6.4	44
89	Development of a mobile learning system based on a collaborative problem-posing strategy. <i>Interactive Learning Environments</i> , 2016, 24, 456-471.	6.4	43
90	Facilitating effective digital game-based learning behaviors and learning performances of students based on a collaborative knowledge construction strategy. <i>Interactive Learning Environments</i> , 2018, 26, 118-134.	6.4	42

#	ARTICLE	IF	CITATIONS
91	From reflective observation to active learning: A mobile experiential learning approach for environmental science education. <i>British Journal of Educational Technology</i> , 2019, 50, 2251-2270.	6.3	42
92	A cognitive component analysis approach for developing game-based spatial learning tools. <i>Computers and Education</i> , 2012, 59, 762-773.	8.3	41
93	Effects of a concept mapping-based flipped learning approach on EFL students' English speaking performance, critical thinking awareness and speaking anxiety. <i>British Journal of Educational Technology</i> , 2020, 51, 817-834.	6.3	41
94	Differences between mobile learning environmental preferences of high school teachers and students in Taiwan: a structural equation model analysis. <i>Educational Technology Research and Development</i> , 2016, 64, 533-554.	2.8	39
95	A problem posing-based practicing strategy for facilitating students' computer programming skills in the team-based learning mode. <i>Educational Technology Research and Development</i> , 2017, 65, 1655-1671.	2.8	39
96	Objectives, methodologies and research issues of learning analytics. <i>Interactive Learning Environments</i> , 2017, 25, 143-146.	6.4	39
97	Effects of ASQ-based flipped learning on nurse practitioner learners' nursing skills, learning achievement and learning perceptions. <i>Computers and Education</i> , 2019, 139, 207-221.	8.3	39
98	Cognitive regulations in ICT-supported flipped classroom interactions: An activity theory perspective. <i>British Journal of Educational Technology</i> , 2020, 51, 103-130.	6.3	38
99	Roles and research foci of artificial intelligence in language education: an integrated bibliographic analysis and systematic review approach. <i>Interactive Learning Environments</i> , 2023, 31, 4270-4296.	6.4	38
100	Influence of an integrated learning diagnosis and formative assessment-based personalized web learning approach on students learning performances and perceptions. <i>Interactive Learning Environments</i> , 2017, 25, 889-903.	6.4	37
101	A microworld-based role-playing game development approach to engaging students in interactive, enjoyable, and effective mathematics learning. <i>Interactive Learning Environments</i> , 2018, 26, 411-423.	6.4	37
102	A tutoring strategy supporting system for distance learning on computer networks. <i>IEEE Transactions on Education</i> , 1998, 41, 343-343.	2.4	36
103	Designing dynamic English: a creative reading system in a context-aware fitness centre using a smart phone and QR codes. <i>Digital Creativity</i> , 2014, 25, 169-186.	1.6	36
104	Transforming the classrooms: innovative digital game-based learning designs and applications. <i>Educational Technology Research and Development</i> , 2014, 62, 125-128.	2.8	35
105	Facilitating EFL students' English grammar learning performance and behaviors: A contextual gaming approach. <i>Computers and Education</i> , 2020, 152, 103876.	8.3	35
106	The correlates of Taiwan teachers' epistemological beliefs concerning Internet environments, online search strategies, and search outcomes. <i>Internet and Higher Education</i> , 2011, 14, 54-63.	6.5	34
107	A fuzzy expert system-based adaptive learning approach to improving students' learning performances by considering affective and cognitive factors. <i>Computers and Education Artificial Intelligence</i> , 2020, 1, 100003.	10.8	34
108	Promoting pre-class guidance and in-class reflection: A SQIRC-based mobile flipped learning approach to promoting students' billiards skills, strategies, motivation and self-efficacy. <i>Computers and Education</i> , 2021, 160, 104035.	8.3	34

#	ARTICLE	IF	CITATIONS
109	An auto-scoring mechanism for evaluating problem-solving ability in a web-based learning environment. <i>Computers and Education</i> , 2009, 53, 261-272.	8.3	33
110	Effects of a collective problem-solving promotion-based flipped classroom on students' learning performances and interactive patterns. <i>Interactive Learning Environments</i> , 2023, 31, 2513-2528.	6.4	33
111	Effects of formative assessment in an augmented reality approach to conducting ubiquitous learning activities for architecture courses. <i>Universal Access in the Information Society</i> , 2019, 18, 221-230.	3.0	33
112	Trends and research issues of mobile learning studies in physical education: a review of academic journal publications. <i>Interactive Learning Environments</i> , 2020, 28, 419-437.	6.4	33
113	Effects of blended learning pedagogical practices on students' motivation and autonomy for the teaching of short stories in upper secondary English. <i>Interactive Learning Environments</i> , 2020, 28, 512-525.	6.4	32
114	Effects of a concept mapping-based two-tier test strategy on students' digital game-based learning performances and behavioral patterns. <i>Computers and Education</i> , 2021, 173, 104293.	8.3	31
115	Effects of integrating an active learning-promoting mechanism into location-based real-world learning environments on students' learning performances and behaviors. <i>Educational Technology Research and Development</i> , 2018, 66, 451-474.	2.8	30
116	A creative thinking approach to enhancing the web-based problem solving performance of university students. <i>Computers and Education</i> , 2014, 72, 220-230.	8.3	29
117	Research trends and applications of technology-supported peer assessment: a review of selected journal publications from 2007 to 2016. <i>Journal of Computers in Education</i> , 2019, 6, 191-213.	8.3	29
118	Facilitating decision-making performances in nursing treatments: a contextual digital game-based flipped learning approach. <i>Interactive Learning Environments</i> , 2023, 31, 156-171.	6.4	29
119	Comparison of the effects of project-based computer programming activities between mathematics-gifted students and average students. <i>Journal of Computers in Education</i> , 2016, 3, 33-45.	8.3	28
120	Facilitating deep-strategy behaviors and positive learning performances in science inquiry activities with a 3D experiential gaming approach. <i>Interactive Learning Environments</i> , 2018, 26, 1053-1073.	6.4	28
121	Research focuses and findings of flipping mathematics classes: a review of journal publications based on the technology-enhanced learning model. <i>Interactive Learning Environments</i> , 2021, 29, 905-938.	6.4	28
122	Effects of integrating a concept mapping-based summarization strategy into flipped learning on students' reading performances and perceptions in Chinese courses. <i>British Journal of Educational Technology</i> , 2019, 50, 2703-2719.	6.3	28
123	Effects of experiencing authentic contexts on English speaking performances, anxiety and motivation of EFL students with different cognitive styles. <i>Interactive Learning Environments</i> , 2022, 30, 1619-1639.	6.4	28
124	Effects of a multi-level concept mapping-based question-posing approach on students' ubiquitous learning performance and perceptions. <i>Computers and Education</i> , 2020, 149, 103815.	8.3	28
125	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.	6.4	27
126	The effect of online vs. blended learning in developing English language skills by nursing student: an experimental study. <i>Interactive Learning Environments</i> , 2020, , 1-10.	6.4	27

#	ARTICLE	IF	CITATIONS
127	Effects of a virtual reality-based pottery making approach on junior high school studentsâ€™ creativity and learning engagement. <i>Interactive Learning Environments</i> , 2023, 31, 2016-2032.	6.4	27
128	Fostering motor skills in physical education: A mobile technology-supported ICRA flipped learning model. <i>Computers and Education</i> , 2022, 177, 104380.	8.3	27
129	Ubiquitous Computing Technologies in Education. <i>International Journal of Distance Education Technologies</i> , 2007, 5, 1-4.	2.9	26
130	Effects of gamification on studentsâ€™ online interactive patterns and peer-feedback. <i>Distance Education</i> , 2019, 40, 350-379.	3.9	26
131	Facilitating knowledge construction in mobile learning contexts: A bidirectional peer-assessment approach. <i>British Journal of Educational Technology</i> , 2021, 52, 337-357.	6.3	26
132	A mindtool-based collaborative learning approach to enhancing students' innovative performance in management courses. <i>Australasian Journal of Educational Technology</i> , 2013, 29, .	3.5	26
133	An information-summarising instruction strategy for improving the web-based problem solving abilities of students. <i>Australasian Journal of Educational Technology</i> , 2011, 27, .	3.5	26
134	A group decision approach to developing conceptâ€‘effect models for diagnosing student learning problems in mathematics. <i>British Journal of Educational Technology</i> , 2013, 44, 453-468.	6.3	24
135	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.	4.8	24
136	Critical research advancements of flipped learning: a review of the top 100 highly cited papers. <i>Interactive Learning Environments</i> , 2022, 30, 1751-1767.	6.4	24
137	Directions of the 100 most cited nursing student education research: A bibliometric and co-citation network analysis. <i>Nurse Education Today</i> , 2021, 96, 104645.	3.3	24
138	Trends and exemplary practices of STEM teacher professional development programs in K-12 contexts: A systematic review of empirical studies. <i>Computers and Education</i> , 2022, 189, 104577.	8.3	24
139	A WSQ-based flipped learning approach to improving studentsâ€™ dance performance through reflection and effort promotion. <i>Interactive Learning Environments</i> , 2022, 30, 229-244.	6.4	23
140	Facilitating critical thinking in decision making-based professional training: An online interactive peer-review approach in a flipped learning context. <i>Computers and Education</i> , 2021, 173, 104266.	8.3	23
141	Issues and Challenges of Educational Technology Research in Asia. <i>Asia-Pacific Education Researcher</i> , 2013, 22, 215-216.	3.7	22
142	A spreadsheet-based visualized Mindtool for improving studentsâ€™ learning performance in identifying relationships between numerical variables. <i>Interactive Learning Environments</i> , 2015, 23, 230-249.	6.4	22
143	Effects of embedding a problem-posing-based learning guiding strategy into interactive e-books on studentsâ€™ learning performance and higher order thinking tendency. <i>Interactive Learning Environments</i> , 2019, 27, 389-401.	6.4	22
144	Incorporating a reflective thinking promoting mechanism into artificial intelligence-supported English writing environments. <i>Interactive Learning Environments</i> , 2023, 31, 5614-5632.	6.4	22

#	ARTICLE	IF	CITATIONS
145	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.	6.3	21
146	From design to reflection: Effects of peer-scoring and comments on students' behavioral patterns and learning outcomes in musical theater performance. <i>Computers and Education</i> , 2020, 150, 103856.	8.3	20
147	Roles and research trends of flipped classrooms in nursing education: a review of academic publications from 2010 to 2017. <i>Interactive Learning Environments</i> , 2021, 29, 883-904.	6.4	19
148	An IRS-facilitated collective issue-request approach to enhancing students' learning achievement, self-regulation and collective efficacy in flipped classrooms. <i>British Journal of Educational Technology</i> , 2019, 50, 1996-2013.	6.3	19
149	Effect sizes and research directions of peer assessments: From an integrated perspective of meta-analysis and co-citation network. <i>Computers and Education</i> , 2021, 164, 104123.	8.3	19
150	Three decades of game-based learning in science and mathematics education: an integrated bibliometric analysis and systematic review. <i>Journal of Computers in Education</i> , 2022, 9, 455-476.	8.3	19
151	Outcomes-based appropriation of context-aware ubiquitous technology across educational levels. <i>Interactive Learning Environments</i> , 2022, 30, 1515-1538.	6.4	18
152	Advancement and the foci of investigation of MOOCs and open online courses for language learning: a review of journal publications from 2009 to 2018. <i>Interactive Learning Environments</i> , 2022, 30, 1351-1369.	6.4	18
153	Trends and research issues of mobile learning studies in hospitality, leisure, sport and tourism education: a review of academic publications from 2002 to 2017. <i>Interactive Learning Environments</i> , 2020, 28, 385-403.	6.4	18
154	A question, observation, and organisation-based SVVR approach to enhancing students' presentation performance, classroom engagement, and technology acceptance in a cultural course. <i>British Journal of Educational Technology</i> , 2022, 53, 229-247.	6.3	18
155	Development of a diagnostic and remedial learning system based on an enhanced concept-effect model. <i>Innovations in Education and Teaching International</i> , 2013, 50, 72-84.	2.5	17
156	Research trends in the use of E-books in English as a foreign language (EFL) education from 2011 to 2020: a bibliometric and content analysis. <i>Interactive Learning Environments</i> , 2023, 31, 2411-2427.	6.4	17
157	Transforming the educational settings: innovative designs and applications of learning technologies and learning environments. <i>Interactive Learning Environments</i> , 2015, 23, 127-129.	6.4	16
158	Context-aware language learning application in the green technology building: Which group can benefit the most?. <i>Journal of Computer Assisted Learning</i> , 2019, 35, 359-377.	5.1	16
159	Findings and implications of flipped science learning research: A review of journal publications. <i>Interactive Learning Environments</i> , 2022, 30, 949-966.	6.4	16
160	Effects of the group leadership promotion approach on students' higher order thinking awareness and online interactive behavioral patterns in a blended learning environment. <i>Interactive Learning Environments</i> , 2020, 28, 246-263.	6.4	16
161	A creative problem solving-based flipped learning strategy for promoting students' performing creativity, skills and tendencies of creative thinking and collaboration. <i>British Journal of Educational Technology</i> , 2021, 52, 1771-1787.	6.3	16
162	Factors influencing university teachers' use of a mobile technology-enhanced teaching (MTT) platform. <i>Educational Technology Research and Development</i> , 2021, 69, 2705-2728.	2.8	16

#	ARTICLE	IF	CITATIONS
163	Interweaving gaming and educational technologies: Clustering and forecasting the trends of game-based learning research by bibliometric and visual analysis. <i>Entertainment Computing</i> , 2022, 40, 100459.	2.9	16
164	Effects of gamified interactive e-books on students' flipped learning performance, motivation, and meta-cognition tendency in a mathematics course. <i>Educational Technology Research and Development</i> , 2021, 69, 3255-3280.	2.8	16
165	A motivational model-based virtual reality approach to prompting learners' sense of presence, learning achievements, and higher-order thinking in professional safety training. <i>British Journal of Educational Technology</i> , 2022, 53, 1343-1360.	6.3	16
166	Developing a context-aware ubiquitous learning system based on a hyper-heuristic approach by taking real-world constraints into account. <i>Universal Access in the Information Society</i> , 2016, 15, 315-328.	3.0	15
167	A contextual learning model for developing interactive e-books to improve students' performances of learning the Analects of Confucius. <i>Interactive Learning Environments</i> , 2022, 30, 470-483.	6.4	15
168	From reflective thinking to learning engagement awareness: A reflective thinking promoting approach to improve students' dance performance, self-efficacy and task load in flipped learning. <i>British Journal of Educational Technology</i> , 2020, 51, 2461-2477.	6.3	15
169	Promoting students' cross-disciplinary performance and higher order thinking: a peer assessment-facilitated STEM approach in a mathematics course. <i>Educational Technology Research and Development</i> , 2021, 69, 3281-3306.	2.8	15
170	Promoting deep writing with immersive technologies: An SVVR-supported Chinese composition writing approach for primary schools. <i>British Journal of Educational Technology</i> , 2022, 53, 2071-2091.	6.3	15
171	Powering up flipped learning: An online learning environment with a concept map-guided problem-posing strategy. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 429-445.	5.1	14
172	Roles and research trends of touchscreen mobile devices in early childhood education: review of journal publications from 2010 to 2019 based on the technology-enhanced learning model. <i>Interactive Learning Environments</i> , 2023, 31, 1683-1702.	6.4	14
173	Progressive flowchart development scaffolding to improve university students' computational thinking and programming self-efficacy. <i>Interactive Learning Environments</i> , 2023, 31, 3792-3809.	6.4	14
174	Development of an effective educational computer game based on a mission synchronization-based peer-assistance approach. <i>Interactive Learning Environments</i> , 2017, 25, 667-681.	6.4	13
175	Transformation of educational roles of library-supported mobile learning: a literature review from 2009 to 2018. <i>Electronic Library</i> , 2020, 38, 695-710.	1.4	13
176	Effects of a concept mapping-based problem-posing approach on students' learning achievements and critical thinking tendency: An application in Classical Chinese learning contexts. <i>British Journal of Educational Technology</i> , 2021, 52, 374-493.	6.3	13
177	An online collaborative peer-assessment approach to strengthening pre-service teachers' digital content development competence and higher-order thinking tendency. <i>Educational Technology Research and Development</i> , 2021, 69, 1155-1181.	2.8	13
178	Strategies for enhancing self-regulation in e-learning: a review of selected journal publications from 2010 to 2020. <i>Interactive Learning Environments</i> , 2023, 31, 3757-3779.	6.4	13
179	The effectiveness of the virtual patient-based social learning approach in undergraduate nursing education: A quasi-experimental study. <i>Nurse Education Today</i> , 2022, 108, 105164.	3.3	13
180	Roles, applications, and trends of concept map-supported learning: a systematic review and bibliometric analysis of publications from 1992 to 2020 in selected educational technology journals. <i>Interactive Learning Environments</i> , 2023, 31, 5995-6016.	6.4	13

#	ARTICLE	IF	CITATIONS
181	A cooperative computerized concept-mapping approach to improving students' learning performance in web-based information-seeking activities. <i>Journal of Computers in Education</i> , 2014, 1, 19-33.	8.3	12
182	Facilitating EFL learners' active behaviors in speaking: a progressive question prompt-based peer-tutoring approach with VR contexts. <i>Interactive Learning Environments</i> , 2023, 31, 2268-2287.	6.4	12
183	Facilitating decision making in authentic contexts: an SVVR-based experiential flipped learning approach for professional training. <i>Interactive Learning Environments</i> , 2023, 31, 5219-5235.	6.4	12
184	Technological solutions for promoting employees' knowledge levels and practical skills: An SVVR-based blended learning approach for professional training. <i>Computers and Education</i> , 2022, 189, 104593.	8.3	12
185	Effects of concept-mapping-based interactive e-books on active and reflective-style students' learning performances in junior high school law courses. <i>Interactive Learning Environments</i> , 2017, 25, 877-888.	6.4	11
186	Research Trends in Technology-Enhanced Chemistry Learning: A Review of Comparative Research from 2010 to 2019. <i>Journal of Science Education and Technology</i> , 2021, 30, 496-510.	3.9	11
187	A mandatory contribution-based collaborative gaming approach to enhancing students' collaborative learning outcomes in Science museums. <i>Interactive Learning Environments</i> , 2023, 31, 2692-2706.	6.4	11
188	Promoting children's inquiry performances in alternate reality games: A mobile concept mapping-based questioning approach. <i>British Journal of Educational Technology</i> , 2021, 52, 2000-2019.	6.3	11
189	Empowering the collective reflection-based argumentation mapping strategy to enhance students' argumentative speaking. <i>Computers and Education</i> , 2022, 184, 104516.	8.3	11
190	Effect of Learning Styles on Students' Motivation and Learning Achievement in Digital Game-based Learning. , 2012, , .		10
191	Advancement and research issues of ICT-based training for newly graduated nurses: a review of journal publications from 1985 to 2017. <i>Interactive Learning Environments</i> , 2021, 29, 164-178.	6.4	10
192	Effects of a mobile-based progressive peer-feedback scaffolding strategy on students' creative thinking performance, metacognitive awareness, and learning attitude. <i>Interactive Learning Environments</i> , 2023, 31, 2986-3002.	6.4	10
193	An experiential learning-based virtual reality approach to fostering problem-solving competence in professional training. <i>Interactive Learning Environments</i> , 2023, 31, 4713-4728.	6.4	10
194	Learning with digital technology-facilitated empathy: an augmented reality approach to enhancing students' flow experience, motivation, and achievement in a biology program. <i>Interactive Learning Environments</i> , 2023, 31, 6988-7004.	6.4	10
195	Trends of library-associated mobile learning based on a review of academic studies published from 2007 to 2016. <i>Electronic Library</i> , 2018, 36, 875-891.	1.4	9
196	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.	6.4	8
197	From Critique to Computational Thinking: A Peer-Assessment-Supported Problem Identification, Flow Definition, Coding, and Testing Approach for Computer Programming Instruction. <i>Journal of Educational Computing Research</i> , 2022, 60, 1301-1324.	5.5	8
198	Development of an Interactive Test System for Students' Improving Learning Outcomes in a Computer Programming Course. , 2014, , .		7

#	ARTICLE	IF	CITATIONS
199	Research advancement and foci of mobile technology-supported music education: a systematic review and social network analysis on 2008-2019 academic publications. <i>Interactive Learning Environments</i> , 2023, 31, 4535-4554.	6.4	7
200	Effectiveness of ontology-based learning content generation for preschool cognitive skills learning. <i>Interactive Learning Environments</i> , 2019, 27, 443-457.	6.4	6
201	An assistive environment for EAL academic writing using formulaic sequences classification. <i>Interactive Learning Environments</i> , 2023, 31, 407-421.	6.4	6
202	Enhancing students'™ choreography and reflection in university dance courses: A mobile technology-assisted peer assessment approach. <i>British Journal of Educational Technology</i> , 2021, 52, 266-287.	6.3	6
203	From competition to social interaction: a mobile team-based competition approach to promoting students'™ professional identity and perceptions. <i>Interactive Learning Environments</i> , 2023, 31, 1158-1172.	6.4	6
204	Mobile English language learning: a systematic review of group size, duration, and assessment methods. <i>Computer Assisted Language Learning</i> , 2023, 36, 430-456.	7.1	6
205	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.	3.0	6
206	Effects of a Two-Tier Test Strategy on Students'™ Digital Game-Based Learning Performances and Flow Experience in Environmental Education. <i>Journal of Educational Computing Research</i> , 0, , 073563312210951.	5.5	6
207	Effects of Interaction between Peer Assessment and Problem-Solving Tendencies on Students'™ Learning Achievements and Collaboration in Mobile Technology-Supported Project-Based Learning. <i>Journal of Educational Computing Research</i> , 2023, 61, 208-234.	5.5	6
208	How artificial intelligence (AI) supports nursing education: profiling the roles, applications, and trends of AI in nursing education research (1993-2020). <i>Interactive Learning Environments</i> , 2024, 32, 373-392.	6.4	6
209	Artificial intelligence-supported art education: a deep learning-based system for promoting university students'™ artwork appreciation and painting outcomes. <i>Interactive Learning Environments</i> , 0, , 1-19.	6.4	6
210	A Mind Map-oriented Mobile Learning Approach to Promoting Creative Thinking Ability of Students in a Business Course. , 2012, , .		5
211	Needs analysis-based design principles for constructing a context-aware English learning system. <i>Computer Assisted Language Learning</i> , 2023, 36, 176-204.	7.1	5
212	Experiences of Using a Blended Mobile Learning Approach to Connect Classroom and In-Field Learning Activities in a Local Culture Course. , 2015, , 319-333.		5
213	A multidimensional repertory grid as a graphic organizer for implementing digital games to promote students'™ learning performances and behaviors. <i>British Journal of Educational Technology</i> , 2021, 52, 915-933.	6.3	5
214	Effects of a collaborative design approach on pre-service teachers'™ ability of designing for learning with a digital game. <i>Education and Information Technologies</i> , 0, , 1.	5.7	5
215	An integrated concept mapping and image recognition approach to improving students' scientific inquiry course performance. <i>British Journal of Educational Technology</i> , 2022, 53, 706-727.	6.3	5
216	Activity Theory Approach to Developing Context-Aware Mobile Learning Systems for Understanding Scientific Phenomenon and Theories. <i>International Journal of Distance Education Technologies</i> , 2013, 11, 30-44.	2.9	4

#	ARTICLE	IF	CITATIONS
217	Effects of Mobile Learning Participation Time on High School Students' 21st Century Core Competences. , 2014, , .		4
218	Effects of the Mobile Competitive Game Approach on Students' Learning Attitudes and Flow Experience in Field Trips. , 2014, , .		4
219	A Learning Analytics Approach to Investigating the Impacts of Educational Gaming Behavioral Patterns on Students' Learning Achievements. , 2017, , .		4
220	Effects of the use of interactive E-books by intensive care unit patients' family members: Anxiety, learning performances and perceptions. British Journal of Educational Technology, 2019, 50, 888-901.	6.3	4
221	A concept mapping-based self-regulated learning approach to promoting students' learning achievement and self-regulation in STEM activities. Interactive Learning Environments, 2023, 31, 7159-7181.	6.4	4
222	Effects of a contextualised reflective mechanism-based augmented reality learning model on students' scientific inquiry learning performances, behavioural patterns, and higher order thinking. Interactive Learning Environments, 2023, 31, 6931-6951.	6.4	4
223	Applying game-based learning in primary education: a systematic review of journal publications from 2010 to 2020. Interactive Learning Environments, 0, , 1-23.	6.4	4
224	Did library learners benefit from m-learning strategies? Research-based evidence from a co-citation network analysis of the literature. Educational Technology Research and Development, 2022, 70, 1719-1753.	2.8	4
225	An Experiment of a Mobile Competition Game for Investigating Students' Interests in Learning Local Culture. , 2014, , .		3
226	Development of a Contextual Game for Improving English Vocabulary Learning Performance of Elementary School Students in Taiwan. , 2015, , .		3
227	Improving Learning Achievements, Motivations and Flow with a Progressive Prompt-Based Mobile Gaming Approach. , 2015, , .		3
228	Effects of Knowledge Construction Tools on Students' Learning Patterns in Collaborative Game-Based Learning Activities. , 2016, , .		3
229	Automatically solving two-variable linear algebraic word problems using text mining. Expert Systems, 2019, 36, e12358.	4.5	3
230	What 'seams' have been bridged in seamless vocabulary learning?- A review of the literature. Interactive Learning Environments, 2020, , 1-17.	6.4	3
231	The role of hardiness in securities practitioners' web-based continuing learning: Internet self-efficacy as a mediator. Educational Technology Research and Development, 2021, 69, 2547.	2.8	3
232	A structured reflection-based graphic organizer approach for professional training: A technology-supported AQSR approach. Computers and Education, 2022, 183, 104502.	8.3	3
233	Effects of ASQE-based learning on the information literacy, problem-solving and critical thinking of students with different growth mindsets. Electronic Library, 2022, 40, 269-290.	1.4	3
234	Development of a Contextual Decision-Making Game for Improving Students' Learning Performance in a Health Education Course. , 2014, , .		2

#	ARTICLE	IF	CITATIONS
235	A Comparison on Mobile Learning Preferences of High School Teachers with Different Academic Backgrounds. , 2015, , .		2
236	A Peer Tutoring-Based Concept Mapping Approach to Improving Students' Learning Achievements and Attitudes for a Social Studies Course. International Journal of Online Pedagogy and Course Design, 2018, 8, 1-12.	0.4	2
237	A Mobile-Assisted Peer Assessment Approach for Evidence-Based Nursing Education. CIN - Computers Informatics Nursing, 2021, 39, 935-942.	0.5	2
238	Trends in education technology in higher education. Australasian Journal of Educational Technology, 2021, 37, 1-4.	3.5	2
239	Concept Mapping in Technology-Supported K-12 Education: A Systematic Review of Selected SSCI Publications From 2001 to 2020. Journal of Educational Computing Research, 2022, 60, 1637-1662.	5.5	2
240	Effects of Video-Based Reflection Prompts on Learners' Reflection Levels in a Context-Aware U-Learning Environment. , 2012, , .		1
241	Effects of Computerized Collaborative Concept Map Approach on Students' Learning Achievements and Cognitive Loads. , 2012, , .		1
242	An SNS-based model for finding collaborative partners. Multimedia Tools and Applications, 2017, 76, 11531-11545.	3.9	1
243	Learners' Self-Regulation in an Interactive Response System-Aided Flipped Classroom. , 2017, , .		1
244	Modelling and exploiting taxonomic knowledge for developing mobile learning systems to enhance children's structural and functional categorization. Computers and Education Artificial Intelligence, 2021, 2, 100007.	10.8	1
245	AJET in 2021: Change, bibliometrics and future directions. Australasian Journal of Educational Technology, 2021, 37, 1-7.	3.5	1
246	Mobile Technology-Enhanced Learning. , 2015, , 541-548.		1
247	An MDRE approach to promoting students' learning performances in the era of the pandemic: A quasi-experimental design. British Journal of Educational Technology, 0, , .	6.3	1
248	Promoting Students' Programming Logic and Problem-Solving Awareness With Precision Feedback: A Two-Tier Test-Based Online Programming Training Approach. Journal of Educational Computing Research, 0, , 073563312210877.	5.5	1
249	The Effect of Integrating STS Strategy to Online Inquiry-Based Learning on Students' Learning Performance. , 2011, , .		0
250	Analysing Research Trends of Mobile Learning with the Milky Way. , 2012, , .		0
251	A Prompt-Based Annotation Approach to Conducting Mobile Learning Activities for Architecture Design Courses. , 2013, , .		0
252	Strategies and Research Issues of Mobile and Ubiquitous Learning. , 2013, , .		0

#	ARTICLE	IF	CITATIONS
253	Effects of Integrating a Situated Gaming Mechanism Into an Issue-Quest Flipped Learning Approach on Undergraduate Students' Learning Achievement and Motivation in Chinese Character Course. , 2017, , .		0
254	A Test Sheet Optimization Approach to Supporting Web-based Learning Diagnosis Using Group Testing Methods. International Journal of Online Pedagogy and Course Design, 2017, 7, 1-23.	0.4	0
255	The Application of Augmented Reality in English Vocabulary Learning for Elementary School Students. , 2016, , 1-19.		0
256	E-Learning and Innovative Education: Strategies for Adding Innovation and Value to Educational Research. Education Innovation Series, 2020, , 109-115.	0.3	0
257	A scholarly network of AI research with an information science focus: Global North and Global South perspectives. PLoS ONE, 2022, 17, e0266565.	2.5	0