

Biyun Huang

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7446990/publications.pdf>

Version: 2024-02-01

12
papers

817
citations

1307594

7
h-index

1588992

8
g-index

12
all docs

12
docs citations

12
times ranked

551
citing authors

#	ARTICLE	IF	CITATIONS
1	Does gamification improve student learning outcome? Evidence from a meta-analysis and synthesis of qualitative data in educational contexts. <i>Educational Research Review</i> , 2020, 30, 100322.	7.8	235
2	Engaging Asian students through game mechanics: Findings from two experiment studies. <i>Computers and Education</i> , 2016, 92-93, 221-236.	8.3	175
3	Investigating the effects of gamification-enhanced flipped learning on undergraduate students' behavioral and cognitive engagement. <i>Interactive Learning Environments</i> , 2019, 27, 1106-1126.	6.4	166
4	Implementing a theory-driven gamification model in higher education flipped courses: Effects on out-of-class activity completion and quality of artifacts. <i>Computers and Education</i> , 2018, 125, 254-272.	8.3	116
5	Measuring Learners' Motivation Level in Massive Open Online Courses. <i>International Journal of Information and Education Technology</i> , 2016, 6, 759-764.	1.2	48
6	Effects of gamification on students' online interactive patterns and peer-feedback. <i>Distance Education</i> , 2019, 40, 350-379.	3.9	26
7	Factors Influencing Students' Behavioral Intention to Continue Artificial Intelligence Learning. , 2020, , .		20
8	Incorporating fantasy into gamification promotes student learning and quality of online interaction. <i>International Journal of Educational Technology in Higher Education</i> , 2022, 19, .	7.6	13
9	Factors Influencing Learning and Factors Influencing Persistence. , 2017, , .		7
10	Engaging Learners in a Flipped Information Science Course with Gamification: A Quasi-experimental Study. <i>Communications in Computer and Information Science</i> , 2018, , 130-141.	0.5	5
11	Developing a Generic Rubric for Evaluating Students' Work in STEM Education. , 2020, , .		5
12	Exploring the Integration of Social Care Education with STEM: A Social-Scientific Maker Curriculum. , 2020, , .		1