

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