

Chih-Pu Dai

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7648974/publications.pdf>

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9
papers

114
citations

1683934

5
h-index

1588896

8
g-index

9
all docs

9
docs citations

9
times ranked

52
citing authors

#	ARTICLE	IF	CITATIONS
1	Patterns of Using Multimodal External Representations in Digital Game-Based Learning. Journal of Educational Computing Research, 2023, 60, 1918-1941.	3.6	2
2	Narrative-supported math problem solving in digital game-based learning. Educational Technology Research and Development, 2022, 70, 1261-1281.	2.0	8
3	Educational applications of artificial intelligence in simulation-based learning: A systematic mapping review. Computers and Education Artificial Intelligence, 2022, 3, 100087.	6.9	18
4	The Design, Development, and Testing of Learning Supports for the Physics Playground Game. International Journal of Artificial Intelligence in Education, 2021, 31, 357-379.	3.9	20
5	Role-Play in Virtual Reality. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 143-163.	0.2	6
6	Using the first principles of instruction and multimedia learning principles to design and develop in-game learning support videos. Educational Technology Research and Development, 2021, 69, 1201-1220.	2.0	20
7	Work-in-Progress" Learners"™ Interaction with Task Narratives for Math Problem-Solving in Game-Based Learning. , 2020, , .		3
8	Integrating adaptivity in educational games: a combined bibliometric analysis and meta-analysis review. Educational Technology Research and Development, 2020, 68, 1931-1959.	2.0	32
9	Designing Virtual Agents for Simulation-Based Learning in Virtual Reality. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 151-170.	0.2	5