Lu-Ho Hsia

List of Publications by Year
in descending order

32 papers	3,202 citations	394421 19 h-index	434195 31 g-index
32 all docs	32 docs citations	32 times ranked	2018 citing authors

#	Article	IF	Citations
1	Effects of a mobile-based progressive peer-feedback scaffolding strategy on studentsâ€™ creative thinking performance, metacognitive awareness, and learning attitude. Interactive Learning Environments, 2023, 31, 2986-3002.	6.4	10
2	Strategies for enhancing self-regulation in e-learning: a review of selected journal publications from 2010 to 2020. Interactive Learning Environments, 2023, 31, 3757-3779.	6.4	13
3	Incorporating a reflective thinking promoting mechanism into artificial intelligence-supported English writing environments. Interactive Learning Environments, 2023, 31, 5614-5632.	6.4	22
4	A WSQ-based flipped learning approach to improving studentsâ€™ dance performance through reflection and effort promotion. Interactive Learning Environments, 2022, 30, 229-244.	6.4	23
5	Findings and implications of flipped science learning research: A review of journal publications. Interactive Learning Environments, 2022, 30, 949-966.	6.4	16
6	Critical research advancements of flipped learning: a review of the top 100 highly cited papers. Interactive Learning Environments, 2022, 30, 1751-1767.	6.4	24
7	Interweaving gaming and educational technologies: Clustering and forecasting the trends of game-based learning research by bibliometric and visual analysis. Entertainment Computing, 2022, 40, 100459.	2.9	16
8	Three decades of game-based learning in science and mathematics education: an integrated bibliometric analysis and systematic review. Journal of Computers in Education, 2022, 9, 455-476.	8.3	19
9	Fostering motor skills in physical education: A mobile technology-supported ICRA flipped learning model. Computers and Education, 2022, 177, 104380.	8.3	27
10	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
11	Promoting pre-class guidance and in-class reflection: A SQIRC-based mobile flipped learning approach to promoting studentsâ€™ billiards skills, strategies, motivation and self-efficacy. Computers and Education, 2021, 160, 104035.	8.3	34
12	Effect sizes and research directions of peer assessments: From an integrated perspective of meta-analysis and co-citation network. Computers and Education, 2021, 164, 104123.	8.3	19
13	From design to reflection: Effects of peer-scoring and comments on studentsâ€™ behavioral patterns and learning outcomes in musical theater performance. Computers and Education, 2020, 150, 103856.	8.3	20
14	Research trends and applications of technology-supported peer assessment: a review of selected journal publications from 2007 to 2016. Journal of Computers in Education, 2019, 6, 191-213.	8.3	29
15	Effects of integrating mobile technology-assisted peer assessment into flipped learning on studentsâ€™ dance skills and self-efficacy. Interactive Learning Environments, 2019, 27, 995-1010.	6.4	35
16	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. Interactive Learning Environments, 2019, 27, 1011-1027.	6.4	85
17	A scoping review of research on digital game-based language learning. Computers and Education, 2018, 126, 89-104.	8.3	154
18	Impacts of an augmented reality-based flipped learning guiding approach on studentsâ€™ scientific project performance and perceptions. Computers and Education, 2018, 125, 226-239.	8.3	216

#	Article	IF	Citations
19	Development of an effective educational computer game based on a mission synchronization-based peer-assistance approach. Interactive Learning Environments, 2017, 25, 667-681.	6.4	13
20	Integrating socioâ€cultural contexts and locationâ€based systems for ubiquitous language learning in museums: A state of the art review of 2009â€“2014. British Journal of Educational Technology, 2017, 48, 653-671.	6.3	59
21	Interaction between gaming and multistage guiding strategies on students' field trip mobile learning performance and motivation. British Journal of Educational Technology, 2016, 47, 1032-1050.	6.3	58
22	A self-regulated flipped classroom approach to improving studentsâ€™ learning performance in a mathematics course. Computers and Education, 2016, 100, 126-140.	8.3	420
23	A webâ€based peerâ€assessment approach to improving junior high school students' performance, selfâ€efficacy and motivation in performing arts courses. British Journal of Educational Technology, 2016, 47, 618-632.	6.3	45
24	An interactive peer-assessment criteria development approach to improving students' art design performance using handheld devices. Computers and Education, 2015, 85, 149-159.	8.3	80
25	Seamless flipped learning: a mobile technology-enhanced flipped classroom with effective learning strategies. Journal of Computers in Education, 2015, 2, 449-473.	8.3	344
26	Effects of an Online Annotation-Based Dance Performance Commenting Approach on Students' Feedback to Peers. Sports & Exercise Research, 2015, 17, 169-188.	0.0	2
27	Improving learning achievements, motivations and problem-solving skills through a peer assessment-based game development approach. Educational Technology Research and Development, 2014, 62, 129-145.	2.8	152
28	An online game approach for improving studentsâ€™ learning performance in web-based problem-solving activities. Computers and Education, 2012, 59, 1246-1256.	8.3	224
29	Research trends in mobile and ubiquitous learning: a review of publications in selected journals from 2001 to 2010. British Journal of Educational Technology, 2011, 42, E65.	6.3	410
30	A two-tier test approach to developing location-aware mobile learning systems for natural science courses. Computers and Education, 2010, 55, 1618-1627.	8.3	317
31	A context-aware ubiquitous learning environment for conducting complex science experiments. Computers and Education, 2009, 53, 402-413.	8.3	307
32	Artificial intelligence-supported art education: a deep learning-based system for promoting university studentsâ€™ artwork appreciation and painting outcomes. Interactive Learning Environments, 0, , 1-19.	6.4	6