

# Meng-Tzu Cheng

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7773221/publications.pdf>

Version: 2024-02-01

17  
papers

1,125  
citations

759233

12  
h-index

940533

16  
g-index

17  
all docs

17  
docs citations

17  
times ranked

998  
citing authors

#	ARTICLE	IF	CITATIONS
1	Investigating the impact of video games on high school students'™ engagement and learning about genetics. <i>Computers and Education</i> , 2009, 53, 74-85.	8.3	450
2	Game immersion experience: its hierarchical structure and impact on game-based science learning. <i>Journal of Computer Assisted Learning</i> , 2015, 31, 232-253.	5.1	162
3	The use of serious games in science education: a review of selected empirical research from 2002 to 2013. <i>Journal of Computers in Education</i> , 2015, 2, 353-375.	8.3	108
4	Learning through playing <i>Virtual Age</i> : Exploring the interactions among student concept learning, gaming performance, in-game behaviors, and the use of in-game characters. <i>Computers and Education</i> , 2015, 86, 18-29.	8.3	69
5	An educational game for learning human immunology: What do students learn and how do they perceive?. <i>British Journal of Educational Technology</i> , 2014, 45, 820-833.	6.3	60
6	Students'™ learning outcomes and learning experiences through playing a Serious Educational Game. <i>Journal of Biological Education</i> , 2012, 46, 203-213.	1.5	47
7	Is immersion of any value? Whether, and to what extent, game immersion experience during serious gaming affects science learning. <i>British Journal of Educational Technology</i> , 2017, 48, 246-263.	6.3	47
8	Science Teacher Efficacy and Extrinsic Factors Toward Professional Development Using Video Games in a Design-Based Research Model: The Next Generation of STEM Learning. <i>Journal of Science Education and Technology</i> , 2013, 22, 47-61.	3.9	43
9	Web-based undergraduate chemistry problem-solving: The interplay of task performance, domain knowledge and web-searching strategies. <i>Computers and Education</i> , 2012, 59, 750-761.	8.3	34
10	Analyzing gameplay data to inform feedback loops in <i>The Radix Endeavor</i> . <i>Computers and Education</i> , 2017, 111, 60-73.	8.3	32
11	Investigating the Effectiveness of an Educational Card Game for Learning How Human Immunology Is Regulated. <i>CBE Life Sciences Education</i> , 2014, 13, 504-515.	2.3	31
12	Does emotion matter? An investigation into the relationship between emotions and science learning outcomes in a game-based learning environment. <i>British Journal of Educational Technology</i> , 2020, 51, 2233-2251.	6.3	21
13	Learning immunology in a game: Learning outcomes, the use of player characters, immersion experiences and visual attention distributions. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 475-486.	5.1	7
14	Immersion experiences and behavioural patterns in game-based learning. <i>British Journal of Educational Technology</i> , 2021, 52, 1981-1999.	6.3	7
15	Arginine vasopressin produces inhibition upon respiration without pressor effect in the rat. <i>Chinese Journal of Physiology</i> , 2003, 46, 71-81.	1.0	4
16	Approaches to illuminate content-specific gameplay decisions using open-ended game data. <i>Educational Technology Research and Development</i> , 2021, 69, 1135-1154.	2.8	3
17	Designing Serious Educational Games (SEGs) for Learning Biology: Pre-service Teachers'™ Experiences and Reflections. <i>Contemporary Trends and Issues in Science Education</i> , 2016, , 187-213.	0.5	0