

Samuel Kai Wah Chu

List of Publications by Year in descending order

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59
papers

2,064
citations

304602

22
h-index

289141

40
g-index

62
all docs

62
docs citations

62
times ranked

1360
citing authors

#	ARTICLE	IF	CITATIONS
1	The impact of gamification on learning and instruction: A systematic review of empirical evidence. Educational Research Review, 2020, 30, 100326.	4.1	310
2	Engaging Asian students through game mechanics: Findings from two experiment studies. Computers and Education, 2016, 92-93, 221-236.	5.1	175
3	Charting intellectual capital performance of the gateway to China. Journal of Intellectual Capital, 2011, 12, 249-276.	3.1	113
4	Using collaborative teaching and inquiry project-based learning to help primary school students develop information literacy and information skills. Library and Information Science Research, 2011, 33, 132-143.	1.2	104
5	21st Century Skills Development Through Inquiry-Based Learning. , 2017, , .		98
6	Improving Sexual Health Education Programs for Adolescent Students through Game-Based Learning and Gamification. International Journal of Environmental Research and Public Health, 2018, 15, 2027.	1.2	96
7	Conceptualizing AI literacy: An exploratory review. Computers and Education Artificial Intelligence, 2021, 2, 100041.	6.9	92
8	The effectiveness of wikis for project-based learning in different disciplines in higher education. Internet and Higher Education, 2017, 33, 49-60.	4.2	85
9	Peer-feedback and revision process in a wiki mediated collaborative writing. Educational Technology Research and Development, 2013, 61, 279-309.	2.0	55
10	TWiki for knowledge building and management. Online Information Review, 2008, 32, 745-758.	2.2	52
11	Promoting Sex Education Among Teenagers Through an Interactive Game: Reasons for Success and Implications. Games for Health Journal, 2015, 4, 168-174.	1.1	52
12	Exploring the effects of gamification pedagogy on children's reading: A mixed-method study on academic performance, reading-related mentality and behaviors, and sustainability. British Journal of Educational Technology, 2021, 52, 160-178.	3.9	44
13	Applying blended synchronous teaching and learning for flexible learning in higher education: an action research study at a university in Hong Kong. Asia Pacific Journal of Education, 2022, 42, 211-227.	1.2	42
14	An Empirical Study of the Impact of Intellectual Capital on Business Performance. Journal of Information and Knowledge Management, 2011, 10, 11-21.	0.8	41
15	Engaging students in creative music making with musical instrument application in an online flipped classroom. Education and Information Technologies, 2022, 27, 45-64.	3.5	37
16	Using digital story writing as a pedagogy to develop AI literacy among primary students. Computers and Education Artificial Intelligence, 2022, 3, 100054.	6.9	37
17	The effects of a wiki-based collaborative process writing pedagogy on writing ability and attitudes among upper primary school students in Mainland China. Computers and Education, 2014, 77, 151-169.	5.1	36
18	Inquiry project-based learning with a partnership of three types of teachers and the school librarian. Journal of the Association for Information Science and Technology, 2009, 60, 1671-1686.	2.6	35

#	ARTICLE	IF	CITATIONS
19	Using Wikis in Academic Libraries. <i>Journal of Academic Librarianship</i> , 2009, 35, 170-176.	1.3	33
20	Hope, social support, and depression among Hong Kong youth: personal and relational self-esteem as mediators. <i>Psychology, Health and Medicine</i> , 2016, 21, 926-931.	1.3	32
21	Using a wiki-based collaborative process writing pedagogy to facilitate collaborative writing among Chinese primary school students. <i>Australasian Journal of Educational Technology</i> , 2012, 28, .	2.0	31
22	Bibliometric mapping on sustainable development at the base-of-the-pyramid. <i>Journal of Cleaner Production</i> , 2021, 281, 125290.	4.6	30
23	Fixed group and opportunistic collaboration in a CSCL environment. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2015, 10, 161.	1.9	29
24	Evaluating the use of a social media tool for collaborative group writing of secondary school students in Hong Kong. <i>Computers and Education</i> , 2017, 110, 170-180.	5.1	29
25	Collaborative inquiry project-based learning: Effects on reading ability and interests. <i>Library and Information Science Research</i> , 2011, 33, 236-243.	1.2	23
26	Users' experiences and perceptions on using two wiki platforms for collaborative learning and knowledge management. <i>Online Information Review</i> , 2013, 37, 304-325.	2.2	23
27	Assessing the Enduring Impact of Library Instruction Programs. <i>Journal of Academic Librarianship</i> , 2006, 32, 384-395.	1.3	22
28	OR/MS journals evaluation based on a refined PageRank method: an updated and more comprehensive review. <i>Scientometrics</i> , 2014, 100, 339-361.	1.6	22
29	Business (Teaching) as Usual Amid the COVID-19 Pandemic: A Case Study of Online Teaching Practice in Hong Kong. <i>Journal of Information Technology Education:Research</i> , 0, 19, 775-802.	0.0	21
30	The use of wikis in a science inquiry-based project in a primary school. <i>Educational Technology Research and Development</i> , 2017, 65, 533-553.	2.0	20
31	Knowledge management using social media: A comparative study between blogs and Facebook. <i>Proceedings of the American Society for Information Science and Technology</i> , 2013, 50, 1-9.	0.2	18
32	Research trends in flipped classroom empirical evidence from 2017 to 2018. <i>Interactive Technology and Smart Education</i> , 2019, 16, 255-277.	3.8	18
33	Motivating Students to Learn STEM via Engaging Flight Simulation Activities. <i>Journal of Science Education and Technology</i> , 2021, 30, 608-629.	2.4	18
34	Students' online collaborative intention for group projects: Evidence from an extended version of the theory of planned behaviour. <i>International Journal of Psychology</i> , 2016, 51, 296-300.	1.7	15
35	A multidimensional approach to evaluating management journals: Refining pagerank via the differentiation of citation types and identifying the roles that management journals play. <i>Journal of the Association for Information Science and Technology</i> , 2014, 65, 2581-2591.	1.5	14
36	Development of information search expertise: research students' knowledge of databases. <i>Online Information Review</i> , 2005, 29, 621-642.	2.2	13

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37	Behavior, perceptions and learning experience of undergraduates using social technologies during internship. <i>Educational Technology Research and Development</i> , 2019, 67, 881-906.	2.0	13
38	Developing a Framework for Blended Design-Based Learning in a First-Year Multidisciplinary Design Course. <i>IEEE Transactions on Education</i> , 2022, 65, 210-219.	2.0	13
39	Initial Validation of the MAKE Framework: A Comprehensive Instrument for Evaluating the Efficacy of Game-Based Learning and Gamification in Adolescent Sexual Health Literacy. <i>Annals of Global Health</i> , 2019, 85, 19.	0.8	12
40	Wiki-based Collaborative Writing: A Comparative Study on First and Second Language Writing among Chinese Secondary Students. <i>International Journal of Modern Education and Computer Science</i> , 2019, 11, 1-10.	2.4	12
41	Examining the application of Web 2.0 in medical-related organisations. <i>Health Information and Libraries Journal</i> , 2012, 29, 47-60.	1.3	11
42	Improving instruction and sexual health literacy with serious games and gamification interventions: an outlook to students' learning outcomes and gender differences. <i>Interactive Learning Environments</i> , 2023, 31, 2392-2410.	4.4	11
43	The effects of a gamified morphological awareness intervention on students' cognitive, motivational and affective outcomes. <i>British Journal of Educational Technology</i> , 2022, 53, 952-976.	3.9	11
44	Teachers as researchers: A discovery of their emerging role and impact through a school-university collaborative research. <i>Brock Education: A Journal of Educational Research and Practice</i> , 2015, 24, .	0.7	9
45	The impact of an online gamified approach embedded with self-regulated learning support on students' reading performance and intrinsic motivation: A randomized controlled trial. <i>Journal of Computer Assisted Learning</i> , 2022, 38, 1379-1393.	3.3	8
46	An examination of a gamified E-quiz system in fostering students' reading habit, interest and ability. <i>Proceedings of the Association for Information Science and Technology</i> , 2018, 55, 290-299.	0.3	7
47	Integrating Mobile Learning to Learning Management System in Community College. <i>Community College Journal of Research and Practice</i> , 2020, 44, 722-737.	0.8	7
48	Plagiarism-free inquiry project-based learning with UPCC pedagogy. <i>Proceedings of the Association for Information Science and Technology</i> , 2016, 53, 1-11.	0.3	5
49	Gamifying Sexual Education for Adolescents in a Low-Tech Setting: Quasi-Experimental Design Study. <i>JMIR Serious Games</i> , 2021, 9, e19614.	1.7	5
50	Assessment Instruments for Twenty-First Century Skills. , 2017, , 163-192.		4
51	Exploring the Correlation Between Knowledge Management Maturity and Intellectual Capital Efficiency in Mainland Chinese Listed Companies. <i>Journal of Information and Knowledge Management</i> , 2012, 11, 1250017.	0.8	3
52	How students take collective responsibility for productive collaboration: an empirical examination of online discourse. <i>Interactive Learning Environments</i> , 2021, 29, 1076-1089.	4.4	3
53	Sustaining Healthy Staying Communities in University Residential Halls amid Unprecedented Pandemic. <i>Sustainability</i> , 2021, 13, 6176.	1.6	3
54	The development of students' information literacy and IT skills via inquiry PBL and collaborative teaching. <i>Proceedings of the American Society for Information Science and Technology</i> , 2009, 46, 1-22.	0.2	2

#	ARTICLE	IF	CITATIONS
55	The effects of BeNetWise program on youth media literacy: A mixed methods research. Proceedings of the Association for Information Science and Technology, 2017, 54, 487-490.	0.3	2
56	Continuously analysing fine-grained student behaviours in an online collaborative learning environment. Interactive Learning Environments, 2023, 31, 6395-6413.	4.4	2
57	Twenty-First Century Skills Education in Hong Kong and Shenzhen, China: Inquiry Project-Based and Collaborative Teaching/Learning Supported by Wiki. , 2017, , 35-59.		1
58	Why Do Some Students Become More Engaged in Collaborative Wiki Writing? The Role of Sense of Relatedness. , 2014, , .		1
59	Exploring determinants influencing information literacy with activity theory. Online Information Review, 2022, 46, 568-589.	2.2	0