Samuel Kai Wah Chu

List of Publications by Year
in descending order

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	Improving instruction and sexual health literacy with serious games and gamification interventions: an outlook to students' learning outcomes and gender differences. Interactive Learning Environments, 2023, 31, 2392-2410.	4.4	11
2	Continuously analysing fine-grained student behaviours in an online collaborative learning environment. Interactive Learning Environments, 2023, 31, 6395-6413.	4.4	2
3	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
4	Developing a Framework for Blended Design-Based Learning in a First-Year Multidisciplinary Design Course. IEEE Transactions on Education, 2022, 65, 210-219.	2.0	13
5	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
6	Exploring determinants influencing information literacy with activity theory. Online Information Review, 2022, 46, 568-589.	2.2	0
7	The effects of a gamified morphological awareness intervention on students' cognitive, motivational and affective outcomes. British Journal of Educational Technology, 2022, 53, 952-976.	3.9	11
8	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
9	The impact of an online gamified approach embedded with self‐regulated learning support on students' reading performance and intrinsic motivation: A randomized controlled trial. Journal of Computer Assisted Learning, 2022, 38, 1379-1393.	3.3	8
10	How students take collective responsibility for productive collaboration: an empirical examination of online discourse. Interactive Learning Environments, 2021, 29, 1076-1089.	4.4	3
11	Bibliometric mapping on sustainable development at the base-of-the-pyramid. Journal of Cleaner Production, 2021, 281, 125290.	4.6	30
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	Motivating Students to Learn STEM via Engaging Flight Simulation Activities. Journal of Science Education and Technology, 2021, 30, 608-629.	2.4	18
14	Sustaining Healthy Staying Communities in University Residential Halls amid Unprecedented Pandemic. Sustainability, 2021, 13, 6176.	1.6	3
15	Gamifying Sexual Education for Adolescents in a Low-Tech Setting: Quasi-Experimental Design Study. JMIR Serious Games, 2021, 9, e19614.	1.7	5
16	Conceptualizing AI literacy: An exploratory review. Computers and Education Artificial Intelligence, 2021, 2, 100041.	6.9	92
17	Integrating Mobile Learning to Learning Management System in Community College. Community College Journal of Research and Practice, 2020, 44, 722-737.	0.8	7
18	The impact of gamification on learning and instruction: A systematic review of empirical evidence. Educational Research Review, 2020, 30, 100326.	4.1	310

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19	Research trends in flipped classroom empirical evidence from 2017 to 2018. Interactive Technology and Smart Education, 2019, 16, 255-277.	3.8	18
20	Behavior, perceptions and learning experience of undergraduates using social technologies during internship. Educational Technology Research and Development, 2019, 67, 881-906.	2.0	13
21	Initial Validation of the MAKE Framework: A Comprehensive Instrument for Evaluating the Efficacy of Game-Based Learning and Gamification in Adolescent Sexual Health Literacy. Annals of Global Health, 2019, 85, 19.	0.8	12
22	Wiki-based Collaborative Writing: A Comparative Study on First and Second Language Writing among Chinese Secondary Students. International Journal of Modern Education and Computer Science, 2019, 11, 1-10.	2.4	12
23	An examination of a gamified Eâ€quiz system in fostering students' reading habit, interest and ability. Proceedings of the Association for Information Science and Technology, 2018, 55, 290-299.	0.3	7
24	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
25	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
26	Evaluating the use of a social media tool for collaborative group writing of secondary school students in Hong Kong. Computers and Education, 2017, 110, 170-180.	5.1	29
27	The use of wikis in a science inquiry-based project in a primary school. Educational Technology Research and Development, 2017, 65, 533-553.	2.0	20
28	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
29	21st Century Skills Development Through Inquiry-Based Learning. , 2017, , .		98
30	Assessment Instruments for Twenty-First Century Skills. , 2017, , 163-192.		4
31	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
32	Students' online collaborative intention for group projects: Evidence from an extended version of the theory of planned behaviour. International Journal of Psychology, 2016, 51, 296-300.	1.7	15
33	Plagiarism-free inquiry project-based learning with UPCC pedagogy. Proceedings of the Association for Information Science and Technology, 2016, 53, 1-11.	0.3	5
34	Hope, social support, and depression among Hong Kong youth: personal and relational self-esteem as mediators. Psychology, Health and Medicine, 2016, 21, 926-931.	1.3	32
35	Engaging Asian students through game mechanics: Findings from two experiment studies. Computers and Education, 2016, 92-93, 221-236.	5.1	175
36	Fixed group and opportunistic collaboration in a CSCL environment. International Journal of Computer-Supported Collaborative Learning, 2015, 10, 161.	1.9	29

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37	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
38	Teachers as researchers: A discovery of their emerging role and impact through a school-university collaborative research. Brock Education: A Journal of Educational Research and Practice, 2015, 24, .	0.7	9
39	A multidimensional approach to evaluating management journals: Refining pagerank via the differentiation of citation types and identifying the roles that management journals play. Journal of the Association for Information Science and Technology, 2014, 65, 2581-2591.	1.5	14
40	OR/MS journals evaluation based on a refined PageRank method: an updated and more comprehensive review. Scientometrics, 2014, 100, 339-361.	1.6	22
41	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
42	Why Do Some Students Become More Engaged in Collaborative Wiki Writing? The Role of Sense of Relatedness. , 2014, , .		1
43	Peer-feedback and revision process in a wiki mediated collaborative writing. Educational Technology Research and Development, 2013, 61, 279-309.	2.0	55
44	Usersâ€™ experiences and perceptions on using two wiki platforms for collaborative learning and knowledge management. Online Information Review, 2013, 37, 304-325.	2.2	23
45	Knowledge management using social media: A comparative study between blogs and Facebook. Proceedings of the American Society for Information Science and Technology, 2013, 50, 1-9.	0.2	18
46	Exploring the Correlation Between Knowledge Management Maturity and Intellectual Capital Efficiency in Mainland Chinese Listed Companies. Journal of Information and Knowledge Management, 2012, 11, 1250017.	0.8	3
47	Examining the application of Web 2.0 in medicalâ€related organisations. Health Information and Libraries Journal, 2012, 29, 47-60.	1.3	11
48	Using a wiki-based collaborative process writing pedagogy to facilitate collaborative writing among Chinese primary school students. Australasian Journal of Educational Technology, 2012, 28, .	2.0	31
49	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
50	Collaborative inquiry project-based learning: Effects on reading ability and interests. Library and Information Science Research, 2011, 33, 236-243.	1.2	23
51	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
52	Charting intellectual capital performance of the gateway to China. Journal of Intellectual Capital, 2011, 12, 249-276.	3.1	113
53	The development of students' information literacy and IT skills via inquiry PBL and collaborative teaching. Proceedings of the American Society for Information Science and Technology, 2009, 46, 1-22.	0.2	2
54	Inquiry projectâ€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

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55	Using Wikis in Academic Libraries. Journal of Academic Librarianship, 2009, 35, 170-176.	1.3	33
56	TWiki for knowledge building and management. Online Information Review, 2008, 32, 745-758.	2.2	52
57	Assessing the Enduring Impact of Library Instruction Programs. Journal of Academic Librarianship, 2006, 32, 384-395.	1.3	22
58	Development of information search expertise: research students' knowledge of databases. Online Information Review, 2005, 29, 621-642.	2.2	13
59	Business (Teaching) as Usual Amid the COVID-19 Pandemic: A Case Study of Online Teaching Practice in Hong Kong. Journal of Information Technology Education:Research, 0, 19, 775-802.	0.0	21