Shurui Bai

List of Publications by Year
in descending order

10 papers	467 citations	1307366 7 h-index	1719901 7 g-index
10 all docs	10 docs citations	10 times ranked	226 citing authors

#	ARTICLE	IF	CITATIONS
1	Does gamification improve student learning outcome? Evidence from a meta-analysis and synthesis of qualitative data in educational contexts. Educational Research Review, 2020, 30, 100322.	4.1	235
2	Transitioning to the â€œnew normalâ€•of learning in unpredictable times: pedagogical practices and learning performance in fully online flipped classrooms. International Journal of Educational Technology in Higher Education, 2020, 17, 57.	4.5	87
3	Adaptation of a conventional flipped course to an online flipped format during the Covid-19 pandemic: Student learning performance and engagement. Journal of Research on Technology in Education, 2022, 54, 281-301.	4.0	48
4	Meta-analyses of flipped classroom studies: A review of methodology. Educational Research Review, 2021, 33, 100393.	4.1	31
5	From top to bottom: How positions on different types of leaderboard may affect fully online student learning performance, intrinsic motivation, and course engagement. Computers and Education, 2021, 173, 104297.	5.1	31
6	On the use of flipped classroom across various disciplines: Insights from a second-order meta-analysis. Australasian Journal of Educational Technology, 2021, 37, 132-151.	2.0	17
7	Incorporating fantasy into gamification promotes student learning and quality of online interaction. International Journal of Educational Technology in Higher Education, 2022, 19, .	4.5	13
8	Effects of Tangible Rewards on Student Learning Performance, Knowledge Construction, and Perception in Fully Online Gamified Learning. , 2021, , .		3
9	Adaptation of a conventional flipped course to an online flipped format during the Covid-19 pandemic: Student learning performance and engagement. , 0, .		1
10	Examining Effects of Different Leaderboards on Students' Learning Performance, Intrinsic Motivation, and Perception in Gamified Online Learning Setting. , 2021, , .		1