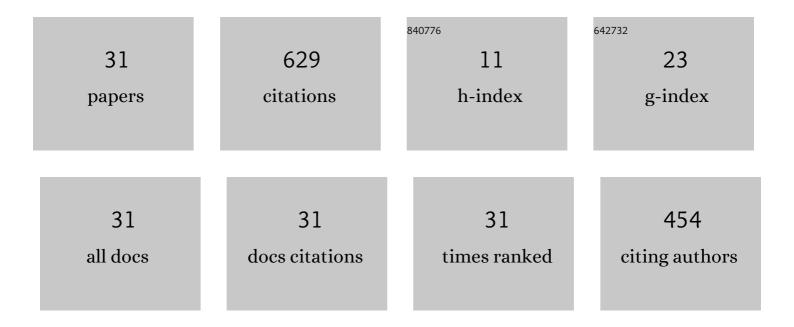
Shi - Jer Lou

List of Publications by Year in descending order

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SHL- FR LOU

#	Article	IF	CITATIONS
1	Attitudes towards science, technology, engineering and mathematics (STEM) in a project-based learning (PjBL) environment. International Journal of Technology and Design Education, 2013, 23, 87-102.	2.6	276
2	The impact of problem-based learning strategies on STEM knowledge integration and attitudes: an exploratory study among female Taiwanese senior high school students. International Journal of Technology and Design Education, 2011, 21, 195-215.	2.6	105
3	The Establishment of a Green Supplier Selection and Guidance Mechanism with the ANP and IPA. Sustainability, 2016, 8, 259.	3.2	31
4	Machine Learning Algorithms to Predict Recurrence within 10 Years after Breast Cancer Surgery: A Prospective Cohort Study. Cancers, 2020, 12, 3817.	3.7	23
5	Using creative problem solving to promote students' performance of concept mapping. International Journal of Technology and Design Education, 2013, 23, 1093-1109.	2.6	20
6	Analysis of the Learning Effectiveness of the STEAM-6E Special Course—A Case Study about the Creative Design of IoT Assistant Devices for the Elderly. Sustainability, 2018, 10, 3040.	3.2	19
7	A Balanced Scorecard of Sustainable Management in the Taiwanese Bicycle Industry: Development of Performance Indicators and Importance Analysis. Sustainability, 2016, 8, 518.	3.2	18
8	Impacts of AIOT Implementation Course on the Learning Outcomes of Senior High School Students. Education Sciences, 2021, 11, 82.	2.6	17
9	Research on Teaching a Welding Implementation Course Assisted by Sustainable Virtual Reality Technology. Sustainability, 2020, 12, 10044.	3.2	14
10	Middle-aged adults' attitudes toward health app usage: a comparison with the cognitive-affective-conative model. Universal Access in the Information Society, 2019, 18, 927-938.	3.0	13
11	Using an iSTEAM project-based learning model for technology senior high school students: Design, development, and evaluation. International Journal of Technology and Design Education, 2022, 32, 905-941.	2.6	13
12	Research on Optimization of VR Welding Course Development with ANP and Satisfaction Evaluation. Electronics (Switzerland), 2020, 9, 1673.	3.1	13
13	The process, dialogues, and attitudes of vocational engineering high school students in a web problem-based learning (WPBL) system. Interactive Learning Environments, 2012, 20, 547-562.	6.4	12
14	Why do students present different design objectives in engineering design projects?. International Journal of Technology and Design Education, 2018, 28, 1039-1060.	2.6	9
15	The Development and Implementation of U-Msg for College Students' English Learning. International Journal of Distance Education Technologies, 2016, 14, 17-29.	2.9	7
16	Role of positive emotions in the constraint process: the case of Taiwanese college students. Leisure Studies, 2018, 37, 574-588.	1.9	7
17	Evaluation of Interactive Website Design Indicators for e-Entrepreneurship. Sustainability, 2016, 8, 354.	3.2	6
18	Research on the Learning Effect of the Positive Emotions of "Ship Fuel-Saving Project" APP for Engineering Students. Sustainability, 2019, 11, 1136.	3.2	5

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#	Article	IF	CITATIONS
19	Breast Cancer Surgery 10-Year Survival Prediction by Machine Learning: A Large Prospective Cohort Study. Biology, 2022, 11, 47.	2.8	5
20	Satisfaction Analysis of Experiential Learning-Based Popular Science Education. International Journal of Distance Education Technologies, 2015, 13, 93-109.	2.9	4
21	On the Push-Pull Mobile Learning of Electric Welding. Eurasia Journal of Mathematics, Science and Technology Education, 2017, 13, .	1.3	4
22	Physical Computing Strategy to Support Students' Coding Literacy: An Educational Experiment with Arduino Boards. Applied Sciences (Switzerland), 2021, 11, 1830.	2.5	3
23	Deep Learning of Web Page Verification Code-taking Project for Implementation of Remedial Instruction-Technology-Base Test Website as an Example. , 2019, , .		2
24	Control Design of a Swarm of Intelligent Robots: A Closed-Form H2 Nonlinear Control Approach. Applied Sciences (Switzerland), 2020, 10, 1055.	2.5	2
25	Use of Fuzzy Delphi Method to Develop iSTEM Imagination Capacity Indicators. , 2015, , .		1
26	Attitudes towards Knowledge Transfer in the Context of Web Problem-Based Learning Integrated Circuits Course From the Perspective of High School Students. , 2009, , .		0
27	A Study of Learning Effects in Different Cognitive Styles in PBL Animation Course. , 2013, , .		0
28	A Computer-Aided Method to Evaluate Teamwork. , 2015, , .		0
29	Design of the Functional Pet Dog Costumes - Taking Shiba Inu as an Example. , 2018, , .		0
30	Development of a VR STEAM Welding Project Course. Lecture Notes in Computer Science, 2020, , 84-92.	1.3	0
31	Effects of Implementing STEM-I Project-Based Learning Activities for Female High School Students. , 0, , 1062-1082.		0