

# Shi - Jer Lou

## List of Publications by Year in descending order

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Version: 2024-02-01

31  
papers

629  
citations

840776

11  
h-index

642732

23  
g-index

31  
all docs

31  
docs citations

31  
times ranked

454  
citing authors

#	ARTICLE	IF	CITATIONS
1	Using an iSTEAM project-based learning model for technology senior high school students: Design, development, and evaluation. <i>International Journal of Technology and Design Education</i> , 2022, 32, 905-941.	2.6	13
2	Breast Cancer Surgery 10-Year Survival Prediction by Machine Learning: A Large Prospective Cohort Study. <i>Biology</i> , 2022, 11, 47.	2.8	5
3	Physical Computing Strategy to Support Students' Coding Literacy: An Educational Experiment with Arduino Boards. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 1830.	2.5	3
4	Impacts of AIOT Implementation Course on the Learning Outcomes of Senior High School Students. <i>Education Sciences</i> , 2021, 11, 82.	2.6	17
5	Machine Learning Algorithms to Predict Recurrence within 10 Years after Breast Cancer Surgery: A Prospective Cohort Study. <i>Cancers</i> , 2020, 12, 3817.	3.7	23
6	Research on Optimization of VR Welding Course Development with ANP and Satisfaction Evaluation. <i>Electronics (Switzerland)</i> , 2020, 9, 1673.	3.1	13
7	Control Design of a Swarm of Intelligent Robots: A Closed-Form H2 Nonlinear Control Approach. <i>Applied Sciences (Switzerland)</i> , 2020, 10, 1055.	2.5	2
8	Research on Teaching a Welding Implementation Course Assisted by Sustainable Virtual Reality Technology. <i>Sustainability</i> , 2020, 12, 10044.	3.2	14
9	Development of a VR STEAM Welding Project Course. <i>Lecture Notes in Computer Science</i> , 2020, , 84-92.	1.3	0
10	Middle-aged adults' attitudes toward health app usage: a comparison with the cognitive-affective-conative model. <i>Universal Access in the Information Society</i> , 2019, 18, 927-938.	3.0	13
11	Research on the Learning Effect of the Positive Emotions of "Ship Fuel-Saving Project" APP for Engineering Students. <i>Sustainability</i> , 2019, 11, 1136.	3.2	5
12	Deep Learning of Web Page Verification Code-taking Project for Implementation of Remedial Instruction-Technology-Base Test Website as an Example. , 2019, , .		2
13	Why do students present different design objectives in engineering design projects?. <i>International Journal of Technology and Design Education</i> , 2018, 28, 1039-1060.	2.6	9
14	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. <i>Sustainability</i> , 2018, 10, 3040.	3.2	19
15	Design of the Functional Pet Dog Costumes - Taking Shiba Inu as an Example. , 2018, , .		0
16	Role of positive emotions in the constraint process: the case of Taiwanese college students. <i>Leisure Studies</i> , 2018, 37, 574-588.	1.9	7
17	On the Push-Pull Mobile Learning of Electric Welding. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2017, 13, .	1.3	4
18	The Development and Implementation of U-Msg for College Students' English Learning. <i>International Journal of Distance Education Technologies</i> , 2016, 14, 17-29.	2.9	7

#	ARTICLE	IF	CITATIONS
19	The Establishment of a Green Supplier Selection and Guidance Mechanism with the ANP and IPA. Sustainability, 2016, 8, 259.	3.2	31
20	Evaluation of Interactive Website Design Indicators for e-Entrepreneurship. Sustainability, 2016, 8, 354.	3.2	6
21	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
22	Use of Fuzzy Delphi Method to Develop iSTEM Imagination Capacity Indicators. , 2015, , .		1
23	A Computer-Aided Method to Evaluate Teamwork. , 2015, , .		0
24	Satisfaction Analysis of Experiential Learning-Based Popular Science Education. International Journal of Distance Education Technologies, 2015, 13, 93-109.	2.9	4
25	Using creative problem solving to promote studentsâ€™ performance of concept mapping. International Journal of Technology and Design Education, 2013, 23, 1093-1109.	2.6	20
26	A Study of Learning Effects in Different Cognitive Styles in PBL Animation Course. , 2013, , .		0
27	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
28	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
29	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
30	Attitudes towards Knowledge Transfer in the Context of Web Problem-Based Learning Integrated Circuits Course From the Perspective of High School Students. , 2009, , .		0
31	Effects of Implementing STEM-I Project-Based Learning Activities for Female High School Students. , 0, , 1062-1082.		0