Jian-Hong Ye

List of Publications by Year
in descending order

28	277	1477746	1058022
papers	citations	6	14
		h-index	g-index

30	30	30	152
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Procrastination predicts online self-regulated learning and online learning ineffectiveness during the coronavirus lockdown. Personality and Individual Differences, 2021, 174, 110673.	1.6	123
2	Effects of Short Video Addiction on the Motivation and Well-Being of Chinese Vocational College Students. Frontiers in Public Health, 2022, 10, .	1.3	29
3	Acceptance of YouTube Applied to Dance Learning. International Journal of Information and Education Technology, 2020, 10, 7-13.	0.9	17
4	DEVELOPING AN INQUIRY AND HANDS-ON TEACHING MODEL TO GUIDE STEAM LESSON PLANNING FOR KINDERGARTEN CHILDREN. Journal of Baltic Science Education, 2020, 19, 908-922.	0.4	13
5	STEM in Fashion Design: The Roles of Creative Self-Efficacy and Epistemic Curiosity in Creative Performance. Eurasia Journal of Mathematics, Science and Technology Education, 2019, 15, .	0.7	11
6	Practicing abductive reasoning: The correlations between cognitive factors and learning effects. Computers and Education, 2019, 138, 33-45.	5.1	11
7	The Effects of Academic Self-Efficacy on Vocational Students Behavioral Engagement at School and at Firm Internships: A Model of Engagement-Value of Achievement Motivation. Education Sciences, 2021, 11, 387.	1.4	11
8	The Impact of Empowering Leadership on Preschool Teachers' Job Well-Being in the Context of COVID-19: A Perspective Based on Job Demands-Resources Model. Frontiers in Psychology, 2022, 13, .	1.1	9
9	Playing a Chinese remote-associated game: The correlation among flow, self-efficacy, collective self-esteem and competitive anxiety. British Journal of Educational Technology, 2019, 50, 2720-2735.	3.9	7
10	The Effectiveness of Inquiry and Practice During Project Design Courses at a Technology University. Frontiers in Psychology, 2022, 13, .	1.1	6
11	The relationship among gameplay self-efficacy, competition anxiety, and the performance of eSports players. Entertainment Computing, 2022, 42, 100489.	1.8	5
12	How Does Hands-On Making Attitude Predict Epistemic Curiosity and Science, Technology, Engineering, and Mathematics Career Interests? Evidence From an International Exhibition of Young Inventors. Frontiers in Psychology, 0, 13, .	1.1	5
13	Applying Kahoot in Thai Language and Culture Curriculum: Analysis of the Relationship among Online Cognitive Failure, Flow Experience, Gameplay Anxiety and Learning Performance. International Journal of Information and Education Technology, 2020, 10, 563-572.	0.9	4
14	The Effects of Employees' Perceived Intrinsic Motivation on Knowledge Sharing and Creative Self-Efficacy. Frontiers in Psychology, 2021, 12, 762994.	1.1	4
15	Relationship among the Urban and Rural Students' Cooperative Attitude, Creative Task Engagements and Competition Value in Participating a STEAM Co-creation Contest. International Journal of Information and Education Technology, 2020, 10, 873-881.	0.9	3
16	Effects of Helicopter Parenting on Tutoring Engagement and Continued Attendance at Cram Schools. Frontiers in Psychology, 2022, 13, 880894.	1.1	3
17	Hands-on Making Leather Goods: Learning from YouTube Videos. International Journal of Information and Education Technology, 2021, 11, 269-276.	0.9	2
18	eSport Addiction, Purchasing Motivation and Continuous Purchasing Intention on eSport Peripheral Products. International Journal of E-Education E-Business E-Management and E-Learning, 2021, 11, 21-33.	0.3	2

#	Article	IF	Citations
19	Development of 5 Cs Educational Value Scale for eSport Games. International Journal of Technology in Education and Science, 2021, 5, 362-374.	0.7	2
20	Adults with Parkinson's Disease Undergoes Exergaming Training to Improve Balance: A Systematic Review. International Journal of Information and Education Technology, 2020, 10, 146-153.	0.9	2
21	STEM EMBEDDED IN THE DUJIANGYAN IRRIGATION SYSTEM: A DESCRIPTIVE - INTERPRETIVE ANALYSIS TO DESIGN STEM COURSE. Journal of Baltic Science Education, 2020, 19, 764-779.	0.4	2
22	Raising insects with an application to enhance students' self-confidence in interacting with insects. Interactive Learning Environments, 2019, , 1-18.	4.4	1
23	Intelligence Beliefs Predict Spatial Performance in Virtual Environments and Graphical Creativity Performance. Frontiers in Psychology, 2021, 12, 671635.	1.1	1
24	Analysis of Gender Differences in Digital Game-Based Language Learning for Thai Language Learning Affection, Cognition and Progress Performance. International Journal of Social Science and Humanity, 0, , 119-126.	1.0	1
25	A Checklist Development for Meaningful Learning in Classroom Observation. International Journal of Information and Education Technology, 2020, 10, 728-735.	0.9	1
26	The Relationship of Breathing and COVID-19 Anxiety When Using Smart Watches for Guided Respiration Practice: A Cross-Sectional Study. Frontiers in Psychology, 2022, 13, 847602.	1.1	1
27	The entity belief of concentration ability predicts cognitive load, failure-attribution, and flow experience when using a virtual reality device. Interactive Learning Environments, 2024, 32, 34-51.	4.4	1
28	Purchase Motivation, Experiential Value Related to Continuance Intention to Purchase on China's Double 11 Shopping Festival. International Journal of E-Education E-Business E-Management and E-Learning, 2022, 12, 1-15.	0.3	0