

Jian-Hong Ye

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8309200/publications.pdf>

Version: 2024-02-01

28
papers

277
citations

1477746

6
h-index

1058022

14
g-index

30
all docs

30
docs citations

30
times ranked

152
citing authors

#	ARTICLE	IF	CITATIONS
1	The entity belief of concentration ability predicts cognitive load, failure-attribution, and flow experience when using a virtual reality device. <i>Interactive Learning Environments</i> , 2024, 32, 34-51.	4.4	1
2	Purchase Motivation, Experiential Value Related to Continuance Intention to Purchase on China's Double 11 Shopping Festival. <i>International Journal of E-Education E-Business E-Management and E-Learning</i> , 2022, 12, 1-15.	0.3	0
3	Effects of Helicopter Parenting on Tutoring Engagement and Continued Attendance at Cram Schools. <i>Frontiers in Psychology</i> , 2022, 13, 880894.	1.1	3
4	The Relationship of Breathing and COVID-19 Anxiety When Using Smart Watches for Guided Respiration Practice: A Cross-Sectional Study. <i>Frontiers in Psychology</i> , 2022, 13, 847602.	1.1	1
5	The relationship among gameplay self-efficacy, competition anxiety, and the performance of eSports players. <i>Entertainment Computing</i> , 2022, 42, 100489.	1.8	5
6	Effects of Short Video Addiction on the Motivation and Well-Being of Chinese Vocational College Students. <i>Frontiers in Public Health</i> , 2022, 10, .	1.3	29
7	The Effectiveness of Inquiry and Practice During Project Design Courses at a Technology University. <i>Frontiers in Psychology</i> , 2022, 13, .	1.1	6
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. <i>Frontiers in Psychology</i> , 2022, 13, .	1.1	9
9	Hands-on Making Leather Goods: Learning from YouTube Videos. <i>International Journal of Information and Education Technology</i> , 2021, 11, 269-276.	0.9	2
10	eSport Addiction, Purchasing Motivation and Continuous Purchasing Intention on eSport Peripheral Products. <i>International Journal of E-Education E-Business E-Management and E-Learning</i> , 2021, 11, 21-33.	0.3	2
11	Procrastination predicts online self-regulated learning and online learning ineffectiveness during the coronavirus lockdown. <i>Personality and Individual Differences</i> , 2021, 174, 110673.	1.6	123
12	Development of 5 Cs Educational Value Scale for eSport Games. <i>International Journal of Technology in Education and Science</i> , 2021, 5, 362-374.	0.7	2
13	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. <i>Education Sciences</i> , 2021, 11, 387.	1.4	11
14	Intelligence Beliefs Predict Spatial Performance in Virtual Environments and Graphical Creativity Performance. <i>Frontiers in Psychology</i> , 2021, 12, 671635.	1.1	1
15	The Effects of Employees' Perceived Intrinsic Motivation on Knowledge Sharing and Creative Self-Efficacy. <i>Frontiers in Psychology</i> , 2021, 12, 762994.	1.1	4
16	Acceptance of YouTube Applied to Dance Learning. <i>International Journal of Information and Education Technology</i> , 2020, 10, 7-13.	0.9	17
17	Adults with Parkinson's Disease Undergoes Exergaming Training to Improve Balance: A Systematic Review. <i>International Journal of Information and Education Technology</i> , 2020, 10, 146-153.	0.9	2
18	Applying Kahoot in Thai Language and Culture Curriculum: Analysis of the Relationship among Online Cognitive Failure, Flow Experience, Gameplay Anxiety and Learning Performance. <i>International Journal of Information and Education Technology</i> , 2020, 10, 563-572.	0.9	4

#	ARTICLE	IF	CITATIONS
19	DEVELOPING AN INQUIRY AND HANDS-ON TEACHING MODEL TO GUIDE STEAM LESSON PLANNING FOR KINDERGARTEN CHILDREN. <i>Journal of Baltic Science Education</i> , 2020, 19, 908-922.	0.4	13
20	A Checklist Development for Meaningful Learning in Classroom Observation. <i>International Journal of Information and Education Technology</i> , 2020, 10, 728-735.	0.9	1
21	Relationship among the Urban and Rural Studentsâ€™ Cooperative Attitude, Creative Task Engagements and Competition Value in Participating a STEAM Co-creation Contest. <i>International Journal of Information and Education Technology</i> , 2020, 10, 873-881.	0.9	3
22	STEM EMBEDDED IN THE DUJIANGYAN IRRIGATION SYSTEM: A DESCRIPTIVE - INTERPRETIVE ANALYSIS TO DESIGN STEM COURSE. <i>Journal of Baltic Science Education</i> , 2020, 19, 764-779.	0.4	2
23	STEM in Fashion Design: The Roles of Creative Self-Efficacy and Epistemic Curiosity in Creative Performance. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2019, 15, .	0.7	11
24	Playing a Chinese remoteâ€associated game: The correlation among flow, selfâ€efficacy, collective selfâ€esteem and competitive anxiety. <i>British Journal of Educational Technology</i> , 2019, 50, 2720-2735.	3.9	7
25	Practicing abductive reasoning: The correlations between cognitive factors and learning effects. <i>Computers and Education</i> , 2019, 138, 33-45.	5.1	11
26	Raising insects with an application to enhance studentsâ€™ self-confidence in interacting with insects. <i>Interactive Learning Environments</i> , 2019, , 1-18.	4.4	1
27	Analysis of Gender Differences in Digital Game-Based Language Learning for Thai Language Learning Affection, Cognition and Progress Performance. <i>International Journal of Social Science and Humanity</i> , 0, , 119-126.	1.0	1
28	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. <i>Frontiers in Psychology</i> , 0, 13, .	1.1	5