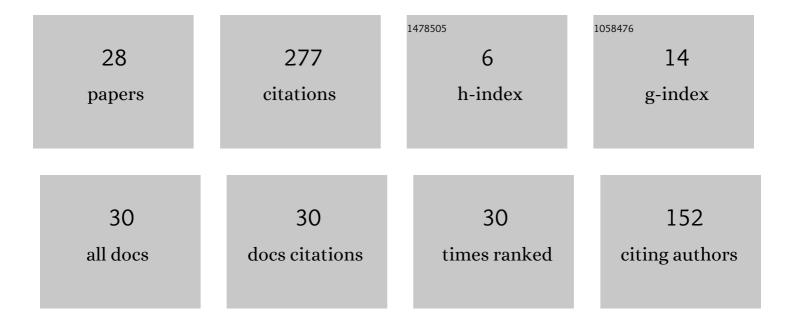
Jian-Hong Ye

List of Publications by Year in descending order

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

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LIAN-HONG YE

#	Article	IF	CITATIONS
1	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.	6.4	1
2	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
3	Effects of Helicopter Parenting on Tutoring Engagement and Continued Attendance at Cram Schools. Frontiers in Psychology, 2022, 13, 880894.	2.1	3
4	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.	2.1	1
5	The relationship among gameplay self-efficacy, competition anxiety, and the performance of eSports players. Entertainment Computing, 2022, 42, 100489.	2.9	5
6	Effects of Short Video Addiction on the Motivation and Well-Being of Chinese Vocational College Students. Frontiers in Public Health, 2022, 10, .	2.7	29
7	The Effectiveness of Inquiry and Practice During Project Design Courses at a Technology University. Frontiers in Psychology, 2022, 13, .	2.1	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. Frontiers in Psychology, 2022, 13, .	2.1	9
9	Hands-on Making Leather Goods: Learning from YouTube Videos. International Journal of Information and Education Technology, 2021, 11, 269-276.	1.2	2
10	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
11	Procrastination predicts online self-regulated learning and online learning ineffectiveness during the coronavirus lockdown. Personality and Individual Differences, 2021, 174, 110673.	2.9	123
12	Development of 5 Cs Educational Value Scale for eSport Games. International Journal of Technology in Education and Science, 2021, 5, 362-374.	1.0	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. Education Sciences, 2021, 11, 387.	2.6	11
14	Intelligence Beliefs Predict Spatial Performance in Virtual Environments and Graphical Creativity Performance. Frontiers in Psychology, 2021, 12, 671635.	2.1	1
15	The Effects of Employees' Perceived Intrinsic Motivation on Knowledge Sharing and Creative Self-Efficacy. Frontiers in Psychology, 2021, 12, 762994.	2.1	4
16	Acceptance of YouTube Applied to Dance Learning. International Journal of Information and Education Technology, 2020, 10, 7-13.	1.2	17
17	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.	1.2	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. International Journal of Information and Education Technology, 2020, 10, 563-572.	1.2	4

JIAN-HONG YE

#	Article	IF	CITATIONS
19	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.	1.0	13
20	A Checklist Development for Meaningful Learning in Classroom Observation. International Journal of Information and Education Technology, 2020, 10, 728-735.	1.2	1
21	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.	1.2	3
22	STEM EMBEDDED IN THE DUJIANGYAN IRRIGATION SYSTEM: A DESCRIPTIVE - INTERPRETIVE ANALYSIS TO DESIGN STEM COURSE. Journal of Baltic Science Education, 2020, 19, 764-779.	1.0	2
23	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, .	1.3	11
24	Playing a Chinese remoteâ€associated game: The correlation among flow, selfâ€efficacy, collective selfâ€esteem and competitive anxiety. British Journal of Educational Technology, 2019, 50, 2720-2735.	6.3	7
25	Practicing abductive reasoning: The correlations between cognitive factors and learning effects. Computers and Education, 2019, 138, 33-45.	8.3	11
26	Raising insects with an application to enhance students' self-confidence in interacting with insects. Interactive Learning Environments, 2019, , 1-18.	6.4	1
27	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
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. Frontiers in Psychology, 0, 13, .	2.1	5