Xiuhan Li

List of Publications by Year in descending order

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Υπιμανία

#	Article	IF	CITATIONS
1	Exploring the effects of gamification pedagogy on children's reading: A mixedâ€method study on academic performance, readingâ€related mentality and behaviors, and sustainability. British Journal of Educational Technology, 2021, 52, 160-178.	6.3	44
2	Applying blended synchronous teaching and learning for flexible learning in higher education: an action research study at a university in Hong Kong. Asia Pacific Journal of Education, 2022, 42, 211-227.	2.1	42
3	A systematic review of flipped classroom empirical evidence from different fields: what are the gaps and future trends?. On the Horizon, 2019, 27, 72-86.	1.9	33
4	Using Gamification to Facilitate Students' Self-Regulation in E-Learning: A Case Study on Students' L2 English Learning. Sustainability, 2022, 14, 7008.	3.2	17
5	An examination of a gamified Eâ€quiz system in fostering students' reading habit, interest and ability. Proceedings of the Association for Information Science and Technology, 2018, 55, 290-299.	0.6	7
6	Reâ€examining students' reading experience in a gamified context from a selfâ€determination perspective: A multipleâ€case study. Proceedings of the Association for Information Science and Technology, 2018, 55, 66-75.	0.6	7
7	Democratic Involvement in Higher Education: A Study of Chinese Student E-participation in University Governance. Higher Education Policy, 2020, 33, 65-87.	2.0	7