

# Xiuhan Li

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9143209/publications.pdf>

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7  
papers

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citations

1478505

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1720034

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g-index

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7  
docs citations

7  
times ranked

98  
citing authors

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