

Siska Wati Dewi Purba

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9340518/publications.pdf>

Version: 2024-02-01

11
papers

81
citations

1937685
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1720034
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11
all docs

11
docs citations

11
times ranked

38
citing authors

#	ARTICLE	IF	CITATIONS
1	Developing and validating an authentic contextual learning framework: promoting healthy learning through learning by applying. <i>Interactive Learning Environments</i> , 2023, 31, 2206-2218.	6.4	7
2	Effects of Ubiquitous-Physics App on Studentsâ€™ Inquiry Behaviors and Learning Achievements. <i>Asia-Pacific Education Researcher</i> , 2022, 31, 439-450.	3.7	4
3	Facilitating Physics Learning Using Ubiquitous-Physics App With Learning Guided Map (gMap) in Authentic Contexts. <i>IEEE Transactions on Learning Technologies</i> , 2022, 15, 93-106.	3.2	2
4	Systematic survey of anything-to-text recognition and constructing its framework in language learning. <i>Education and Information Technologies</i> , 2022, 27, 12273-12299.	5.7	8
5	Effect of Ubiquitous Fraction App on Mathematics Learning Achievements and Learning Behaviors of Taiwanese Students in Authentic Contexts. <i>IEEE Transactions on Learning Technologies</i> , 2020, 13, 530-539.	3.2	11
6	An Investigation of the Effects of Measuring Authentic Contexts on Geometry Learning Achievement. <i>IEEE Transactions on Learning Technologies</i> , 2019, 12, 291-302.	3.2	18
7	Effect of Ubiquitous Physics App on Learning Achievements in Authentic Contexts. , 2019, , .		1
8	Investigation of Learning Behaviors and Achievement of Simple Pendulum for Vocational High School Students with Ubiquitous-Physics App. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2018, 14, .	1.3	3
9	Investigation of Learning Behaviors and Achievement of Vocational High School Students Using an Ubiquitous Physics Tablet PC App. <i>Journal of Science Education and Technology</i> , 2017, 26, 322-331.	3.9	19
10	Investigation on the effects of measuring authentic contexts on geometry learning. , 2017, , .		4
11	Investigation of Learning Behaviors and Their Effects to Learning Achievement Using Ubiquitous-Physics App. , 2017, , .		4