

Gaoxia Zhu

List of Publications by Year in descending order

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18
papers

319
citations

1307594

7
h-index

1058476

14
g-index

18
all docs

18
docs citations

18
times ranked

257
citing authors

#	ARTICLE	IF	CITATIONS
1	Profiles of personal and ecological assets: Adolescents's™ motivation and engagement in self-driven learning. <i>Current Psychology</i> , 2023, 42, 14025-14037.	2.8	3
2	Exploring Pre-service Teachers' Democratizing Knowledge in a Knowledge Building Community: Indicators and Results. <i>Asia-Pacific Education Researcher</i> , 2023, 32, 401-415.	3.7	4
3	Mining Teacher Informal Online Learning Networks: Insights From Massive Educational Chat Tweets. <i>Journal of Educational Computing Research</i> , 2023, 61, 127-150.	5.5	7
4	Youth Voice in Self-Driven Learning as a Context for Interdisciplinary Learning. <i>Journal of Educational Studies and Multidisciplinary Approaches</i> , 2022, 2, .	0.5	2
5	Reciprocal Relations Between Students's™ Evaluation, Reformulation Behaviors, and Engineering Design Performance Over Time. <i>Journal of Science Education and Technology</i> , 2021, 30, 595-607.	3.9	3
6	The relationship between group adoption of Knowledge Building Principles and performance in creating artifacts. <i>Educational Technology Research and Development</i> , 2021, 69, 787-808.	2.8	12
7	Curriculum design for social, cognitive and emotional engagement in Knowledge Building. <i>International Journal of Educational Technology in Higher Education</i> , 2021, 18, .	7.6	7
8	Profiling self-regulation behaviors in STEM learning of engineering design. <i>Computers and Education</i> , 2020, 143, 103669.	8.3	58
9	Exploring emotional and cognitive dynamics of Knowledge Building in grades 1 and 2. <i>User Modeling and User-Adapted Interaction</i> , 2019, 29, 789-820.	3.8	23
10	The effects of transformative and non-transformative discourse on individual performance in collaborative-inquiry learning. <i>Computers in Human Behavior</i> , 2019, 98, 267-276.	8.5	13
11	Examining sequential patterns of self- and socially shared regulation of STEM learning in a CSCL environment. <i>Computers and Education</i> , 2019, 136, 34-48.	8.3	60
12	Uncovering the sequential patterns in transformative and non-transformative discourse during collaborative inquiry learning. <i>Internet and Higher Education</i> , 2019, 41, 51-61.	6.5	23
13	Knowledge Building Analytics to Explore Crossing Disciplinary and Grade-Level Boundaries. <i>Journal of Learning Analytics</i> , 2019, 6, .	2.4	2
14	A case study of gesture-based games in enhancing the fine motor skills and recognition of children with autism. <i>Interactive Learning Environments</i> , 2018, 26, 1039-1052.	6.4	19
15	Research and trends in mobile learning from 1976 to 2013: A content analysis of patents in selected databases. <i>British Journal of Educational Technology</i> , 2016, 47, 1006-1019.	6.3	25
16	A Series of Leap Motion-Based Matching Games for Enhancing the Fine Motor Skills of Children with Autism. , 2015, , .		18
17	Mobile-Based AR Application Helps to Promote EFL Children's Vocabulary Study. , 2014, , .		38
18	Discourse Moves and Emotion in Knowledge Building Discourse and Metadiscourse. <i>Frontiers in Education</i> , 0, 7, .	2.1	2