Harrison Hao Yang

List of Publications by Year
in descending order

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108	1,040	430442	525886
papers	citations	18 h-index	27 g-index

111	111	111	526
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Examining the key influencing factors on college students' higher-order thinking skills in the smart classroom environment. International Journal of Educational Technology in Higher Education, 2021, 18, .	4.5	98
2	Understanding students' preferences toward the smart classroom learning environment: Development and validation of an instrument. Computers and Education, 2018, 122, 80-91.	5.1	93
3	College students' cognitive learning outcomes in flipped classroom instruction: a meta-analysis of the empirical literature. Journal of Computers in Education, 2020, 7, 79-103.	5.0	76
4	Understanding College Students' Acceptance of Cloud Classrooms in Flipped Instruction: Integrating UTAUT and Connected Classroom Climate. Journal of Educational Computing Research, 2019, 56, 1258-1276.	3.6	46
5	Promoting Education Equity in Rural and Underdeveloped Areas: Cases on Computer-Supported Collaborative Teaching in China. Eurasia Journal of Mathematics, Science and Technology Education, 2018, 14, .	0.7	36
6	Social media competence and digital citizenship among college students. Convergence, 2019, 25, 735-752.	1.6	36
7	Exploring the key influencing factors on college students' computational thinking skills through flipped-classroom instruction. International Journal of Educational Technology in Higher Education, 2020, 17, .	4.5	36
8	Shaping the future learning environments with smart elements: challenges and opportunities. International Journal of Educational Technology in Higher Education, 2021, 18, 16.	4.5	34
9	Investigating Teenage Students' Information Literacy in China: A Social Cognitive Theory Perspective. Asia-Pacific Education Researcher, 2019, 28, 251-263.	2.2	32
10	Interpersonal communication competence and digital citizenship among pre-service teachers in China's teacher preparation programs. Journal of Moral Education, 2019, 48, 179-198.	0.9	29
11	Student-to-student connectedness in higher education: a systematic literature review. Journal of Computing in Higher Education, 2019, 31, 426-448.	3.9	26
12	College Students' Cognitive Learning Outcomes in Technology-Enabled Active Learning Environments: A Meta-Analysis of the Empirical Literature. Journal of Educational Computing Research, 2020, 58, 791-817.	3.6	26
13	New World, New Learning: Trends and Issues of E-Learning. Procedia, Social and Behavioral Sciences, 2013, 77, 429-442.	0.5	25
14	Preferences toward the constructivist smart classroom learning environment: examining pre-service teachers' connectedness. Interactive Learning Environments, 2019, 27, 349-362.	4.4	25
15	Understanding the continued use of flipped classroom instruction: a personal beliefs model in Chinese higher education. Journal of Computing in Higher Education, 2019, 31, 137-155.	3.9	25
16	Understanding College Students' Intrinsic Motivation and Social Interdependence in Intercultural Computer-Supported Collaborative Learning Between USA and China. Asia-Pacific Education Researcher, 2017, 26, 205-217.	2.2	24
17	Technological Factors and Student-to-Student Connected Classroom Climate in Cloud Classrooms. Journal of Educational Computing Research, 2018, 56, 826-847.	3.6	23
18	Understanding Social Media Competence in Higher Education: Development and Validation of an Instrument. Journal of Educational Computing Research, 2020, 57, 1935-1955.	3.6	21

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19	Building a Sense of Community for Text-Based Computer-Mediated Communication Courses. Journal of Educational Technology Systems, 2008, 36, 393-413.	3.6	19
20	Examining interactive whiteboard-based instruction on the academic self-efficacy, academic press and achievement of college students. Open Learning, 2018, 33, 115-130.	2.4	17
21	Examining key factors of beginnerâ€™s continuance intention in blended learning in higher education. Journal of Computing in Higher Education, 2023, 35, 126-143.	3.9	17
22	Effects of Interactive Whiteboard-based Instruction on Studentsâ€™ Cognitive Learning Outcomes: A Meta-Analysis. Interactive Learning Environments, 2021, 29, 283-300.	4.4	15
23	All Roads Lead to Rome: Instructorsâ€™ Pointing and Depictive Gestures in Video Lectures Promote Learning Through Different Patterns of Attention Allocation. Journal of Nonverbal Behavior, 2019, 43, 549-559.	0.6	14
24	Investigating the Relationship Between Information Literacy and Social Media Competence Among University Students. Journal of Educational Computing Research, 2021, 59, 1425-1449.	3.6	12
25	Trends of Cloud Computing in Education. Lecture Notes in Computer Science, 2014, , 116-128.	1.0	12
26	Blended Learning versus Traditional Learning: A Study on Studentsâ€™ Learning Achievements and Academic Press. , 2017, , .		11
27	Developing the rotational synchronous teaching (RST) model: Examination of the connected classroom climate. Australasian Journal of Educational Technology, 2019, 35, .	2.0	10
28	A Case Study to Promote Computational Thinking: The Lab Rotation Approach. Lecture Notes in Computer Science, 2018, , 393-403.	1.0	9
29	Parentsâ€™ and Studentsâ€™ Attitudes Toward Tablet Integration in Schools. International Review of Research in Open and Distance Learning, 2018, 19, .	1.0	8
30	Collaborative Teaching Approaches: Extending Current Blended Learning Models. Lecture Notes in Computer Science, 2016, , 49-59.	1.0	7
31	College Studentsâ€™ Computer Self-efficacy, Intrinsic Motivation, Attitude, and Satisfaction in Blended Learning Environments. Lecture Notes in Computer Science, 2017, , 65-73.	1.0	7
32	Building Teachersâ€™ TPACK through WebQuest Development and Blended Learning Process. Lecture Notes in Computer Science, 2010, , 71-81.	1.0	7
33	Exploring the Factors That Influence College Studentsâ€™ Academic Self-Efficacy in Blended Learning: A Study From the Personal, Interpersonal, and Environmental Perspectives. SAGE Open, 2022, 12, 215824402211048.	0.8	7
34	The impact of interactive whiteboards on education. , 2012, , .		6
35	Learning from practice: improving blended learning strategies in an educational technology course. International Journal of Innovation and Learning, 2017, 21, 467.	0.4	6
36	STEP on connected classroom climate in a hybrid learning environment. International Journal of Innovation and Learning, 2018, 23, 430.	0.4	6

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37	Parents' profiles concerning ICT proficiency and their relation to adolescents' information literacy: A latent profile analysis approach. British Journal of Educational Technology, 2020, 51, 2268-2285.	3.9	6
38	Implications of the Delphi method in the evaluation of sustainability open education resource repositories. Education and Information Technologies, 2021, 26, 3825-3844.	3.5	6
39	Using Blogfolios to Enhance Interaction in E-Learning Courses. , 2010, , 455-470.		6
40	A preliminary study on developing computer games for information literacy education. , 2012, , .		5
41	Study on the research hotspots of interactive whiteboards in education. , 2012, , .		5
42	Using Technologies in Nursing Research Education. CIN - Computers Informatics Nursing, 2018, 36, 293-304.	0.3	5
43	Technological Barriers and Learning Outcomes in Online Courses During the Covid-19 Pandemic. Lecture Notes in Computer Science, 2021, , 92-102.	1.0	5
44	An Investigation of Factors Influencing College Studentsâ€™ Mobile Learning Behavior. Lecture Notes in Computer Science, 2015, , 323-333.	1.0	5
45	An Investigation of College Studentsâ€™ Learning Engagement and Classroom Preferences Under the Smart Classroom Environment. SN Computer Science, 2022, 3, 1.	2.3	5
46	An instructional approach on teacher inquiry, online questionnaire, and TPACK. , 2011, , .		3
47	To Be or Not to Be: Using Tablet PCs in K-12 Education. , 2014, , .		3
48	Connected Classroom Climate in Higher Education: A Scoping Review. , 2018, , .		3
49	College Students' Learning Outcomes in Flipped Classroom Instruction: A Literature Review. , 2018, , .		3
50	The Effects of Interactive Whiteboard-Based Classroom Instruction on Students' Cognitive Learning Outcomes: A Meta-Analysis. , 2019, , .		3
51	Development and Validation of Information Literacy Assessment Tool for Primary Students. , 2019, , .		3
52	Interactive Whiteboard-Based Instruction Versus Lecture-Based Instruction: A Study on College Studentsâ€™ Academic Self-efficacy and Academic Press. Lecture Notes in Computer Science, 2017, , 319-328.	1.0	3
53	The Development of Collaborative Action Research through Cloud Computing Document-Sharing Services and Blended Learning Process. Lecture Notes in Computer Science, 2012, , 99-108.	1.0	3
54	Using Social Networking to Enhance Sense of Community in E-Learning Courses. , 2010, , 281-304.		3

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55	School Clusters Concerning Informatization Level and Their Relationship with Studentsâ€™ Information Literacy: A Model-Based Cluster Analysis Approach. Lecture Notes in Computer Science, 2020, , 77-89.	1.0	3
56	Hybrid Inquiry-Based Learning. , 0, , 203-227.		3
57	An inquiry-based learning approach on a educational technology course. , 2011, , .		2
58	Personality and Vocational Interests: What We Have Learned about Students in Educational Technology Major. , 2016, , .		2
59	Research on the Hotspots and Trends of Learning Analytics Based on CiteSpace. Lecture Notes in Computer Science, 2019, , 239-248.	1.0	2
60	Systematic Review of Technology Enabled Active Learning Classrooms in Higher Education. , 2019, , .		2
61	Role of Teaching Assistants in Synchronous Smart Classrooms. , 2019, , .		2
62	Exploring Students' Preferences Toward the Smart Classroom Learning Environment and Academic Performance. , 2020, , .		2
63	A Meta-Analysis of Students' Cognitive Learning Outcomes in Smart Classroom-Based Instruction. , 2020, , .		2
64	An Investigation of College Studentsâ€™ Information Literacy, Interaction, and Preferences in Online Learning during the COVID-19 Pandemic. , 2021, , .		2
65	Connected Classroom Climate in Hybrid Classroom: Model and Comparison. Lecture Notes in Computer Science, 2016, , 187-195.	1.0	2
66	Parental and Teacher Influence on Secondary Studentsâ€™ Information Literacy. Lecture Notes in Computer Science, 2018, , 404-415.	1.0	2
67	Intercultural Computer-Supported Collaborative Learning. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 80-97.	0.2	2
68	Establishing Social Presence for Online Collaborative Learning. , 0, , 113-125.		2
69	Exploring the Factors That Influence the Intention to Co-create Open Educational Resources: A Social Exchange Theory Perspective. Frontiers in Psychology, 0, 13, .	1.1	2
70	Improving Self-efficacy for Electronic Portfolio Development. Lecture Notes in Computer Science, 2013, , 167-177.	1.0	1
71	Life-Cycle Efficacy for Educational Technology: Best-Practices for Leading Schools. , 2016, , .		1
72	Understanding the Digital Citizenship Behaviors of College Students from Differing Socioeconomic Origins. , 2017, , .		1

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73	The Relationship between Computer Experience and College Students' Digital Citizenship. , 2017, , .		1
74	Visualizing and Understanding the Hotspots and Trends of Mobile Learning. , 2018, , .		1
75	Understanding Undergraduatesâ€™ Adoption of Flipped Learning: Integrating UTAUT and Social Presence. Lecture Notes in Computer Science, 2019, , 9-21.	1.0	1
76	Understanding Rural and Urban Teachers' ICT Usage in China: An Ecological Perspective. , 2019, , .		1
77	An Investigation of Chinese Junior High School Studentsâ€™ Perception of Online Learning Resources During the COVID-19 Pandemic. , 2021, , .		1
78	Understanding Middle School Studentsâ€™ Perceptions of the Usefulness of Online Classes. , 2021, , .		1
79	Study on College Studentsâ€™ Learning Engagement and Classroom Preferences under the Smart Classroom Environment. , 2021, , .		1
80	The Effects of a Collaborative Learning Approach with Digital Note-Taking on College Studentsâ€™ Learning Achievement and Cognitive Load. Lecture Notes in Computer Science, 2020, , 187-198.	1.0	1
81	Investigating Factors Influencing K-12 Teachersâ€™ Intention to Integrate Mobile Devices in Teaching. Lecture Notes in Computer Science, 2016, , 258-268.	1.0	1
82	STEP on connected classroom climate in a hybrid learning environment. International Journal of Innovation and Learning, 2018, 23, 430.	0.4	1
83	Blogging Minds on Web-Based Educational Projects. , 2010, , 195-209.		1
84	An Integrated Approach to Developing Visual Literacy. Lecture Notes in Computer Science, 2013, , 219-231.	1.0	1
85	The Remote Synchronous Classroom in China. Lecture Notes in Computer Science, 2017, , 379-386.	1.0	1
86	Examining the effects of the 5E instructional model on college studentsâ€™ higher-order thinking skills, peer interaction and learning achievement. , 2020, , .		1
87	Intercultural Computer-Supported Collaborative Learning. , 2020, , 95-112.		1
88	Assessing General Education Outcomes Across Programs. , 0, , 620-634.		1
89	An evaluation of Distance Education Project for Party Members in Rural China. , 2012, , .		0
90	Investigation of the Technology Integration among Mathematics Teachers in a Key Senior High School. , 2013, , .		0

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91	Community leaders' perceptions on distance education in China rural areas. International Journal of Continuing Engineering Education and Life-Long Learning, 2013, 23, 367.	0.1	0
92	Learning from Practice: Improving Blended Learning Strategies in a College Curriculum. , 2015, , .		0
93	Development of School Technology Leadership: Cases in the United Kingdom and United States. , 2015, , .		0
94	Students' Perspective of University in the Information Age: A Case Study from Central China Normal University. , 2016, , .		0
95	Teaching Practice of Combining MOOCs and Flipped Classroomon on a College Course. , 2018, , .		0
96	Research on the Effects of Educational WeChat Official Accounts. , 2019, , .		0
97	Dual-Teaching Model: A Practical Approach for Students in Rural Areas. , 2020, , .		0
98	The Effects of Using Tablet PCs on Student Self-regulated Learning and Learning Achievement. Lecture Notes in Computer Science, 2021, , 264-274.	1.0	0
99	Examining Beginnersâ€™ Continuance Intention in Blended Learning in Higher Education. Lecture Notes in Computer Science, 2021, , 214-225.	1.0	0
100	Investigating the Flipped-classroom Approach on College Studentsâ€™ Computational Thinking Skills. , 2021, , .		0
101	An E-Class Teaching Management System (ECTMS): Strategy and Application. Lecture Notes in Computer Science, 2010, , 49-58.	1.0	0
102	The Effect of Hybrid Learning in Vocational Education Based on Cloud Space: Taking the Vocational Education Cyber-Platform as an Example. Lecture Notes in Computer Science, 2014, , 24-35.	1.0	0
103	Collaborative Online International Learning: A Case Study between USA and Thailand. , 2016, , .		0
104	Use Intention of Synchronous Two-Teacher Model: A Study from in-Class Teachers' Perspective. , 2020, , .		0
105	The Impacts of Digital Note-Taking on Classroom Instruction: A Literature Review. Communications in Computer and Information Science, 2020, , 61-72.	0.4	0
106	A Preliminary Look at the Development on Websites of Higher Education Institutions. , 0, , 414-429.		0
107	A Preliminary Study of International Students' Experiences in Online Courses. , 2021, , .		0
108	Research on influencing factors of elementary school students' perceptions of online learning resources during the COVID-19 pandemic. , 2021, , .		0