

# Ting-Ting Wu

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9560916/publications.pdf>

Version: 2024-02-01

35  
papers

675  
citations

687363

13  
h-index

580821

25  
g-index

36  
all docs

36  
docs citations

36  
times ranked

467  
citing authors

#	ARTICLE	IF	CITATIONS
1	Improving the effectiveness of English vocabulary review by integrating <scp>ARCS</scp> with mobile game-based learning. <i>Journal of Computer Assisted Learning</i> , 2018, 34, 315-323.	5.1	74
2	Embedding diagnostic mechanisms in a digital game for learning mathematics. <i>Educational Technology Research and Development</i> , 2014, 62, 187-207.	2.8	66
3	Applying project-based learning and SCAMPER teaching strategies in engineering education to explore the influence of creativity on cognition, personal motivation, and personality traits. <i>Thinking Skills and Creativity</i> , 2020, 35, 100631.	3.5	63
4	Applying a business simulation game in a flipped classroom to enhance engagement, learning achievement, and higher-order thinking skills. <i>Computers and Education</i> , 2022, 183, 104494.	8.3	55
5	Using smart mobile devices in social-network-based health education practice: A learning behavior analysis. <i>Nurse Education Today</i> , 2014, 34, 958-963.	3.3	44
6	Combining e-books with mind mapping in a reciprocal teaching strategy for a classical Chinese course. <i>Computers and Education</i> , 2018, 116, 64-80.	8.3	41
7	Enhancing students' botanical learning by using augmented reality. <i>Universal Access in the Information Society</i> , 2019, 18, 231-241.	3.0	34
8	Enhancing learning performance, attention, and meditation using a speech-to-text recognition application: evidence from multiple data sources. <i>Interactive Learning Environments</i> , 2017, 25, 249-261.	6.4	32
9	Using image-to-text recognition technology to facilitate vocabulary acquisition in authentic contexts. <i>ReCALL</i> , 2020, 32, 195-212.	5.2	32
10	Applications of speech-to-text recognition and computer-aided translation for facilitating cross-cultural learning through a learning activity: issues and their solutions. <i>Educational Technology Research and Development</i> , 2018, 66, 191-214.	2.8	26
11	The Use of a Mobile Assistant Learning System for Health Education Based on Project-Based Learning. <i>CIN - Computers Informatics Nursing</i> , 2014, 32, 497-503.	0.5	23
12	The design and implementation of authentic learning with mobile technology in vocational nursing practice course. <i>British Journal of Educational Technology</i> , 2016, 47, 494-509.	6.3	23
13	Personalized English reading sequencing based on learning portfolio analysis. <i>Information Sciences</i> , 2014, 257, 248-263.	6.9	20
14	Review of Research on Technology-Supported Cross-Cultural Learning. <i>Sustainability</i> , 2021, 13, 1402.	3.2	18
15	A learning log analysis of an English-reading e-book system combined with a guidance mechanism. <i>Interactive Learning Environments</i> , 2016, 24, 1938-1956.	6.4	14
16	Investigation of the Influence of Artificial Intelligence Markup Language-Based LINE ChatBot in Contextual English Learning. <i>Frontiers in Psychology</i> , 2022, 13, 785752.	2.1	14
17	An authentic learning based evaluation method for mobile learning in Higher Education. <i>Innovations in Education and Teaching International</i> , 2018, 55, 336-347.	2.5	13
18	Learner Engagement in a Business Simulation Game: Impact on Higher-Order Thinking Skills. <i>Journal of Educational Computing Research</i> , 2023, 61, 96-126.	5.5	13

#	ARTICLE	IF	CITATIONS
19	Learning With E-books and Project-based Strategy in a Community Health Nursing Course. CIN - Computers Informatics Nursing, 2018, 36, 140-146.	0.5	12
20	Discussion-record-based prediction model for creativity education using clustering methods. Thinking Skills and Creativity, 2020, 36, 100650.	3.5	12
21	Differences between students' learning behaviors and performances of adopting a competitive game-based item bank practice approach for learning procedural and declarative knowledge. Interactive Learning Environments, 2019, 27, 740-753.	6.4	11
22	Problem-based learning effectiveness on micro-blog and blog for students: a case study. Interactive Learning Environments, 2016, 24, 1334-1354.	6.4	9
23	Public Health Practice Course Using Google Plus. CIN - Computers Informatics Nursing, 2014, 32, 144-152.	0.5	8
24	Facilitating comprehension of non-native English speakers during lectures in English with STRA texts. Journal of Computer Assisted Learning, 2018, 34, 94-104.	5.1	5
25	Combining Webduino Programming With Situated Learning to Promote Computational Thinking, Motivation, and Satisfaction Among High School Students. Journal of Educational Computing Research, 2022, 60, 631-660.	5.5	3
26	Integrating SQ4R and Student Team Achievement Division (STAD) teaching strategies with e-Books to enhance students' english reading comprehension. , 2017, , .		2
27	Analysis of the effects of a game-based review system integrated with the hierarchy of learning on learning outcomes in an elementary social science course. Interactive Learning Environments, 2023, 31, 4000-4020.	6.4	2
28	An Adaptive and Personalized English Reading Recommendation System. , 2016, , 1-19.		1
29	Exploration on the Effectiveness of Learning, Interest, and Attitude of the Integration of Review System of History Based on Mobile Game and Forgetting Curve. Lecture Notes in Computer Science, 2017, , 34-42.	1.3	1
30	The Effectiveness of Health Communication for Implement Multimedia E-Book into Large and Small Groups. Lecture Notes in Computer Science, 2018, , 500-509.	1.3	1
31	A Study of Problem Solving Using Blocks Vehicle in a STEAM Course for Lower Elementary Levels. Lecture Notes in Computer Science, 2019, , 49-57.	1.3	1
32	Group Investigation Learning with Google Plus for Public Health Nursing Practice Course. , 2013, , .		0
33	Learning Diagnosis Instruction System Based on Game-based Learning for Mathematical Course. , 2013, , .		0
34	Combining EEG Feedback on Student Performance and Self-efficacy. Lecture Notes in Computer Science, 2020, , 13-22.	1.3	0
35	Application of an E-book System in an Embedded System Course: Exploring Learning Effectiveness and Behaviors. , 0, , .		0