

I-Chun Hung

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9686365/publications.pdf>

Version: 2024-02-01

15
papers

264
citations

1478505

6
h-index

1588992

8
g-index

15
all docs

15
docs citations

15
times ranked

234
citing authors

#	ARTICLE	IF	CITATIONS
1	Embodied interactive video lectures for improving learning comprehension and retention. Computers and Education, 2018, 117, 116-131.	8.3	71
2	A context-aware video prompt approach to improving students' in-field reflection levels. Computers and Education, 2014, 70, 80-91.	8.3	59
3	Designing a robot teaching assistant for enhancing and sustaining learning motivation. Interactive Learning Environments, 2013, 21, 156-171.	6.4	36
4	Learning with the Body: An Embodiment-Based Learning Strategy Enhances Performance of Comprehending Fundamental Optics. Interacting With Computers, 2014, 26, 360-371.	1.5	32
5	On the design of online synchronous assessments in a synchronous cyber classroom. Journal of Computer Assisted Learning, 2012, 28, 379-395.	5.1	30
6	Communicating through body: a situated embodiment-based strategy with flag semaphore for procedural knowledge construction. Educational Technology Research and Development, 2015, 63, 749-769.	2.8	21
7	Yet Another Objective Approach for Measuring Cognitive Load Using EEG-Based Workload. , 2016, , .		7
8	Developing Ubiquitous Learning System with Robots for Children's Learning. , 2010, , .		4
9	The effects of a dual adaptive strategy with gesture recognition and perceived exertion on training efficiency of elders's functional fitness. Smart Learning Environments, 2019, 6, .	7.6	2
10	Effects of Video-Based Reflection Prompts on Learners' Reflection Levels in a Context-Aware U-Learning Environment. , 2012, , .		1
11	Applying ARCS Model for Enhancing and Sustaining Learning Motivation in Using Robot as Teaching Assistant. Lecture Notes in Computer Science, 2011, , 334-341.	1.3	1
12	Designing Dynamic Scaffolding Strategy for Improving Video-Based Learning in a Gesture and Speech-Based Learning Configuration. , 2013, , .		0
13	Analyzing Critical Functions of Recording Tools for Synchronous Cyber Classroom Instruction. , 2012, , 250-263.		0
14	Augmentation Strategies for Paper-Based Content Integrated with Digital Learning Supports Using Smartphones. Lecture Notes in Educational Technology, 2015, , 99-118.	0.8	0
15	An Embodied Design with Collective Intelligence for Creating Interactive Video Lectures. Lecture Notes in Educational Technology, 2016, , 193-198.	0.8	0