

Lu-Ho Hsia

List of Publications by Year in descending order

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Version: 2024-02-01

32
papers

3,202
citations

394390

19
h-index

434170

31
g-index

32
all docs

32
docs citations

32
times ranked

2018
citing authors

#	ARTICLE	IF	CITATIONS
1	A self-regulated flipped classroom approach to improving students' learning performance in a mathematics course. <i>Computers and Education</i> , 2016, 100, 126-140.	8.3	420
2	Research trends in mobile and ubiquitous learning: a review of publications in selected journals from 2001 to 2010. <i>British Journal of Educational Technology</i> , 2011, 42, E65.	6.3	410
3	Seamless flipped learning: a mobile technology-enhanced flipped classroom with effective learning strategies. <i>Journal of Computers in Education</i> , 2015, 2, 449-473.	8.3	344
4	A two-tier test approach to developing location-aware mobile learning systems for natural science courses. <i>Computers and Education</i> , 2010, 55, 1618-1627.	8.3	317
5	A context-aware ubiquitous learning environment for conducting complex science experiments. <i>Computers and Education</i> , 2009, 53, 402-413.	8.3	307
6	An online game approach for improving students' learning performance in web-based problem-solving activities. <i>Computers and Education</i> , 2012, 59, 1246-1256.	8.3	224
7	Impacts of an augmented reality-based flipped learning guiding approach on students' scientific project performance and perceptions. <i>Computers and Education</i> , 2018, 125, 226-239.	8.3	216
8	A scoping review of research on digital game-based language learning. <i>Computers and Education</i> , 2018, 126, 89-104.	8.3	154
9	Improving learning achievements, motivations and problem-solving skills through a peer assessment-based game development approach. <i>Educational Technology Research and Development</i> , 2014, 62, 129-145.	2.8	152
10	Research trends of flipped classroom studies for medical courses: a review of journal publications from 2008 to 2017 based on the technology-enhanced learning model. <i>Interactive Learning Environments</i> , 2019, 27, 1011-1027.	6.4	85
11	An interactive peer-assessment criteria development approach to improving students' art design performance using handheld devices. <i>Computers and Education</i> , 2015, 85, 149-159.	8.3	80
12	Integrating socio-cultural contexts and location-based systems for ubiquitous language learning in museums: A state of the art review of 2009-2014. <i>British Journal of Educational Technology</i> , 2017, 48, 653-671.	6.3	59
13	Interaction between gaming and multistage guiding strategies on students' field trip mobile learning performance and motivation. <i>British Journal of Educational Technology</i> , 2016, 47, 1032-1050.	6.3	58
14	A web-based peer-assessment approach to improving junior high school students' performance, self-efficacy and motivation in performing arts courses. <i>British Journal of Educational Technology</i> , 2016, 47, 618-632.	6.3	45
15	Effects of integrating mobile technology-assisted peer assessment into flipped learning on students' dance skills and self-efficacy. <i>Interactive Learning Environments</i> , 2019, 27, 995-1010.	6.4	35
16	Promoting pre-class guidance and in-class reflection: A SQIRC-based mobile flipped learning approach to promoting students' billiards skills, strategies, motivation and self-efficacy. <i>Computers and Education</i> , 2021, 160, 104035.	8.3	34
17	Research trends and applications of technology-supported peer assessment: a review of selected journal publications from 2007 to 2016. <i>Journal of Computers in Education</i> , 2019, 6, 191-213.	8.3	29
18	Fostering motor skills in physical education: A mobile technology-supported ICRA flipped learning model. <i>Computers and Education</i> , 2022, 177, 104380.	8.3	27

#	ARTICLE	IF	CITATIONS
19	Critical research advancements of flipped learning: a review of the top 100 highly cited papers. <i>Interactive Learning Environments</i> , 2022, 30, 1751-1767.	6.4	24
20	A WSQ-based flipped learning approach to improving students' dance performance through reflection and effort promotion. <i>Interactive Learning Environments</i> , 2022, 30, 229-244.	6.4	23
21	Incorporating a reflective thinking promoting mechanism into artificial intelligence-supported English writing environments. <i>Interactive Learning Environments</i> , 2023, 31, 5614-5632.	6.4	22
22	From design to reflection: Effects of peer-scoring and comments on students' behavioral patterns and learning outcomes in musical theater performance. <i>Computers and Education</i> , 2020, 150, 103856.	8.3	20
23	Effect sizes and research directions of peer assessments: From an integrated perspective of meta-analysis and co-citation network. <i>Computers and Education</i> , 2021, 164, 104123.	8.3	19
24	Three decades of game-based learning in science and mathematics education: an integrated bibliometric analysis and systematic review. <i>Journal of Computers in Education</i> , 2022, 9, 455-476.	8.3	19
25	Findings and implications of flipped science learning research: A review of journal publications. <i>Interactive Learning Environments</i> , 2022, 30, 949-966.	6.4	16
26	Interweaving gaming and educational technologies: Clustering and forecasting the trends of game-based learning research by bibliometric and visual analysis. <i>Entertainment Computing</i> , 2022, 40, 100459.	2.9	16
27	Development of an effective educational computer game based on a mission synchronization-based peer-assistance approach. <i>Interactive Learning Environments</i> , 2017, 25, 667-681.	6.4	13
28	Strategies for enhancing self-regulation in e-learning: a review of selected journal publications from 2010 to 2020. <i>Interactive Learning Environments</i> , 2023, 31, 3757-3779.	6.4	13
29	Effects of a mobile-based progressive peer-feedback scaffolding strategy on students' creative thinking performance, metacognitive awareness, and learning attitude. <i>Interactive Learning Environments</i> , 2023, 31, 2986-3002.	6.4	10
30	Artificial intelligence-supported art education: a deep learning-based system for promoting university students' artwork appreciation and painting outcomes. <i>Interactive Learning Environments</i> , 0, , 1-19.	6.4	6
31	Effects of ASQE-based learning on the information literacy, problem-solving and critical thinking of students with different growth mindsets. <i>Electronic Library</i> , 2022, 40, 269-290.	1.4	3
32	Effects of an Online Annotation-Based Dance Performance Commenting Approach on Students' Feedback to Peers. <i>Sports & Exercise Research</i> , 2015, 17, 169-188.	0.0	2