

# CURRICULUM VITAE

(以下資料中英文擇一回覆即可)

## PERSONAL

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MAJOR RESEARCH AREA(研究領域)

翻轉學習、行動與無所不在學習、數位遊戲式學習、人工智慧在教育的應用

PUBLICATION(In the nearest 5 years)(發表、出版物)

期刊論文

1. Fang, J. W., Shao, D., **Hwang\*, G. J.**, & Chang, S. C. (2022). From Critique to Computational Thinking: A Peer-Assessment-Supported Problem Identification, Flow Definition, Coding, and Testing Approach for Computer Programming Instruction. *Journal of Educational Computing Research*. Doi: 10.1177/07356331211060470. (SSCI)
2. Chang, C. C., **Hwang\*, G. J.**, & Tu, Y. F. (2022). Roles, applications, and trends of concept map-supported learning: a systematic review and bibliometric analysis of publications from 1992 to 2020 in selected educational technology journals. *Interactive Learning Environments*. Doi: 10.1080/10494820.2022.2027457. (SSCI)

3. Fu, Q. K., Zou, D., Xie, H., Cheng, G., & **Hwang, G. J.** (2022). Effects of a collaborative design approach on pre-service teachers' ability of designing for learning with a digital game. *Education and Information Technologies*. Doi: 10.1007/s10639-021-10818-3. (SSCI)
4. Lin, Y. N., Hsia, L. H., & **Hwang\*, G. J.** (2022). Fostering motor skills in physical education: A mobile technology-supported ICRA flipped learning model. *Computers & Education*, 177, 104380. Doi: 10.1016/j.compedu.2021.104380. (SSCI)
5. Chen, P. Y., **Hwang\*, G. J.**, Yeh, S. Y., Chen, Y. T., Chen, T. W., & Chien, C. H. (2021). Three decades of game-based learning in science and mathematics education: an integrated bibliometric analysis and systematic review. *Journal of Computers in Education*. Doi: 10.1007/s40692-021-00210-y.
6. Liu, C., Hou, J., Tu, Y. F., Wang, Y., & **Hwang, G. J.** (2021). Incorporating a reflective thinking promoting mechanism into artificial intelligence-supported English writing environments. *Interactive Learning Environments*. Doi: 10.1080/10494820.2021.2012812. (SSCI)
7. Tu, Y. F., **Hwang, G. J.**, Chen, S. Y., Lai, C., & Chen, C. M. (2021). Differences between LIS and non-LIS undergraduates' conceptions of smart libraries: a drawing analysis approach. *The Electronic Library*. 39(6), 801-823. (SSCI)
8. Huang, H. L., **Hwang\*, G. J.**, & Chen, P. Y. (2021). An integrated concept mapping and image recognition approach to improving students' scientific inquiry course performance. *British Journal of Educational Technology*. DOI: 10.1111/bjet.13177. (SSCI)
9. Corrin, L., Hwang, G. J., Lodge, J. M., & Thompson, K. (2021). The role of change in AJET in 2021: reflections, bibliometrics, and future plans. *Australasian Journal of Educational Technology*, 37(6), 1-6. (SSCI)
10. **Hwang, G. J.**, Chang, C. Y., & Ogata, H. (2022). The effectiveness of the virtual patient-based social learning approach in undergraduate nursing education: A quasi-experimental study. *Nurse Education Today*, 108, 105164. (SSCI)
11. Chang, D., **Hwang\*, G. J.**, Chang, S. C., & Wang, S. Y. (2021). Promoting students' cross-disciplinary performance and higher order thinking: a peer assessment-facilitated STEM approach in a mathematics course. *Educational Technology Research and Development*. 69(6), 3281-3306. (SSCI)
12. Lodge, J. M., Corrin, L., **Hwang, G. J.**, & Thompson, K. (2021). Open Science and Educational Technology Research. *Australasian Journal of Educational Technology*, 37(4), 1-6. (SSCI)
13. Liu, C. C., **Hwang\*, G.J.**, Tu, Y.F., Yin, Y.Q., & Wang, Y.M. (2021). Research advancement and foci of mobile technology-supported music education: a systematic

- review and social network analysis on 2008-2019 academic publications. *Interactive Learning Environments*. DOI:10.1080/10494820.2021.1974890. (SSCI)
14. **Hwang, G. J.**, & Chen, P. Y. (2022). Interweaving gaming and educational technologies: Clustering and forecasting the trends of game-based learning research by bibliometric and visual analysis. *Entertainment Computing*, 100459. (SCIE)
  15. Zhang, J. H., Meng, B., Zou, L. C., Zhu, Y., & **Hwang, G. J.** (2021). Progressive flowchart development scaffolding to improve university students' computational thinking and programming self-efficacy. *Interactive Learning Environments*. DOI: 10.1080/10494820.2021.1943687. (SSCI)
  16. Chang, C. C., & **Hwang\*, G. J.** (2021). An experiential learning-based virtual reality approach to fostering problem-resolving competence in professional training. *Interactive Learning Environments*. Doi:10.1080/10494820.2021.1979049. (SSCI)
  17. Zhao, J., **Hwang\*, G. J.**, Chang, S. C., Yang, Q. F., & Nokkaew, A. (2021). Effects of gamified interactive e-books on students' flipped learning performance, motivation, and meta-cognition tendency in a mathematics course. *Educational Technology Research and Development*. 69(6), 3255-3280. (SSCI)
  18. Chien, S. Y., & **Hwang\*, G. J.** (2021). A question, observation, and organization-based SVVR approach to enhancing students' presentation performance, classroom engagement, and technology acceptance in a cultural course. *British Journal of Educational Technology*. DOI: 10.1111/bjet.13159. (SSCI).
  19. Chang, C. Y., **Hwang\*, G. J.**, & Gau, M. L. (2022). Promoting students' learning achievement and self-efficacy: A mobile chatbot approach for nursing training. *British Journal of Educational Technology*. 53(1), 171-188. (SSCI)
  20. Chiu, W. Y., Liu, G. Z., Barrett, N. E., Liaw, M. L., **Hwang, G. J.**, & Lin, C. C. (2021). Needs analysis-based design principles for constructing a context-aware English learning system. *Computer-Assisted Language Learning*. DOI: 10.1080/09588221.2021.1905666. (SSCI)
  21. Liang, J. C., **Hwang, G. J.**, Chen, Alice M. R., & Darmawansah (2021). Roles and research foci of Artificial Intelligence in language education: An integrated bibliographic analysis and systematic review approach. *Interactive Learning Environments*. DOI: 10.1080/10494820.2021.1958348. (SSCI)
  22. Tang, K. Y., Hsiao, C. H., Tu, Y. F., **Hwang, G. J.**, & Wang, Y. M. (2021). Factors influencing university teachers' use of a mobile technology-enhanced teaching (MTT) platform. *Educational Technology Research and Development*, 69, 2705-2778. (SSCI)
  23. Tu, Y. F., Lai, C. L., **Hwang, G. J.**, & Chen, C. K. (2021). The role of hardiness in securities practitioners' web-based continuing learning: Internet self-efficacy as a mediator. *Educational Technology Research and Development*, 69(5), 2547-2569. (SSCI)

24. Li, F. Y., **Hwang\*, G. J.**, Chen, P. Y., & Lin, Y. J. (2021). Effects of a concept mapping-based two-tier test strategy on students' digital game-based learning performances and behavioral patterns. *Computers & Education*, 173, 104293. (SSCI)
25. Xie, H., **Hwang\*, G. J.** & Wong, T. L. (2021). Editorial Note: From Conventional AI to Modern AI in Education: Re-examining AI and Analytic Techniques for Teaching and Learning. *Educational Technology & Society*, 24 (3), 85–88. (SSCI)
26. Chen, Alice M. R., **Hwang, G. J.**, Lin, Y. H., Khalil, Victoria A., Li, H., & Ogata, H. (in press). A reading engagement-promoting strategy to facilitate EFL students' mobile learning achievement, behavior, and engagement. *International Journal of Mobile Learning and Organisation*. (SCOPUS)
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38. Thompson, K., Corrin, L., **Hwang, G. J.**, Lodge, J. M. (2021). AJET in 2021: Change, bibliometrics and future directions. *Australasian Journal of Educational Technology*, 37(1), 1-7. (SSCI)
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41. **Hwang\*, G. J.**, & Tu, Y. F. (2021). Roles and research trends of artificial intelligence in mathematics education: A bibliometric mapping analysis and systematic review. *Mathematics*, 9(6), 584. (SCI)
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54. Zhao, F., **Hwang, G. J.**, & Yin, G. (2021). A Result Confirmation-based Learning Behavior Analysis Framework for Exploring the Hidden Reasons behind Patterns and Strategies. *Educational Technology & Society*, 24(1), 138-151. (SSCI)
55. Guan, J. Q., Wang, L., H., Chen, Q., Jin, K., & **Hwang, G. J.** (2021). Effects of a virtual reality-based pottery making approach on junior high school students' creativity and

learning engagement. *Interactive Learning Environments*. Doi: 10.1080/10494820.2021.1871631. (SSCI)

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94. **Hwang, G. J.**, & Fu, Q. K. (2020). Advancement and research trends of smart learning environments in the mobile era. *International Journal of Mobile Learning and Organisation*, 14(1), 114-129. (SCOPUS)
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