

Zaleha Abdullah

List of Publications by Year in descending order

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Version: 2024-02-01

29
papers

165
citations

1477746

6
h-index

1588620

8
g-index

29
all docs

29
docs citations

29
times ranked

142
citing authors

#	ARTICLE	IF	CITATIONS
1	Instructor Attribute and Feedback to Empower Mature Learners in ODL Education. International Journal of Emerging Technologies in Learning, 2022, 17, 129-137.	0.8	1
2	Enhancing Student's Higher Order Thinking Skills (HOTS) through the Socratic Method Approach with Technology. , 2021, , 1399-1412.		0
3	Gamification's Role as a Learning and Assessment Tool in Education. , 2020, , 812-822.		0
4	Integration of Problem Based Learning and online Scaffolding for Educational Purpose: A mini-review. Asia Proceedings of Social Sciences, 2020, 6, 31-35.	0.1	0
5	Using Learning Analytics to Improve MOOC Instructional Design. International Journal of Emerging Technologies in Learning, 2019, 14, 6.	0.8	26
6	Evaluation of Students' Dependency on Out-Of-Class Learning: A Flipped Classroom Approach. , 2018, , .		0
7	The Effects of A Serious Game Activity and Learning Tasks on Students' Motivation Towards Reading Skill. , 2018, , .		5
8	Developing Higher Order Thinking Skill with the 120-Minute Instructional Station Rotation (MRSP120) Approach: Students' Perceptions. , 2018, , .		1
9	Social Constructivism Learning through Project Based Learning with Scaffolding in Flipped Classroom. , 2018, , .		1
10	Learning analytics experience among academics in Australia and Malaysia: A comparison. Australasian Journal of Educational Technology, 2018, 34, .	2.0	17
11	Implementation of Case Based Learning and Metacognitive Scaffolding in Social Media to Improve Problem Solving Skillâ€™A Theoretical Framework. Advanced Science Letters, 2018, 24, 4196-4201.	0.2	0
12	Challenges in Integrating BLOSSOMS in Malaysia's STEM Education System. Systems Research and Behavioral Science, 2017, 34, 304-306.	0.9	1
13	Social Media in Learning: Insights of High Schools. Advanced Science Letters, 2017, 23, 7477-7481.	0.2	3
14	Enhancing Student's Higher Order Thinking Skills (HOTS) through the Socratic Method Approach with Technology. International Journal of Knowledge-Based Organizations, 2016, 6, 14-27.	0.3	7
15	The impacts of infusing game elements and gamification in learning. , 2016, , .		12
16	Implementation of Socratic Method in online learning to enhance creative thinking: Analysis review. , 2016, , .		0
17	The affiliation between student achievement and elements of gamification in learning science. , 2016, , .		16
18	Implementation strategy of project based learning through flipped classroom method. , 2016, , .		10

#	ARTICLE	IF	CITATIONS
19	The development of mathematics courseware for learning line and angle. AIP Conference Proceedings, 2015, , .	0.3	0
20	Emerging project based learning in flipped classroom: Technology used to increase students' engagement. , 2015, , .		7
21	Nurturing Social-Cultural Process of Creativity in the Higher Education within Social Network Sites (SNS). , 2015, , .		1
22	Online learning and socratic method in increasing self-motivation: A literature review. , 2015, , .		1
23	Gamification as an Educational Technology Tool in Engaging and Motivating Students; An Analyses Review. Advanced Science Letters, 2015, 21, 3337-3341.	0.2	8
24	Significance of Preparedness in Flipped Classroom. Advanced Science Letters, 2015, 21, 3388-3390.	0.2	24
25	Using Activity Theory as Analytical Framework for Evaluating Contextual Online Collaborative Learning. International Journal of Emerging Technologies in Learning, 2014, 9, 54.	0.8	10
26	Gamification: Cognitive impact and creating a meaningful experience in learning. , 2014, , .		9
27	“Online learning” potential in Socratic learning methods to empower Higher Level Thinking. , 2014, , .		1
28	Enriching STEM curriculums with integration of MIT BLOSSOMS and Higher Order Thinking Skills (HOTS). , 2014, , .		2
29	Application of Madeline Hunter Model in Mathematics Learning Courseware. , 2013, , .		2