

# Nadire Cavus

## List of Publications by Year in descending order

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62  
papers

1,845  
citations

279487

23  
h-index

276539

41  
g-index

66  
all docs

66  
docs citations

66  
times ranked

1118  
citing authors

#	ARTICLE	IF	CITATIONS
1	Emotional Artificial Neural Networks and Gaussian Process-Regression-Based Hybrid Machine-Learning Model for Prediction of Security and Privacy Effects on M-Banking Attractiveness. Sustainability, 2022, 14, 5826.	1.6	8
2	Mobile application based on CCI standards to help children learn English as a foreign language. Interactive Learning Environments, 2021, 29, 442-457.	4.4	8
3	Knowledge sharing technologies in higher education: Preferences of CIS students in Cyprus. Education and Information Technologies, 2021, 26, 1833-1846.	3.5	9
4	Determining the awareness of users towards E-signature: A scale development study. AIP Conference Proceedings, 2021, , .	0.3	1
5	Efficacy of Social Networking Sites for Sustainable Education in the Era of COVID-19: A Systematic Review. Sustainability, 2021, 13, 808.	1.6	52
6	A Systematic Literature Review on the Application of Machine-Learning Models in Behavioral Assessment of Autism Spectrum Disorder. Journal of Personalized Medicine, 2021, 11, 299.	1.1	25
7	An Artificial Intelligence-Based Model for Prediction of Parameters Affecting Sustainable Growth of Mobile Banking Apps. Sustainability, 2021, 13, 6206.	1.6	11
8	Determinants of Learning Management Systems during COVID-19 Pandemic for Sustainable Education. Sustainability, 2021, 13, 5189.	1.6	38
9	The Utilization of Augmented Reality Technology for Sustainable Skill Development for People with Special Needs: A Systematic Literature Review. Sustainability, 2021, 13, 10532.	1.6	11
10	Hybrid Machine Learning Model for Body Fat Percentage Prediction Based on Support Vector Regression and Emotional Artificial Neural Networks. Applied Sciences (Switzerland), 2021, 11, 9797.	1.3	11
11	Deep Learning in Mobile Devices and the Blockchain Era: An Overview. , 2021, , .		0
12	Fake News Detection on Social Networks with Artificial Intelligence Tools: Systematic Literature Review. Advances in Intelligent Systems and Computing, 2020, , 47-53.	0.5	5
13	The role of massive open online courses during the COVID-19 era. New Trends and Issues Proceedings on Humanities and Social Sciences, 2020, 7, 142-152.	0.1	6
14	Evaluation of MoblrN m-learning system: Participants' attitudes and opinions. World Journal on Educational Technology: Current Issues, 2020, 12, 150-164.	0.2	14
15	SOCIAL MEDIA USAGE IN EDUCATION: BIG DATA PERSPECTIVE. INTED Proceedings, 2020, , .	0.0	0
16	NEW TRENDS FOR EDUCATION: BLOCKCHAIN TECHNOLOGY. , 2020, , .		1
17	Investigating the Factors Affecting Studentsâ€™ Smartphone Purchasing Behaviors in the Context of Mobile Learning. International Journal of Emerging Technologies in Learning, 2019, 14, 111.	0.8	5
18	Developing an Electronic Device to Teach English as a Foreign Language: Educational Toy for Pre-Kindergarten Children. International Journal of Emerging Technologies in Learning, 2019, 14, 29.	0.8	5

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19	Dijital ĄąaĄđda EĄđitim: Anatomi EĄđitiminde Teknolojik EĄđilimler. Folklor/Edebiyat, 2019, 25, .	0.1	1
20	THE FUTURE OF LEARNING MANAGEMENT SYSTEMS IN THE CONTEXT OF INDUSTRY 4.0. , 2019, , .		0
21	DETECTION AND PREVENTION OF SOCIAL MEDIA CYBERCRIME AMONG STUDENTS. , 2019, , .		0
22	NEW TECHNOLOGICAL TRENDS IN ENGLISH LANGUAGE LEARNING. , 2019, , .		0
23	WHY DO WE NEED DIGITAL TECHNOLOGIES IN ANATOMY EDUCATION?. , 2019, , .		0
24	Development of a voice recognition based system to help physically disabled people use the facebook. Quality and Quantity, 2018, 52, 1343-1352.	2.0	1
25	Mobile device based smart medication reminder for older people with disabilities. Quality and Quantity, 2018, 52, 1329-1342.	2.0	11
26	Developed Object Oriented System for Performance Evaluation Based on Balanced Scorecard Model in Ethiopian Organizations. Journal of Information Technology & Software Engineering, 2018, 08, .	0.3	0
27	Learning English using children's stories in mobile devices. British Journal of Educational Technology, 2017, 48, 625-641.	3.9	48
28	Fuzzy DEMATEL method for identifying LMS evaluation criteria. Procedia Computer Science, 2017, 120, 742-749.	1.2	40
29	HCI STANDARDS FOR DEVELOPING MOBILE LEARNING APPLICATIONS IN EDUCATION. INTED Proceedings, 2017, , .	0.0	1
30	QUALITY EVALUATION OF LEARNING MANAGEMENT SYSTEMS USING DEMATEL-ANP. , 2017, , .		0
31	Investigating Faculty Membersâ€™ Awareness on Social Media Usage in Teaching and Learning. New Trends and Issues Proceedings on Humanities and Social Sciences, 2017, 3, 221-226.	0.1	0
32	Scale for Efficacy in the Safe Use of the Internet for Students. New Trends and Issues Proceedings on Humanities and Social Sciences, 2017, 3, 227-234.	0.1	0
33	UNIVERSITY STUDENTSâ€™ SELF-EFFICACY IN THE SAFE USE OF THE INTERNET. , 2017, , .		0
34	Development of an Intellegent Mobile Application for Teaching English Pronunciation. Procedia Computer Science, 2016, 102, 365-369.	1.2	30
35	A Hybrid KNN-SVM Model for Iranian License Plate Recognition. Procedia Computer Science, 2016, 102, 588-594.	1.2	27
36	The scale for the selfâ€™efficacy and perceptions in the safe use of the <sc>I</sc>nternet for teachers: The validity and reliability studies. British Journal of Educational Technology, 2016, 47, 76-90.	3.9	3

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37	Information technology in the banking sector: Review of mobile banking. Global Journal of Information Technology Emerging Technologies, 2016, 5, 62.	0.3	7
38	Changing the face of retail: Where fashion meets technology. New Trends and Issues Proceedings on Humanities and Social Sciences, 2016, 2, 351-355.	0.1	0
39	An assessment of the effects of widespread use of mobile applications in the health sector: An exploratory study of its success and failures. New Trends and Issues Proceedings on Advances Pure and Applied Sciences, 2016, , 145-149.	0.2	0
40	Distance Learning and Learning Management Systems. Procedia, Social and Behavioral Sciences, 2015, 191, 872-877.	0.5	55
41	Learning Management Systems Use in Science Education. Procedia, Social and Behavioral Sciences, 2014, 143, 517-520.	0.5	32
42	A Comparison of Open Source Learning Management Systems. Procedia, Social and Behavioral Sciences, 2014, 143, 521-526.	0.5	68
43	Selecting a learning management system (LMS) in developing countries: instructors' evaluation. Interactive Learning Environments, 2013, 21, 419-437.	4.4	25
44	Twitter Usage Habits of Undergraduate Students. Procedia, Social and Behavioral Sciences, 2012, 46, 335-339.	0.5	20
45	The efficient virtual learning environment: A case study of web 2.0 tools and Windows live spaces. Computers and Education, 2011, 56, 720-726.	5.1	73
46	Basic elements and characteristics of mobile learning. Procedia, Social and Behavioral Sciences, 2011, 28, 937-942.	0.5	156
47	Social network sites usage habits of undergraduate students: case study of Facebook. Procedia, Social and Behavioral Sciences, 2011, 28, 943-947.	0.5	65
48	Investigating mobile devices and LMS integration in higher education: Student perspectives. Procedia Computer Science, 2011, 3, 1469-1474.	1.2	40
49	Mobile system for flexible education. Procedia Computer Science, 2011, 3, 1475-1479.	1.2	29
50	Designation of Web 2.0 tools expected by the students on technology-based learning environment. Procedia, Social and Behavioral Sciences, 2010, 2, 5824-5829.	0.5	10
51	The most preferred social network sites by students. Procedia, Social and Behavioral Sciences, 2010, 2, 5864-5869.	0.5	32
52	The evaluation of Learning Management Systems using an artificial intelligence fuzzy logic algorithm. Advances in Engineering Software, 2010, 41, 248-254.	1.8	62
53	A study to find out the preferred free e-mail services used by university students. Procedia, Social and Behavioral Sciences, 2009, 1, 419-425.	0.5	4
54	Computer aided evaluation of learning management systems. Procedia, Social and Behavioral Sciences, 2009, 1, 426-430.	0.5	35

#	ARTICLE	IF	CITATIONS
55	Improving critical thinking skills in mobile learning. <i>Procedia, Social and Behavioral Sciences</i> , 2009, 1, 434-438.	0.5	87
56	New trends in 21st Century English learning. <i>Procedia, Social and Behavioral Sciences</i> , 2009, 1, 439-445.	0.5	20
57	mâ€Learning: An experiment in using SMS to support learning new English language words. <i>British Journal of Educational Technology</i> , 2009, 40, 78-91.	3.9	361
58	Using mobile learning to increase environmental awareness. <i>Computers and Education</i> , 2009, 52, 381-389.	5.1	180
59	A Collaborative Mobile Learning Environmental Education System for Students. , 2008, , .		6
60	MOLT: A Mobile Learning Tool That Makes Learning New Technical English Language Words Enjoyable. <i>International Journal of Interactive Mobile Technologies</i> , 2008, 2, 38.	0.7	7
61	Assessing the Success Rate of Students Using a Learning Management System Together with a Collaborative Tool in Web-Based Teaching of Programming Languages. <i>Journal of Educational Computing Research</i> , 2007, 36, 301-321.	3.6	79
62	Ä°ÄŸitme ve KonuÄŸma Engelli Bireyler iÄŸin Ä°ÄŸaret TanÄŸma Sistemi GeliÄŸtirme. <i>Folklor/Edebiyat</i> , 0, , .	0.1	2