Mohamed Jemni

List of Publications by Year
in descending order

201 papers	1,779 citations	623699 14 h-index	501174 28 g-index
211 all docs	211 docs citations	211 times ranked	981 citing authors

#	Article	IF	Citations
1	Automatic modeling learner's personality using learning analytics approach in an intelligent Moodle learning platform. Interactive Learning Environments, 2023, 31, 2529-2543.	6.4	31
2	Trends in the use of affective computing in e-learning environments. Education and Information Technologies, 2022, 27, 3867-3889.	5.7	10
3	Science Education in Tunisia. Lecture Notes in Educational Technology, 2022, , 243-258.	0.8	1
4	Are we there yet? A systematic literature review of Open Educational Resources in Africa: A combined content and bibliometric analysis. PLoS ONE, 2022, 17, e0262615.	2.5	14
5	Analysis of Digital Leadership in School Management and Accessibility of Animation-Designed Game-Based Learning for Sustainability of Education for Children with Special Needs. Sustainability, 2022, 14, 7730.	3.2	4
6	Learning Analytics Metrics into Online Course's Critical Success Factors. Advances in Intelligent Systems and Computing, 2021, , 161-170.	0.6	2
7	Parallel gaussian elimination of symmetric positive definite band matrices for shared-memory multicore architectures. RAIRO - Operations Research, 2021, 55, S905-S927.	1.8	2
8	Static Scheduling with Load Balancing for Solving Triangular Band Linear Systems on Multicore Processors. Fundamenta Informaticae, 2021, 179, 35-58.	0.4	2
9	Remote Special Education during COVID-19: A Combined Bibliometric, Content and Thematic Analysis. , 2021, , .		4
10	Effects of gender and personality differences on students' perception of game design elements in educational gamification. International Journal of Human Computer Studies, 2021, 154, 102674.	5.6	44
11	Remote Special Education During Crisis: COVID-19 as a Case Study. Lecture Notes in Educational Technology, 2021, , 69-83.	0.8	3
12	Framework for Teacher Support During Remote Teaching in a Crisis: COVID-19, as a Case Study. Lecture Notes in Educational Technology, 2021, , 147-161.	0.8	2
13	Understanding Arab Students' Behavioral Patterns in an Online Course: An Explanatory Study Based on Hofstede's National Cultural Dimensions. Sustainability, 2021, 13, 12426.	3.2	2
14	XtremDew: a platform for cooperative tasks and data schedulers. International Journal of High Performance Computing and Networking, 2020, 16, 55.	0.4	1
15	An overview of Machine Learning Technologies and their use in E-learning. , 2020, , .		14
16	An investigation of AI in games: educational intelligent games vs non-educational games. , 2020, , .		0
17	Students' learning performance in a gamified and self-determined learning environment. , 2020, , .		3
18	Unobtrusive monitoring of learners' game interactions to identify their dyslexia level. , 2020, , .		3

#	Article	IF	Citations
19	Avatar Technology for the Educational Support of Deaf Learners: A Review. , 2020, , .		2
20	Personalization of MOOCs for increasing the retention rate of learners. , 2020, , .		0
21	Profiling learners' groups in MOOCs. , 2020, , .		0
22	Accessibility within open educational resources and practices for disabled learners: a systematic literature review. Smart Learning Environments, 2020, 7, .	7.6	66
23	Learner modeling in cloud computing. Education and Information Technologies, 2020, 25, 5581-5599.	5.7	3
24	Promoting Inclusive Open Education: A Holistic Approach Towards a Novel Accessible OER Recommender System. Lecture Notes in Computer Science, 2020, , 166-176.	1.3	3
25	Current state of open educational resources in the Arab region: an investigation in 22 countries. Smart Learning Environments, 2020, 7, .	7.6	16
26	The Evolution of Educational Game Designs From Computers to Mobile Devices: A Comprehensive Review. Lecture Notes in Educational Technology, 2020, , 81-99.	0.8	7
27	Personality Effects on Students' Intrinsic Motivation in a Gamified Learning Environment. , 2019, , .		7
28	Does Providing a Personalized Educational Game Based on Personality Matter? A Case Study. IEEE Access, 2019, 7, 119566-119575.	4.2	15
29	A Complete Validated Learning Analytics Framework. International Journal of Information and Communication Technology Education, 2019, 15, 42-59.	1.0	4
30	Designing High Accuracy Statistical Machine Translation for Sign Language Using Parallel Corpus. Journal of Information Technology Research, 2019, 12, 134-158.	0.5	13
31	Harnessing the Characteristics of Open Educational Resources to the Challenges of Rural Education: A Holistic Understanding. , 2019, , .		1
32	Sign language handshape recognition using Myo Armband. , 2019, , .		5
33	UVCA: a Unified Vocal Commands Approach for Mobile Applications. , 2019, , .		0
34	Impact of Facebook as a Learning Tool on Learning Outcomes, Technology Acceptance, and Attitude. Journal of Cases on Information Technology, 2019, 21, 46-61.	0.7	4
35	Automatic hand motion analysis for the sign language space management. Pattern Analysis and Applications, 2019, 22, 311-341.	4.6	4
36	iMoodle: An Intelligent Gamified Moodle to Predict â€œat-riskâ€•Students Using Learning Analytics Approaches. Smart Computing and Intelligence, 2019, , 113-126.	0.5	5

#	Article	IF	Citations
37	An educational role-playing game for modeling the learnerâ€™s personality. Lecture Notes in Educational Technology, 2018, , 129-134.	0.8	1
38	LXCloud-CR: Towards LinuX Containers Distributed Hash Table based Checkpoint-Restart. Journal of Parallel and Distributed Computing, 2018, 111, 187-205.	4.1	12
39	Energy-Efficient Strategy for Placement of Online Services on Dynamic Availability Resources in Volunteer Cloud. , 2018, , .		0
40	A Complete Validated Learning Analytics Framework. International Journal of Information and Communication Technology Education, 2018, 14, 1-16.	1.0	10
41	Implicit modeling of learnersâ€™ personalities in a game-based learning environment using their gaming behaviors. Smart Learning Environments, 2018, 5, .	7.6	13
42	On Optimization of Energy Consumption in a Volunteer Cloud. Lecture Notes in Computer Science, 2018, , 388-398.	1.3	1
43	Does Personality Affect Students' Perceived Preferences for Game Elements in Gamified Learning Environments?. , 2018, , .		18
44	Unobtrusive monitoring of learnersâ€™ interactions with educational games for measuring their working memory capacity. British Journal of Educational Technology, 2017, 48, 224-245.	6.3	8
45	Inertial Navigation algorithms. , 2017, , .		0
46	Fine-Grained Parallel Solution for Solving Sparse Triangular Systems on Multicore Platform Using OpenMP Interface. , 2017, , .		6
47	ALECSO mobile apps initiative. Scientific Phone Apps and Mobile Devices, 2017, 3, .	0.5	1
48	Toward Empowering Open and Online Education in the Arab World Through OER and MOOCs. Lecture Notes in Educational Technology, 2017, , 73-100.	0.8	8
49	Towards Applying Kellerâ€™s ARCS Model and Learning by doing strategy in Classroom Courses. Lecture Notes in Educational Technology, 2017, , 189-198.	0.8	3
50	The ALECSO Smart Learning Framework. Lecture Notes in Educational Technology, 2017, , 91-101.	0.8	5
51	An investigation of the factors affecting the perception of gamification and game elements. , 2017, , .		11
52	Toward sign language handshapes recognition using Myo armband. , 2017, , .		8
53	Facebook as a Learning Tool in Classrooms: A Case Study. , 2017, , .		2
54	Educational Gamification Based on Personality. , 2017, , .		20

#	Article	IF	Citations
55	Co-scheduling Data and Task for a Data-Driven Distribution of Data-Intensive Applications. , 2017, , .		0
56	GC-CR: A Decentralized Garbage Collector Component for Checkpointing in Clouds. , 2017, , .		4
57	Towards optimizing energy consumption in Cloud. , 2017, , .		3
58	A Novel Optimization Technique for Mastering Energy Consumption in Cloud Data Center. , 2017, , .		1
59	An XML-gloss annotation system for sign language processing. , 2017, , .		1
60	Towards accessible open educational resources: Overview and challenges. , 2017, , .		9
61	Arab gloss and implementation for Arabic Sign Language. , 2017, , .		2
62	Towards using wearable technologies in mobile learning. , 2017, , .		4
63	ICT-based applications to support the learning of written signed language. , 2017, , .		1
64	Towards realistic simulation of facial deformation in sign language. , 2017, , .		1
65	Toward Modeling the Learner's Personality Using Educational Games. International Journal of Distance Education Technologies, 2017, 15, 21-38.	2.9	17
66	A Smart Educational Game to Model Personality Using Learning Analytics. , 2017, , .		14
67	A genetic algorithm for the permutation flow shop-problem: A parametric study. , 2016, , .		2
68	Towards a Generic UML Model to Support Designing Educational Role Playing Games. , 2016, , .		5
69	Selection and Composition of Personalization Parameters in Cloud. , 2016, , .		0
70	The Effect of Avatar Technology on Sign Writing Vocabularies Acquisition for Deaf Learners. , 2016, , .		11
71	Relationship between learning styles and genres of games. Computers and Education, 2016, 101, 1-14.	8.3	41
72	A self-organized volunteer Cloud for e-Science. Journal of Supercomputing, 2016, 72, 1271-1290.	3.6	1

#	Article	IF	Citations
73	Design of Educational Games: The Evolution from Computers to Mobile Devices. Lecture Notes in Electrical Engineering, 2016, , 151-159.	0.4	1
74	Role of personality in computer based learning. Computers in Human Behavior, 2016, 64, 805-813.	8.5	67
75	Improving learning computer architecture through an educational mobile game. Smart Learning Environments, 2016, 3, .	7.6	19
76	Learning sign language machine translation based on elastic net regularization and latent semantic analysis. Artificial Intelligence Review, 2016, 46, 145-166.	15.7	11
77	Metric-Based Approach for Selecting the Game Genre to Model Personality. Lecture Notes in Educational Technology, 2016, , 275-279.	0.8	14
78	Optimal Composition of e-Learning Personalization Resources. Lecture Notes in Educational Technology, 2016, , 297-301.	0.8	3
79	Towards a Learning System Based on Arabic NLP Tools. International Journal of Information Retrieval Research, 2016, 6, 1-15.	0.7	5
80	Classifiers in Arab Gloss Annotation System for Arabic Sign Language. Lecture Notes in Computer Science, 2016, , 400-406.	1.3	4
81	Image-Based Approach for Generating Facial Expressions. Lecture Notes in Computer Science, 2016, , 407-414.	1.3	0
82	Optimal composition of e-learning personalization parameters. , 2015, , .		1
83	Designing a game generator as an educational technology for the deaf learners. , 2015, , .		7
84	Towards the automatic generation of sign language gestures from 2D images. , 2015, , .		1
85	A feature extraction technique of EEG based on EMD-BP for motor imagery classification in BCI. , 2015, , .		8
86	Arab gloss annotation system for Arabic Sign Language. , 2015, , .		4
87	A parallel algorithm for solving the PFSP with load balancing on the grid: An empirical study. , 2015, , .		0
88	An educational game for teaching computer architecture: Evaluation using learning analytics. , 2015, , .		10
89	Sole based tactile information display for visually impaired pedestrian navigation. , 2015, , .		8
90	Generalized metrics for the analysis of E-learning personalization strategies. Computers in Human Behavior, 2015, 48, 310-322.	8.5	55

#	Article	IF	Citations
91	Learner Modeling Using Educational Games: A Review of the Literature. Smart Learning Environments, 2015, 2, .	7.6	20
92	A Mobile Educational Game for Teaching Computer Architecture. , 2015, , .		16
93	A Learning Game for Deaf Learners. , 2015, , .		13
94	Recommendation Systems for Personalized Technology-Enhanced Learning. Lecture Notes in Educational Technology, 2015, , 159-180.	0.8	27
95	Enhanced Federation and Reuse of E-Learning Components Using Cloud Computing. Lecture Notes in Educational Technology, 2015, , 159-166.	0.8	5
96	Measuring learnersâ€™ working memory capacity from their interactions within educational game. Lecture Notes in Educational Technology, 2015, , 233-237.	0.8	4
97	A Learning Version of Memory Match Game. , 2014, , .		12
98	Wide Area BonjourGrid as a Data Desktop Grid: Modeling and Implementation on Top of Redis. , 2014, , .		4
99	tuniSigner: A Virtual Interpreter to Learn Sign Writing. , 2014, , .		7
100	Learners' Working Memory Capacity Modeling Based on Fuzzy Logic. , 2014, , .		10
101	Promoting the Effective Use of ICT for Enhancing Education in the Arab World. , 2014, , .		7
102	Learning technologies for people with disabilities. Journal of King Saud University - Computer and Information Sciences, 2014, 26, 29-45.	3.9	44
103	Sign Language Recognition System Based on Prediction in Human-Computer Interaction. Communications in Computer and Information Science, 2014, , 565-570.	0.5	0
104	Designing and implementing a cloud-hosted SaaS for data movement and sharing with SlapOS. International Journal of Big Data Intelligence, 2014, 1, 18.	0.4	6
105	SIGN MOTION : An Innovative Creation and Annotation Platform for Sign Language 3D-Content Corpora Building Relying on Low Cost Motion Sensors. Lecture Notes in Computer Science, 2014, , 474-481.	1.3	1
106	Combined Methodology Based on Kernel Regression and Kernel Density Estimation for Sign Language Machine Translation. Lecture Notes in Computer Science, 2014, , 374-384.	1.3	1
107	Accessible E-learning for Students with Disabilities: From the Design to the Implementation. Lecture Notes in Educational Technology, 2014, , 53-74.	0.8	3
108	A Multi-layer Model for Sign Languageâ€™s Non-Manual Gestures Generation. Lecture Notes in Computer Science, 2014, , 466-473.	1.3	0

#	Article	IF	Citations
109	Hand Location Classification from 3D Signing Virtual Avatars Using Neural Networks. Lecture Notes in Computer Science, 2014, , 439-445.	1.3	1
110	Efficient Tracking Method to Make a Real Time Sign Language Recognition System. Lecture Notes in Computer Science, 2014, , 454-457.	1.3	0
111	Towards a Phonological Construction of Classifier Handshapes in 3D Sign Language. Lecture Notes in Computer Science, 2014, , 446-453.	1.3	0
112	A Novel Approach for Translating English Statements to American Sign Language Gloss. Lecture Notes in Computer Science, 2014, , 431-438.	1.3	1
113	Toward the personalization of learning games according to learning styles. , 2013, , .		6
114	Toward a mobile service for hard of hearing people to make information accessible anywhere. , 2013, , .		6
115	Towards accessible and personalized mobile learning for learners with disabilities. , 2013, , .		3
116	Toward a data desktop grid computing based on BonjourGrid meta-middleware. , 2013, , .		0
117	Towards the Design of Personalised Accessible E-Learning Environments. , 2013, , .		9
118	Toward a Fully Automatic Learner Modeling Based on Web Usage Mining with Respect to Educational Preferences and Learning Styles. , 2013, , .		9
119	Hmm-based method to overcome spatiotemporal sign language recognition issues. , 2013, , .		3
120	Automating the E-learning Personalization. Lecture Notes in Computer Science, 2013, , 342-349.	1.3	7
121	R-wave detection using EMD and bionic wavelet transform. , 2013, , .		3
122	Towards sign language recognition system in Human-Computer interactions. , 2013, , .		2
123	A learning version of Pacman game. , 2013, , .		14
124	A rule-based approach for building an artificial English-ASL corpus. , 2013, , .		4
125	An Avatar Based Approach for Automatically Interpreting a Sign Language Notation. , 2013, , .		16
126	Synthesizing facial expressions for signing avatars using MPEG4 feature points. , 2013, , .		5

#	Article	IF	Citations
127	Toward the reuse of E-Learning personalization systems. , 2013, , .		6
128	Notice of Violation of IEEE Publication Principles: A greedy inverse kinematics algorithm for animating 3D signing avatars. , 2013, , .		1
129	Toward the creation of an Arab Gloss for arabic Sign Language annotation. , 2013, , .		9
130	Activities' traces sharing for e-learners using heterogeneous LMS. , 2013, , .		0
131	A Data Prefetching Model for Desktop Grids and the Condor Use Case. , 2013, , .		3
132	Animating signing avatar using descriptive sign language. , 2013, , .		2
133	Presentation of a Learning Game for Programming Languages Education. , 2013, , .		9
134	A publication-subscription interaction schema for desktop grid computing. , 2013, , .		4
135	Scalable Distributed Branch and Bound for the Permutation Flow Shop Problem. , 2013, , .		6
136	An equilibrium pricing model for large scale computational markets. , 2013, , .		0
137	Toward HMM based machine translation for ASL. , 2013, , .		1
138	From desktop grid to cloud computing based on BonjourGrid middleware. , 2013, , .		1
139	An animated avatar to interpret signwriting transcription. , 2013, , .		6
140	A Review on 3D Signing Avatars. International Journal of Multimedia Data Engineering and Management, 2013, 4, 21-45.	0.4	8
141	Desktop Grid Computing at the Age of the Web. Lecture Notes in Computer Science, 2013, , 253-261.	1.3	3
142	Towards Indexing of Web3D Signing Avatars. Lecture Notes in Computer Science, 2013, , 237-248.	1.3	0
143	Mobile sign language translation system for deaf community. , 2012, , .		26
144	Web-content's syndication in sign language. , 2012, , .		0

#	Article	IF	Citations
145	Sign language parameters classification from 3D virtual charactarers. , 2012, , .		1
146	Scheduling Data on Data-Driven Master/Worker Platform. , 2012, , .		3
147	3D Motion Trajectory Analysis Approach to Improve Sign Language 3D-based Content Recognition. Procedia Computer Science, 2012, 13, 133-143.	2.0	18
148	A Self-Configurable Desktop Grid System On-Demand. , 2012, , .		4
149	A Load Balanced Distributed Algorithm to Solve the Permutation Flow Shop Problem Using the Grid. , 2012, , .		4
150	Automatic Personalization in E-Learning Based on Recommendation Systems. , 2012, , 19-33.		9
151	Methodological Foundation for Sign Language 3D Motion Trajectory Analysis. Lecture Notes in Computer Science, 2012, , 67-77.	1.3	0
152	Global Pricing in Large Scale Computational Markets. Lecture Notes in Computer Science, 2012, , 264-278.	1.3	1
153	Towards a 3D Signing Avatar from SignWriting Notation. Lecture Notes in Computer Science, 2012, , 229-236.	1.3	3
154	A Route Planner Interpretation Service for Hard of Hearing People. Lecture Notes in Computer Science, 2012, , 52-58.	1.3	3
155	Pedagogically-Driven Courseware Content Generation for Intelligent Tutoring Systems. International Journal of Fuzzy Logic and Intelligent Systems, 2012, 12, 77-85.	1.1	0
156	Towards a Better Understanding of Learning Objects Content. , 2011, , .		3
157	Evaluation of Personalization Strategies Based on Fuzzy Logic. , 2011, , .		5
158	Nonlinear and nonstationary framework for feature extraction and classification of motor imagery. , 2011, 2011, 5975488.		3
159	A decentralized and fault€tolerant Desktop Grid system for distributed applications. Concurrency Computation Practice and Experience, 2010, 22, 261-277.	2.2	11
160	Automatic update of e-learning environments based on heterogeneous traces. , 2010, , .		2
161	A fully personalization strategy of E-learning scenarios. Computers in Human Behavior, 2010, 26, 581-591.	8.5	145
162	Customized Learning Environment Based on Heterogeneous Traces. , 2010, , .		6

#	Article	IF	Citations
163	Fault tolerance based on the publish-subscribe paradigm for the BonjourGrid middleware. , 2010, , .		8
164	An Approach for Designing and Implementing a Computerized Adaptive Testing Tool for Applicants with Disabilities. , 2010, , .		1
165	Personalizing Accessibility to E-Learning Environments. , 2010, , .		8
166	User Centered Model to Provide Accessible e-Learning Systems. , 2010, , .		6
167	Checking Semantic Consistency of SCORM like Learning Objects. , 2010, , .		0
168	An Ontology Based Approach for Selection of Appropriate E-learning Personalization Strategy. , 2010, , .		10
169	Fault-tolerance for PastryGrid middleware. , 2010, , .		3
170	Design of parallel distributed algorithm for the Permutation Flow Shop Problem. , 2010, , .		1
171	SportSign: A Service to Make Sports News Accessible to Deaf Persons in Sign Languages. Lecture Notes in Computer Science, 2010, , 169-176.	1.3	11
172	Deployment of Solving Permutation Flow Shop Scheduling Problem on the Grid. Communications in Computer and Information Science, 2010, , 95-104.	0.5	4
173	A Parallel Distributed Algorithm for the Permutation Flow Shop Scheduling Problem. Lecture Notes in Computer Science, 2010, , 328-337.	1.3	3
174	A New Heuristic for Broadcasting in Cluster of Clusters. Lecture Notes in Computer Science, 2010, , 27-36.	1.3	0
175	Toward Integrating the Pedagogical Dimension in Automatic Learner Modeling within E-learning Systems. , 2009, , .		7
176	Authoring by Reuse for SCORM Like Learning Objects. , 2009, , .		7
177	BonjourGrid: Orchestration of multi-instances of grid middlewares on institutional Desktop Grids. , 2009, , .		33
178	A Sign Language Screen Reader for Deaf. Lecture Notes in Computer Science, 2009, , 476-483.	1.3	6
179	A Probabilistic Fault-Tolerant Recovery Mechanism for Task and Result Certification of Large-Scale Distributed Applications. Lecture Notes in Computer Science, 2009, , 471-482.	1.3	0
180	Towards the Interoperability between GTRS and EUMEDGRID. , 2008, , .		0

#	Article	IF	Citations
181	Automatic Recommendations for E-Learning Personalization Based on Web Usage Mining Techniques and Information Retrieval. , 2008, , .		170
182	Reconfigurable Hardware Implementations for Lifting-Based DWT Image Processing Algorithms. , 2008, , .		5
183	Use of Grid Computing Technology and JPEG2000 Standard for Lossless Gigabyte Image Compression. , 2008, , .		1
184	Experimental Study of Thread Scheduling Libraries on Degraded CPU. , 2008, , .		1
185	UML Class Diagram as a Navigational Support for E-Learning. , 2008, , .		1
186	BonjourGrid as a Decentralised Job Scheduler. , 2008, , .		21
187	A System to Make Signs Using Collaborative Approach. Lecture Notes in Computer Science, 2008, , 670-677.	1.3	38
188	On a Novel Dynamic Parallel Hardware Architecture for Lifting-Based DWT. Lecture Notes in Computer Science, 2008, , 846-855.	1.3	0
189	Using ICT to Teach Sign Language. , 2008, , .		10
190	<i>PastryGrid</i>. , 2008, , .		13
191	A Multi-Parameters Personalization Approach of Learning Scenarios. , 2007, , .		17
192	E-learning and handicap: new trends for accessibility with model driven approach. , 2007, , 451-454.		1
193	Sequential in-core sorting performance for a SQL data service and for parallel sorting on heterogeneous clusters. Future Generation Computer Systems, 2006, 22, 776-783.	7.5	3
194	Parallel out-of-core sorting and fast accesses to disks. International Journal of High Performance Computing and Networking, 2005, 3, 188.	0.4	0
195	On the parallelization of single dynamic conditional loops. Simulation Modelling Practice and Theory, 1996, 4, 141-154.	0.3	2
196	Restructuring and parallelizing a static conditional loop. Parallel Computing, 1995, 21, 339-347.	2.1	3
197	Accessing hardware performance counters in order to measure the influence of cache on the performance of integer sorting. , 0, , .		0
198	Improving Parallel Execution Time of Sorting on Heterogeneous Clusters. , 0, , .		2

#	Article	IF	Citations
199	Geometrical Interpretation for Data partitioning on a Grid Architecture. , 0, , .		0
200	XML Based CBR for Adaptive Educational Hypermedia. , 0, , .		1
201	Grid'5000 Based Large Scale OCR Using the DTW Algorithm: Case of the Arabic Cursive Writing. , 0, , .		0