Azham

List of Publications by Year
in descending order

64 papers	489 citations
12 h-index	17 g-index
65 all docs	65 docs citations
65 times ranked	289 citing authors

759233

888059

#	Article	IF	Citations
1	Usability metric for mobile application. , 2008, , .		49
2	THE EFFECT OF RESPONSIVE WEB DESIGN ON THE USER EXPERIENCE WITH LAPTOP AND SMARTPHONE DEVICES. Jurnal Teknologi (Sciences and Engineering), 2015, 77, .	0.4	26
3	Deep Learning for Fault Diagnostics in Bearings, Insulators, PV Panels, Power Lines, and Electric Vehicle Applicationsâ€"The State-of-the-Art Approaches. IEEE Access, 2021, 9, 41246-41260.	4.2	26
4	Evaluating mobile banking application: Usability dimensions and measurements. , 2014, , .		25
5	AN APPLICATION OF THE ISO/IEC 25010 STANDARD IN THE QUALITY-IN-USE ASSESSMENT OF AN ONLINE HEALTH AWARENESS SYSTEM. Jurnal Teknologi (Sciences and Engineering), 2015, 77, .	0.4	25
6	A user experience evaluation of Amazon Kindle mobile application. AIP Conference Proceedings, 2017, , .	0.4	23
7	Genetic algorithm based adaptive offloading for improving IoT device communication efficiency. Wireless Networks, 2020, 26, 2329-2338.	3.0	23
8	Perceived usefulness, perceived ease of use, and perceived enjoyment as drivers for the user acceptance of interactive mobile maps. AIP Conference Proceedings, 2016, , .	0.4	21
9	Usability evaluation of mobile applications; where do we stand?. AIP Conference Proceedings, 2017, , .	0.4	21
10	Requirements: Towards an understanding on why software projects fail. AIP Conference Proceedings, 2016, , .	0.4	20
11	Usability evaluation techniques in mobile commerce applications: A systematic review. AIP Conference Proceedings, 2016, , .	0.4	18
12	A usability evaluation of Lazada mobile application. AIP Conference Proceedings, 2017, , .	0.4	16
13	USABILITY EVALUATION OF A WEB-BASED HEALTH AWARENESS PORTAL ON SMARTPHONE DEVICES USING ISO 9241- 11 MODEL. Jurnal Teknologi (Sciences and Engineering), 2015, 77, .	0.4	15
14	A systematic review of usability quality attributes for the evaluation of mobile learning applications for children. AIP Conference Proceedings, 2018, , .	0.4	15
15	Design and analysis of CMOS RF receiver front-end of LNA for wireless applications. Microprocessors and Microsystems, 2020, 75, 102999.	2.8	14
16	The UX of amila pregnancy on mobile device. AIP Conference Proceedings, 2017, , .	0.4	12
17	Rock brittleness prediction through two optimization algorithms namely particle swarm optimization and imperialism competitive algorithm. Engineering With Computers, 2019, 35, 1027-1035.	6.1	11
18	Usability factors of mobile health application for chronic diseases. AIP Conference Proceedings, 2016, , .	0.4	9

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19	The design principles of edutainment system for autistic children with communication difficulties. AIP Conference Proceedings, 2016, , .	0.4	8
20	Assessing the usability of Shazam mobile app. AIP Conference Proceedings, 2017, , .	0.4	8
21	The effect of proposed software products' features on the satisfaction and dissatisfaction of potential customers. AIP Conference Proceedings, 2016, , .	0.4	6
22	Requirements model for an e-Health awareness portal. AIP Conference Proceedings, 2016, , .	0.4	6
23	The usability evaluation of Mudah.my on mobile device. AIP Conference Proceedings, 2017, , .	0.4	6
24	Assessing students' performance in software requirements engineering education using scoring rubrics. AIP Conference Proceedings, 2017, , .	0.4	6
25	A systematic review of usability test metrics for mobile video streaming apps. AIP Conference Proceedings, 2016, , .	0.4	5
26	A mobile usability assessment of Carousell mobile app. AIP Conference Proceedings, 2018, , .	0.4	5
27	Grab mobile application: A usability evaluation. AIP Conference Proceedings, 2018, , .	0.4	5
28	A usability testing on JFakih Learning Games for hearing impairment children. , 2014, , .		4
29	USABILITY EVALUATION METHOD FOR MOBILE LEARNING APPLICATION USING AGILE: A SYSTEMATIC REVIEW. Jurnal Teknologi (Sciences and Engineering), 2015, 77, .	0.4	4
30	Investigation of the current requirements engineering practices among software developers at the Universiti Utara Malaysia Information Technology (UUMIT) centre. AIP Conference Proceedings, 2016, , .	0.4	4
31	A usability evaluation of UUM mobile for students app on IOS and Android platforms. AIP Conference Proceedings, 2018, , .	0.4	4
32	A Hybrid Vegetation Detection Framework: Integrating Vegetation Indices and Convolutional Neural Network. Symmetry, 2021, 13, 2190.	2.2	4
33	Deaf mobile application accessibility requirements. AIP Conference Proceedings, 2016, , .	0.4	3
34	Studies on deaf mobile application. AIP Conference Proceedings, 2016, , .	0.4	3
35	Usability evaluation model for mobile e-book applications. AIP Conference Proceedings, 2017, , .	0.4	3
36	Investigating the effect of m-commerce design usability on customers' trust. AIP Conference Proceedings, 2017, , .	0.4	3

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37	Embedding the concept of service oriented architecture into software sustainability evaluation model. AIP Conference Proceedings, 2017, , .	0.4	3
38	Usable Tourism Application: MyTouristPlanner (MTP). , 2018, , .		3
39	mGQM: Evaluation Metric for Mobile and Human Interaction. Communications in Computer and Information Science, 2014, , 42-47.	0.5	3
40	Predicting the Perceived Worth of Software Product Requirements with Customer Satisfaction. Advanced Science Letters, 2017, 23, 4269-4273.	0.2	3
41	A USABILITY EVALUATION OF MOBILE APPLICATION: A REVIEW ON USABILITY MODEL FOR THE DEAF. Jurnal Teknologi (Sciences and Engineering), 2016, 78, .	0.4	2
42	The application of Firefly algorithm in an Adaptive Emergency Evacuation Centre Management (AEECM) for dynamic relocation of flood victims. AIP Conference Proceedings, 2016, , .	0.4	2
43	Dimensions for hearing-impaired mobile application usability model. AIP Conference Proceedings, 2017, , .	0.4	2
44	Assessing and testing the usability of student portal. AIP Conference Proceedings, 2018, , .	0.4	2
45	Assessing the influence of self-reported requirements importance on the perceived quality of proposed software products. AIP Conference Proceedings, 2018, , .	0.4	2
46	Web visual design principle used in public universities website design. AIP Conference Proceedings, 2018, , .	0.4	2
47	jFakih: Modelling mobile learning game. , 2014, , .		1
48	A survey to identify the demand on cultural emoticon. AIP Conference Proceedings, 2016, , .	0.4	1
49	Mobile recommender application for promoting electricity saving among Iraqis. AIP Conference Proceedings, 2017, , .	0.4	1
50	Preliminary Insights in Security Warning Studies: An Exploration in University Context. Procedia Computer Science, 2019, 161, 1191-1198.	2.0	1
51	Firefly Algorithm for Adaptive Emergency Evacuation Center Management. International Journal of Advanced Computer Science and Applications, 2016, 7, .	0.7	1
52	Interaction Design Principles for Edutainment Systems: Enhancing the Communication Skills of Children with Autism Spectrum Disorders. Revista Tecnica De La Facultad De Ingenieria Universidad Del Zulia, 0, , .	0.1	1
53	The Usability of Ringgit Game Edutainment Application on Mobile Phone. Advanced Science Letters, 2017, 23, 4254-4257.	0.2	1
54	An Augmented Reality Mobile Application for Preschool Children in Learning Japanese Language. Advanced Science Letters, 2018, 24, 8430-8433.	0.2	1

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55	Preface: The 2016 International Conference on Applied Science and Technology (ICAST 2016). AIP Conference Proceedings, 2016, , .	0.4	0
56	Preface: The 2nd International Conference on Applied Science and Technology 2017 (ICASTâ€™17). AIP Conference Proceedings, 2017, , .	0.4	0
57	Usability study of youtube websites for Malaysian teenagers. AIP Conference Proceedings, 2017, , .	0.4	0
58	Culturicon model: A new model for cultural-based emoticon. AIP Conference Proceedings, 2017, , .	0.4	0
59	The evaluation of TBS mobile application: Users experience. AIP Conference Proceedings, 2018, , .	0.4	0
60	A Systematic Review on Characteristic and Sub-Characteristic for Sustainable Service-Oriented Architecture Towards Long Living Software. Advanced Science Letters, 2016, 22, 1756-1760.	0.2	0
61	Word Blast: Modelling Word Edutainment Game for Children. Advanced Science Letters, 2016, 22, 1151-1155.	0.2	0
62	Usability Evaluation of M-Banking Application: A Review of Empirical Studies. Advanced Science Letters, 2016, 22, 1105-1110.	0.2	0
63	Selected Peer-Reviewed Articles from the International Conference on Mathematics and Science Education (InCoMS2016), Bandung, Indonesia, 31 Mayâ€"2 June, 2016. Advanced Science Letters, 2017, 23, 3817-3818.	0.2	0
64	Balancing Usability and Aesthetic Elements in Universitiesâ€™ Website: A Systematic Review. Jurnal Komunikasi: Malaysian Journal of Communication, 2017, 33, 190-203.	0.2	0