

Siti Salwah Salim

List of Publications by Year in descending order

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Version: 2024-02-01

65
papers

1,278
citations

516710

16
h-index

395702

33
g-index

68
all docs

68
docs citations

68
times ranked

1276
citing authors

#	ARTICLE	IF	CITATIONS
1	A systematic literature review on agile requirements engineering practices and challenges. <i>Computers in Human Behavior</i> , 2015, 51, 915-929.	8.5	347
2	A systematic review of scholar context-aware recommender systems. <i>Expert Systems With Applications</i> , 2015, 42, 1743-1758.	7.6	105
3	Gamification Solutions to Enhance Software User Engagement – A Systematic Review. <i>International Journal of Human-Computer Interaction</i> , 2016, 32, 613-642.	4.8	100
4	Augmented Reality for Learning of Children and Adolescents With Autism Spectrum Disorder (ASD): A Systematic Review. <i>IEEE Access</i> , 2020, 8, 78779-78807.	4.2	76
5	Artificial neural networks as speech recognisers for dysarthric speech: Identifying the best-performing set of MFCC parameters and studying a speaker-independent approach. <i>Advanced Engineering Informatics</i> , 2014, 28, 102-110.	8.0	64
6	Serious Game for Children with Autism to Learn Vocabulary: An Experimental Evaluation. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 1-26.	4.8	53
7	A systematic review of strategies and computer-based intervention (CBI) for reading comprehension of children with autism. <i>Research in Autism Spectrum Disorders</i> , 2013, 7, 1111-1121.	1.5	51
8	Effects of Collaborative Web Based Vocational Education and Training (VET) on Learning Outcomes. <i>Computers and Education</i> , 2013, 68, 153-166.	8.3	41
9	A Multi-Views Multi-Learners Approach Towards Dysarthric Speech Recognition Using Multi-Nets Artificial Neural Networks. <i>IEEE Transactions on Neural Systems and Rehabilitation Engineering</i> , 2014, 22, 1053-1063.	4.9	40
10	Real-time frequency-based noise-robust Automatic Speech Recognition using Multi-Nets Artificial Neural Networks: A multi-views multi-learners approach. <i>Neurocomputing</i> , 2014, 129, 199-207.	5.9	40
11	Severity-Based Adaptation with Limited Data for ASR to Aid Dysarthric Speakers. <i>PLoS ONE</i> , 2014, 9, e86285.	2.5	30
12	Problems in requirements engineering education. , 2010, , .		25
13	A systematic review of shared visualisation to achieve common ground. <i>Journal of Visual Languages and Computing</i> , 2015, 28, 83-99.	1.8	25
14	Exploring the influence of general and specific factors on the recognition accuracy of an ASR system for dysarthric speaker. <i>Expert Systems With Applications</i> , 2015, 42, 3924-3932.	7.6	25
15	A systematic review of modalities in computer-based interventions (CBIs) for language comprehension and decoding skills of children with autism spectrum disorder (ASD). <i>Universal Access in the Information Society</i> , 2020, 19, 213-243.	3.0	20
16	Heuristics to Evaluate Interactive Systems for Children with Autism Spectrum Disorder (ASD). <i>PLoS ONE</i> , 2015, 10, e0132187.	2.5	19
17	A framework to design vocabulary-based serious games for children with autism spectrum disorder (ASD). <i>Universal Access in the Information Society</i> , 2020, 19, 739-781.	3.0	17
18	A framework to study requirements-driven collaboration among agile teams: Findings from two case studies. <i>Computers in Human Behavior</i> , 2015, 51, 1367-1379.	8.5	16

#	ARTICLE	IF	CITATIONS
19	A reflection on agile requirements engineering. , 2015, , .		14
20	Investigating cognitive task difficulties and expert skills in e-Learning storyboards using a cognitive task analysis technique. Computers and Education, 2012, 58, 652-665.	8.3	13
21	User Experience and Recommender Systems. , 2019, , .		11
22	Use of augmented reality for social communication skills in children and adolescents with autism spectrum disorder (ASD): A systematic review. , 2019, , .		11
23	Mobile Augmented Reality App for Children with Autism Spectrum Disorder (ASD) to Learn Vocabulary (MARVoc): From the Requirement Gathering to Its Initial Evaluation. Lecture Notes in Computer Science, 2020, , 424-437.	1.3	11
24	Focus Group Discussion Model for Requirements Elicitation Activity. , 2008, , .		10
25	Developing the novel Quran and Hadith authentication system. , 2014, , .		9
26	Components to design serious games for children with autism spectrum disorder (ASD) to learn vocabulary. , 2018, , .		9
27	An FPN-based classification method for speech intelligibility detection of children with speech impairments. Soft Computing, 2019, 23, 2391-2408.	3.6	9
28	Studying relevant socio-technical aspects of requirements-driven collaboration in agile teams. , 2013, , .		7
29	Analysis and Classification of Problems Associated with Requirements Engineering Education: Towards an Integrated View. Arabian Journal for Science and Engineering, 2014, 39, 1923-1935.	1.1	7
30	Automatic speech recognition system for Malay speaking children. , 2014, , .		7
31	Visual interface for searching and browsing children's WebOPAC. Universal Access in the Information Society, 2014, 13, 367-385.	3.0	6
32	User Centered Design Approach for Elderly People in Using Website. , 2012, , .		5
33	Identifying research gaps in requirements engineering education: An analysis of a conceptual model and survey results. , 2012, , .		4
34	A Requirements Negotiation Process Model that Integrates EasyWinWin with Quality Assurance and Multi-Criteria Preference Techniques. Arabian Journal for Science and Engineering, 2014, 39, 4667-4681.	1.1	4
35	Issues on the Application of Component-Oriented Software Development: Formulation of Research Areas. Information Technology Journal, 2008, 7, 1149-1155.	0.3	4
36	Critical Issues in Requirements Engineering Education. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2014, , 19-40.	0.5	4

#	ARTICLE	IF	CITATIONS
37	Shared Mental Model Processing in Visualization Technologies: A Review of Fundamental Concepts and a Guide to Future Research in Human-Computer Interaction. Lecture Notes in Computer Science, 2020, , 238-256.	1.3	4
38	Framework for component model selection. IET Software, 2011, 5, 474.	2.1	3
39	A Review of Storyboard Tools, Concepts and Frameworks. Lecture Notes in Computer Science, 2014, , 73-82.	1.3	3
40	SCOUT and affective interaction design: Evaluating physiological signals for usability in emotional processing. , 2010, , .		2
41	Severity Based Adaptation for ASR to Aid Dysarthric Speakers. , 2014, , .		2
42	Patterns of Collaboration Driven by Requirements in Agile Software Development Teams. Lecture Notes in Computer Science, 2017, , 131-147.	1.3	2
43	Speech pronunciation practice system for speech-impaired children: a systematic review of impacts and functionality. Universal Access in the Information Society, 2019, 18, 169-189.	3.0	2
44	MINDA: A cognitive tool for solving mathematical word problems. , 2010, , .		1
45	Integrating user interface design guidelines with adaptation techniques to solve usability problems. , 2010, , .		1
46	Detecting and visualizing web design patterns. , 2010, , .		1
47	Multi-modal emotional processing for SCOUT: Beyond the HCI Psychometrics methods. , 2010, , .		1
48	Socio-technical aspects of requirements-driven collaboration (RDC) in agile software development methods. , 2012, , .		1
49	Social-based versus shared situation awareness-based approaches to the understanding of team cognitive research in HCI. , 2014, , .		1
50	Reflections on eLearning Storyboard for Interaction Design. Lecture Notes in Computer Science, 2016, , 60-69.	1.3	1
51	Survey of communication and awareness as the most relevant socio-technical aspects of requirements-driven collaboration among software development teams. IET Software, 2017, 11, 277-285.	2.1	1
52	Determining the adaptation data saturation of ASR systems for dysarthric speakers. International Journal of Speech Technology, 2021, 24, 183-192.	2.2	1
53	Features to Support Persistent Chat Conversation. Lecture Notes in Computer Science, 2011, , 261-266.	1.3	1
54	Towards Integrating Emotion Management Strategies in Intelligent Tutoring System Used by Children. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2014, , 41-50.	0.3	1

#	ARTICLE	IF	CITATIONS
55	Critical Issues in Requirements Engineering Education. , 0, , 1953-1976.		1
56	Designing a multimedia-based cognitive tool for solving word problems involving fractions. , 2005, , .		0
57	MINDA: A cognitive tool for fraction word problem solving. , 2008, , .		0
58	Current Practice, Problems and Factors in COSD Application - A Component Users Perspective. , 2009, , .		0
59	Structuring persistent chat conversations: experimental results of the chatsistance tool. Knowledge and Information Systems, 2012, 33, 685-705.	3.2	0
60	A speech pronunciation practice system for speech-impaired children: A study to measure its success. Research in Developmental Disabilities, 2016, 56, 41-59.	2.2	0
61	Usability Evaluation of Graphic Design for Ilmuâ€™s Interface. Lecture Notes in Computer Science, 2009, , 514-519.	1.3	0
62	Communication and Awareness Patterns of Distributed Agile Teams. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2015, , 1-16.	0.5	0
63	Maximum Likelihood Linear Regression (MLLR) for ASR Severity Based Adaptation to Help Dysarthric Speakers. International Journal of Simulation: Systems, Science and Technology, 0, , .	0.0	0
64	Refinement of Component Model Standards and Conventions. Lecture Notes in Computer Science, 2008, , 278-281.	1.3	0
65	Current State of Component-Oriented Software Development Practice in Malaysia: Towards Identifying Its Potential and Research Areas. Journal of Computer Science, 2009, 5, 39-48.	0.6	0