Siti Salwah Salim

List of Publications by Year
in descending order

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	Determining the adaptation data saturation of ASR systems for dysarthric speakers. International Journal of Speech Technology, 2021, 24, 183-192.	2.2	1
2	A systematic review of modalities in computer-based interventions (CBIs) for language comprehension and decoding skills of children with autism spectrum disorder (ASD). Universal Access in the Information Society, 2020, 19, 213-243.	3.0	20
3	A framework to design vocabulary-based serious games for children with autism spectrum disorder (ASD). Universal Access in the Information Society, 2020, 19, 739-781.	3.0	17
4	Augmented Reality for Learning of Children and Adolescents With Autism Spectrum Disorder (ASD): A Systematic Review. IEEE Access, 2020, 8, 78779-78807.	4.2	76
5	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
6	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
7	User Experience and Recommender Systems. , 2019, , .		11
8	Use of augmented reality for social communication skills in children and adolescents with autism spectrum disorder (ASD): A systematic review. , 2019, , .		11
9	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
10	An FPN-based classification method for speech intelligibility detection of children with speech impairments. Soft Computing, 2019, 23, 2391-2408.	3.6	9
11	Serious Game for Children with Autism to Learn Vocabulary: An Experimental Evaluation. International Journal of Human-Computer Interaction, 2019, 35, 1-26.	4.8	53
12	Components to design serious games for children with autism spectrum disorder (ASD) to learn vocabulary. , 2018, , .		9
13	Patterns of Collaboration Driven by Requirements in Agile Software Development Teams. Lecture Notes in Computer Science, 2017, , 131-147.	1.3	2
14	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
15	Reflections on eLearning Storyboard for Interaction Design. Lecture Notes in Computer Science, 2016, , 60-69.	1.3	1
16	Gamification Solutions to Enhance Software User Engagement—A Systematic Review. International Journal of Human-Computer Interaction, 2016, 32, 613-642.	4.8	100
17	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
18	A systematic review of shared visualisation to achieve common ground. Journal of Visual Languages and Computing, 2015, 28, 83-99.	1.8	25

#	ARTICLE	IF	CITATIONS
19	Exploring the influence of general and specific factors on the recognition accuracy of an ASR system for dysarthric speaker. Expert Systems With Applications, 2015, 42, 3924-3932.	7.6	25
20	A reflection on agile requirements engineering. , 2015, , .		14
21	A systematic literature review on agile requirements engineering practices and challenges. Computers in Human Behavior, 2015, 51, 915-929.	8.5	347
22	A framework to study requirements-driven collaboration among agile teams: Findings from two case studies. Computers in Human Behavior, 2015, 51, 1367-1379.	8.5	16
23	A systematic review of scholar context-aware recommender systems. Expert Systems With Applications, 2015, 42, 1743-1758.	7.6	105
24	Heuristics to Evaluate Interactive Systems for Children with Autism Spectrum Disorder (ASD). PLoS ONE, 2015, 10, e0132187.	2.5	19
25	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
26	Severity-Based Adaptation with Limited Data for ASR to Aid Dysarthric Speakers. PLoS ONE, 2014, 9, e86285.	2.5	30
27	Severity Based Adaptation for ASR to Aid Dysarthric Speakers. , 2014, , .		2
28	A Multi-Views Multi-Learners Approach Towards Dysarthric Speech Recognition Using Multi-Nets Artificial Neural Networks. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2014, 22, 1053-1063.	4.9	40
29	Developing the novel Quran and Hadith authentication system. , 2014, , .		9
30	Social-based versus shared situation awareness-based approaches to the understanding of team cognitive research in HCI. , 2014, , .		1
31	Artificial neural networks as speech recognisers for dysarthric speech: Identifying the best-performing set of MFCC parameters and studying a speaker-independent approach. Advanced Engineering Informatics, 2014, 28, 102-110.	8.0	64
32	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
33	Visual interface for searching and browsing children's WebOPAC. Universal Access in the Information Society, 2014, 13, 367-385.	3.0	6
34	Real-time frequency-based noise-robust Automatic Speech Recognition using Multi-Nets Artificial Neural Networks: A multi-views multi-learners approach. Neurocomputing, 2014, 129, 199-207.	5.9	40
35	Automatic speech recognition system for Malay speaking children. , 2014, , .		7
36	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

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37	A Review of Storyboard Tools, Concepts and Frameworks. Lecture Notes in Computer Science, 2014, , 73-82.	1.3	3
38	Critical Issues in Requirements Engineering Education. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2014, , 19-40.	0.5	4
39	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
40	Effects of Collaborative Web Based Vocational Education and Training (VET) on Learning Outcomes. Computers and Education, 2013, 68, 153-166.	8.3	41
41	Studying relevant socio-technical aspects of requirements-driven collaboration in agile teams. , 2013, , .		7
42	A systematic review of strategies and computer-based intervention (CBI) for reading comprehension of children with autism. Research in Autism Spectrum Disorders, 2013, 7, 1111-1121.	1.5	51
43	Structuring persistent chat conversations: experimental results of the chatsistance tool. Knowledge and Information Systems, 2012, 33, 685-705.	3.2	0
44	Socio-technical aspects of requirements-driven collaboration (RDC) in agile software development methods. , 2012, , .		1
45	Identifying research gaps in requirements engineering education: An analysis of a conceptual model and survey results. , 2012, , .		4
46	User Centered Design Approach for Elderly People in Using Website. , 2012, , .		5
47	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
48	Framework for component model selection. IET Software, 2011, 5, 474.	2.1	3
49	Features to Support Persistent Chat Conversation. Lecture Notes in Computer Science, 2011, , 261-266.	1.3	1
50	Problems in requirements engineering education. , 2010, , .		25
51	SCOUT and affective interaction design: Evaluating physiological signals for usability in emotional processing. , 2010, , .		2
52	MINDA: A cognitive tool for solving mathematical word problems. , 2010, , .		1
53	Integrating user interface design guidelines with adaptation techniques to solve usability problems. , 2010, , .		1
54	Detecting and visualizing web design patterns. , 2010, , .		1

#	Article	IF	Citations
55	Multi-modal emotional processing for SCOUT: Beyond the HCI Psychometrics methods. , 2010, , .		1
56	Current Practice, Problems and Factors in COSD Application - A Component Users Perspective. , 2009, , .		0
57	Usability Evaluation of Graphic Design for Ilmuâ€™s Interface. Lecture Notes in Computer Science, 2009, , 514-519.	1.3	0
58	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
59	MINDA: A cognitive tool for fraction word problem solving. , 2008, , .		0
60	Focus Group Discussion Model for Requirements Elicitation Activity. , 2008, , .		10
61	Issues on the Application of Component-Oriented Software Development: Formulation of Research Areas. Information Technology Journal, 2008, 7, 1149-1155.	0.3	4
62	Refinement of Component Model Standards and Conventions. Lecture Notes in Computer Science, 2008, , 278-281.	1.3	0
63	Designing a multimedia-based cognitive tool for solving word problems involving fractions. , 2005, , .		0
64	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
65	Critical Issues in Requirements Engineering Education. , 0, , 1953-1976.		1