Rosseni B Din

List of Publications by Year
in descending order

28 papers	140 citations	1478505 6 h-index	1281871 11 g-index
29 all docs	29 docs citations	29 times ranked	106 citing authors

#	Article	IF	Citations
1	Exploring the Roles of Social Participation in Mobile Social Media Learning: A Social Network Analysis. International Review of Research in Open and Distance Learning, 2015, 16, .	1.8	33
2	Assessing ICT Competencies among Postgraduate Students Based on the 21st Century ICT Competency Model. Asian Social Science, 2013, 9, .	0.2	20
3	iPads in the foreign language classroom: A learner's perspective. 3L: Language, Linguistics, Literature, 2014, 20, 115-128.	0.2	16
4	Defining Digital Game-Based Learning for Science, Technology, Engineering, and Mathematics: A New Perspective on Design and Developmental Research. Journal of Medical Internet Research, 2021, 23, e20537.	4.3	11
5	Initial Development and Validation of Multicultural Counseling Competencies Scale for Malaysian School Counselors. Asian Social Science, 2013, 9, .	0.2	7
6	Primary and Secondary School Students Perspective on Kolb-based STEM Module and Robotic Prototype. International Journal on Advanced Science, Engineering and Information Technology, 2018, 8, 1394.	0.4	7
7	Rethinking the Ideology of Using Digital Games to Increase Individual Interest in STEM. Sustainability, 2022, 14, 4519.	3.2	7
8	Validity of UKM1 Intelligence Test using Rasch Analysis. Procedia, Social and Behavioral Sciences, 2010, 7, 205-209.	0.5	6
9	Investigating students' ways of learning information skills in Malaysian higher education. Procedia, Social and Behavioral Sciences, 2011, 15, 3849-3854.	0.5	5
10	A Review on the Use and Perceived Effects of Mobile Blogs on Learning in Higher Educational Settings. Asian Social Science, 2013, 10, .	0.2	4
11	An Emic perspective of students' learning information skills and constructing knowledge in Malaysian higher education. Procedia, Social and Behavioral Sciences, 2010, 9, 299-307.	0.5	3
12	Developing Information Skills Test for Malaysian Youth Students Using Rasch Analysis. International Education Studies, 2014, 7, .	0.6	3
13	Beyond Play: Conceptualising the Capability of a Good Digital Game to Stimulate Interest in STEM. International Journal of Learning, Teaching and Educational Research, 2021, 20, 232-255.	0.6	3
14	Creation of a Knowledge Society via the Use of Mobile Blog: A Model of Integrated Meaningful Hybrid E-training. Asian Social Science, 2012, 8, .	0.2	2
15	Measuring Information Skills among Malaysian Youth Students: An Instrument Development. Asian Social Science, 2013, 9, .	0.2	2
16	Usability of ReSt Module Using Four-Step Approach Based on Case Study Example and Infographic for SPSS Novice Users. International Journal on Advanced Science, Engineering and Information Technology, 2018, 8, 1513-1519.	0.4	2
17	Teaching 4.0 Competency in Higher Learning Institutions: A Systematic Mapping Review. International Journal of Learning, Teaching and Educational Research, 2021, 20, 217-231.	0.6	2
18	Women's Way of Learning Information Skills in Malaysian Higher Education. Procedia, Social and Behavioral Sciences, 2010, 7, 621-628.	0.5	1

#	Article	IF	Citations
19	Assessing Authentic Learning via Storyboarding: A Malaysian Perspective. Asian Social Science, 2013, 9, .	0.2	1
20	Evaluating the Level of Diffusion of Social Networking Sites among Malaysian University Students. Asian Social Science, 2014, 10, .	0.2	1
21	Fuzzy Delphi Method Refinement of Mobile Language Learning Framework Elements for Technical and Engineering Contexts. , 2018, , .		1
22	Video Usage among Secondary School Students during the COVID-19 Pandemic. Universal Journal of Educational Research, 2020, 8, 43-48.	0.2	1
23	Facebook on Mobile Phones: A Match Made in the Cloud?. Education in the Asia-Pacific Region, 2017, , 239-253.	0.4	1
24	Design STEM Subject Module: A Conceptual Framework. , 2020, , .		1
25	Measurement model for hybrid e-training. , 2009, , .		0
26	Design Learning Module Fundamental of Computer Science: Evaluation of Content Validity. International Journal of Research in Education and Science, 2021, 7, 1104-1116.	0.3	0
27	T-MALL-Integrated Model of Engagement for Student-Driven Learning. Advances in Educational Technologies and Instructional Design Book Series, 2017, , 239-254.	0.2	0
28	ReSt Module Using a Four-Steps Approach Based on Case Study Example and Infographic for SPPS Novice Users: Design and Development. ASM Science Journal, 2020, , 1-7.	0.1	0