

# Rossenì B Din

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2802727/publications.pdf>

Version: 2024-02-01

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	Rethinking the Ideology of Using Digital Games to Increase Individual Interest in STEM. Sustainability, 2022, 14, 4519.	3.2	7
2	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
3	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
4	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
5	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
6	Video Usage among Secondary School Students during the COVID-19 Pandemic. Universal Journal of Educational Research, 2020, 8, 43-48.	0.2	1
7	ReSt Module Using a Four-Steps Approach Based on Case Study Example and Infographic for SPSS Novice Users: Design and Development. ASM Science Journal, 2020, , 1-7.	0.1	0
8	Design STEM Subject Module: A Conceptual Framework. , 2020, , .		1
9	Fuzzy Delphi Method Refinement of Mobile Language Learning Framework Elements for Technical and Engineering Contexts. , 2018, , .		1
10	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
11	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
12	Facebook on Mobile Phones: A Match Made in the Cloud?. Education in the Asia-Pacific Region, 2017, , 239-253.	0.4	1
13	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
14	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
15	Developing Information Skills Test for Malaysian Youth Students Using Rasch Analysis. International Education Studies, 2014, 7, .	0.6	3
16	Evaluating the Level of Diffusion of Social Networking Sites among Malaysian University Students. Asian Social Science, 2014, 10, .	0.2	1
17	iPads in the foreign language classroom: A learner's perspective. 3L: Language, Linguistics, Literature, 2014, 20, 115-128.	0.2	16
18	Initial Development and Validation of Multicultural Counseling Competencies Scale for Malaysian School Counselors. Asian Social Science, 2013, 9, .	0.2	7

#	ARTICLE	IF	CITATIONS
19	Measuring Information Skills among Malaysian Youth Students: An Instrument Development. Asian Social Science, 2013, 9, .	0.2	2
20	Assessing ICT Competencies among Postgraduate Students Based on the 21st Century ICT Competency Model. Asian Social Science, 2013, 9, .	0.2	20
21	Assessing Authentic Learning via Storyboarding: A Malaysian Perspective. Asian Social Science, 2013, 9, .	0.2	1
22	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
23	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
24	Investigating students' ways of learning information skills in Malaysian higher education. Procedia, Social and Behavioral Sciences, 2011, 15, 3849-3854.	0.5	5
25	Validity of UKM1 Intelligence Test using Rasch Analysis. Procedia, Social and Behavioral Sciences, 2010, 7, 205-209.	0.5	6
26	Women's Way of Learning Information Skills in Malaysian Higher Education. Procedia, Social and Behavioral Sciences, 2010, 7, 621-628.	0.5	1
27	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
28	Measurement model for hybrid e-training. , 2009, , .		0