

# Shaimaa Lazem

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3205451/publications.pdf>

Version: 2024-02-01

32  
papers

288  
citations

1683354

5  
h-index

1281420

11  
g-index

33  
all docs

33  
docs citations

33  
times ranked

186  
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluating natural interaction techniques in video games. , 2010, , .		45
2	Challenges and Paradoxes in Decolonising HCI: A Critical Discussion. Computer Supported Cooperative Work, 2022, 31, 159-196.	1.9	36
3	Games and Diabetes. Journal of Diabetes Science and Technology, 2016, 10, 447-452.	1.3	29
4	Human-Computer Interaction Across the Arab World. , 2017, , .		21
5	In the Eye of the Student. , 2018, , .		20
6	A Case Study for Sensitising Egyptian Engineering Students to User-Experience in Technology Design. , 2016, , .		14
7	Baraza!. Interactions, 2018, 25, 74-77.	0.8	14
8	With an Eye to the Future. , 2019, , .		11
9	We Play We Learn. , 2017, , .		10
10	Designing for the Arab World. , 2017, , .		10
11	Exploring Participatory Design Methods to Engage with Arab Communities. , 2018, , .		9
12	IslamicHCI: Designing with and within Muslim Populations. , 2020, , .		9
13	Social Traps in Second Life. , 2010, , .		8
14	Automatic Landmark Identification in Large Virtual Environment: A Spatial Data Mining Approach. , 0, , .		7
15	HCI education of choice. Xrds, 2021, 27, 46-49.	0.2	7
16	ArabHCI. Communications of the ACM, 2021, 64, 69-71.	3.3	7
17	Prediction-based Prefetching for Remote Rendering Streaming in Mobile Virtual Environments. , 2007, , .		5
18	My heart is in Havana. Interactions, 2019, 26, 86-88.	0.8	4

#	ARTICLE	IF	CITATIONS
19	Facebook debate: facilitating international, intercultural knowledge exchange and collaboration in the field of international intellectual property law. <i>Law Teacher</i> , 2019, 53, 279-297.	0.4	3
20	On Designing Blended Learning Environments for Resource-Challenged Communities. <i>International Journal of Emerging Technologies in Learning</i> , 2019, 14, 182.	0.8	3
21	A Game Theoretic Approach for Modeling User-System Interaction in Networked Virtual Environments. <i>Virtual Reality Conference (VR), Proceedings, IEEE</i> , 2009, , .	0.0	2
22	An experimental analysis of social traps: A second life analog. , 2010, , .		2
23	E-Playground. , 2016, , .		2
24	Unleashing the hidden powers of low-cost IoT boards: GPU-based edutainment case study. <i>Journal of King Saud University - Computer and Information Sciences</i> , 2022, 34, 747-756.	2.7	2
25	Effects of context-sensitive delays on group dynamics in 3D virtual worlds. , 2012, , .		1
26	On the relationship between changes in distributed system behavior and group dynamics. , 2012, , .		1
27	PI Floor. , 2018, , .		1
28	A tent, a pigeon house, and a pomegranate tree. <i>Interactions</i> , 2018, 25, 18-20.	0.8	1
29	A new index structure for querying association rules. , 2006, , .		0
30	Al-Metyaf. , 2018, , .		0
31	Artificially Intelligent Technology for the Margins: A Multidisciplinary Design Agenda. , 2021, , .		0
32	Mobile Virtual Environments in Pervasive Computing. <i>Computer Communications and Networks</i> , 2009, , 135-154.	0.8	0