

Shaimaa Lazem

List of Publications by Year in descending order

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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	Unleashing the hidden powers of low-cost IoT boards: GPU-based edutainment case study. Journal of King Saud University - Computer and Information Sciences, 2022, 34, 747-756.	2.7	2
2	Challenges and Paradoxes in Decolonising HCI: A Critical Discussion. Computer Supported Cooperative Work, 2022, 31, 159-196.	1.9	36
3	HCI education of choice. Xrds, 2021, 27, 46-49.	0.2	7
4	ArabHCI. Communications of the ACM, 2021, 64, 69-71.	3.3	7
5	Artificially Intelligent Technology for the Margins: A Multidisciplinary Design Agenda. , 2021, , .		0
6	IslamicHCI: Designing with and within Muslim Populations. , 2020, , .		9
7	With an Eye to the Future. , 2019, , .		11
8	Facebook debate: facilitating international, intercultural knowledge exchange and collaboration in the field of international intellectual property law. Law Teacher, 2019, 53, 279-297.	0.4	3
9	On Designing Blended Learning Environments for Resource-Challenged Communities. International Journal of Emerging Technologies in Learning, 2019, 14, 182.	0.8	3
10	My heart is in Havana. Interactions, 2019, 26, 86-88.	0.8	4
11	Baraza!. Interactions, 2018, 25, 74-77.	0.8	14
12	Exploring Participatory Design Methods to Engage with Arab Communities. , 2018, , .		9
13	Al-Metyaf. , 2018, , .		0
14	PI Floor. , 2018, , .		1
15	In the Eye of the Student. , 2018, , .		20
16	A tent, a pigeon house, and a pomegranate tree. Interactions, 2018, 25, 18-20.	0.8	1
17	We Play We Learn. , 2017, , .		10
18	Designing for the Arab World. , 2017, , .		10

#	ARTICLE	IF	CITATIONS
19	Human-Computer Interaction Across the Arab World. , 2017, , .		21
20	A Case Study for Sensitising Egyptian Engineering Students to User-Experience in Technology Design. , 2016, , .		14
21	E-Playground. , 2016, , .		2
22	Games and Diabetes. Journal of Diabetes Science and Technology, 2016, 10, 447-452.	1.3	29
23	Effects of context-sensitive delays on group dynamics in 3D virtual worlds. , 2012, , .		1
24	On the relationship between changes in distributed system behavior and group dynamics. , 2012, , .		1
25	Evaluating natural interaction techniques in video games. , 2010, , .		45
26	Social Traps in Second Life. , 2010, , .		8
27	An experimental analysis of social traps: A second life analog. , 2010, , .		2
28	A Game Theoretic Approach for Modeling User-System Interaction in Networked Virtual Environments. Virtual Reality Conference (VR), Proceedings, IEEE, 2009, , .	0.0	2
29	Mobile Virtual Environments in Pervasive Computing. Computer Communications and Networks, 2009, , 135-154.	0.8	0
30	Prediction-based Prefetching for Remote Rendering Streaming in Mobile Virtual Environments. , 2007, , .		5
31	A new index structure for querying association rules. , 2006, , .		0
32	Automatic Landmark Identification in Large Virtual Environment: A Spatial Data Mining Approach. , 0, , .		7