Muztaba Fuad

List of Publications by Year
in descending order

40 papers	216 citations

1937685

4 h-index	6 g-index

1872680

40 all docs	40 docs citations	40 times ranked	125 citing authors

#	Article	IF	Citations
1	Mobile response system: a novel approach to interactive and hands-on activity in the classroom. Educational Technology Research and Development, 2018, 66, 493-514.	2.8	25
2	Adding Self-Healing Capabilities into Legacy Object Oriented Application. , 0, , .		15
3	An evaluation of Protocol Buffer. , 2010, , .		15
4	Towards Autonomic Distribution of Existing Object Oriented Programs. , 0, , .		14
5	An Evidence Based Learning and Teaching Strategy for Computer Science Classrooms and Its Extension into a Mobile Classroom Response System. , 2014, , .		13
6	Comparison of Child and Adult Pedestrian Perspectives of External Features on Autonomous Vehicles Using Virtual Reality Experiment. Advances in Intelligent Systems and Computing, 2020, , 145-156.	0.6	12
7	Transformation of Existing Programs into Autonomic and Self-healing Entities. , 2007, , .		11
8	Integrating big data and cloud computing topics into the computing curricula: A modular approach. Journal of Parallel and Distributed Computing, 2021, 157, 303-315.	4.1	10
9	Using Interactive Exercise in Mobile Devices to Support Evidence-based Teaching and Learning. , 2016, , .		9
10	Creating Engaging Exercises With Mobile Response System (MRS). , 2017, , .		9
11	An Autonomic Architecture for Legacy Systems. , 0, , .		8
12	System Architecture of an Autonomic Element. , 2007, , .		8
13	A Module-based Approach to Teaching Big data and Cloud Computing Topics at CS Undergraduate Level. , 2019, , .		8
14	Cloud-Enabled Hybrid Architecture for In-Class Interactive Learning Using Mobile Device. , 2017, , .		7
15	Inter-app communication between Android apps developed in app-inventor and Android studio. , 2016, , .		6
16	Using Extra Credit to Facilitate Extra Learning in Students. International Journal of Modern Education and Computer Science, 2012, 4, 35-42.	2.7	6
17	Self-healing by means of runtime execution profiling. , 2011, , .		4
18	Static Analysis, Code Transformation and Runtime Profiling for Self-healing. Journal of Computers, 2013, 8, .	0.4	4

#	Article	IF	Citations
19	Issues and Challenges of an Inductive Learning Algorithm for Self-Healing Applications. , 2010, , .		3
20	Out-of-class Activities: What Have We Been Doing and How We Can Change it for the Future. , 2019, , .		3
21	Use of mobile application to improve active learning and student participation in the computer science classroom (abstract only). , 2014, , .		3
22	Achieving self-managed deployment in a distributed environment. Journal of Computational Methods in Sciences and Engineering, 2011, 11, S115-S125.	0.2	2
23	Mobile interactive problem solving for active teaching and learning. , 2014, , .		2
24	Developing interactive classroom exercises for use with mobile devices to enhance class engagement and problem-solving skills. , 2014, , .		2
25	Evidence-based Teaching with the Help of Mobile Response System (MRS). , 2016, , .		2
26	MRS. , 2018, , .		2
27	Dysgu: A Mobile-Based Adaptive System to Redesign Out-of-class Activities. , 2018, , .		2
28	Active Learning for Out-of-Class Activities by Using Interactive Mobile Apps. , 2018, , .		2
29	Teaching Big Data and Cloud Computing: A Modular Approach. , 2018, , .		2
30	A mobile educational platform based on peer influence and instructional scaffolding for engaging students in out-of-class activities. , 2021, , .		2
31	Back to the basics: Read critically, reflect prudently and write analytically. , 2017, , .		1
32	Infusing Data Science Across Disciplines. , 2019, , .		1
33	Dysgu: A Tool to Keep Students Engaged Outside the Classroom. , 2019, , .		1
34	Using Real-World Problems to Explore and Improve Students' Understanding of Parallelism Concepts. , 2021, , .		1
35	Keeping Students Occupied with the Course Contents After Leaving the Classroom. , 2020, , .		1
36	Similarity mapping of software faults for self-healing applications. , 2010, , .		0

#	Article	IF	Citations
37	Virtualization and its effect on operating system. , 2011, , .		0
38	Evidence-Based Teaching and Real-Time Assessment: Adoption of Mobile Interactive Apps. , 2019, , 1-19.		0
39	Evidence-Based Teaching and Real-Time Assessment: Adoption of Mobile Interactive Apps. , 2019, , 697-715.		0
40	Social Learning and Scaffolding to Improve Student's Self-efficacy and Engagement. , 2020, , .		0