

Muztaba Fuad

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3325546/publications.pdf>

Version: 2024-02-01

40
papers

216
citations

1937685

4
h-index

1872680

6
g-index

40
all docs

40
docs citations

40
times ranked

125
citing authors

#	ARTICLE	IF	CITATIONS
1	Using Real-World Problems to Explore and Improve Students' Understanding of Parallelism Concepts. , 2021, , .		1
2	A mobile educational platform based on peer influence and instructional scaffolding for engaging students in out-of-class activities. , 2021, , .		2
3	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
4	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
5	Keeping Students Occupied with the Course Contents After Leaving the Classroom. , 2020, , .		1
6	Social Learning and Scaffolding to Improve Student's Self-efficacy and Engagement. , 2020, , .		0
7	Infusing Data Science Across Disciplines. , 2019, , .		1
8	A Module-based Approach to Teaching Big data and Cloud Computing Topics at CS Undergraduate Level. , 2019, , .		8
9	Dysgu: A Tool to Keep Students Engaged Outside the Classroom. , 2019, , .		1
10	Out-of-class Activities: What Have We Been Doing and How We Can Change it for the Future. , 2019, , .		3
11	Evidence-Based Teaching and Real-Time Assessment: Adoption of Mobile Interactive Apps. , 2019, , 1-19.		0
12	Evidence-Based Teaching and Real-Time Assessment: Adoption of Mobile Interactive Apps. , 2019, , 697-715.		0
13	MRS. , 2018, , .		2
14	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
15	Dysgu: A Mobile-Based Adaptive System to Redesign Out-of-class Activities. , 2018, , .		2
16	Active Learning for Out-of-Class Activities by Using Interactive Mobile Apps. , 2018, , .		2
17	Teaching Big Data and Cloud Computing: A Modular Approach. , 2018, , .		2
18	Creating Engaging Exercises With Mobile Response System (MRS). , 2017, , .		9

#	ARTICLE	IF	CITATIONS
19	Cloud-Enabled Hybrid Architecture for In-Class Interactive Learning Using Mobile Device. , 2017, , .		7
20	Back to the basics: Read critically, reflect prudently and write analytically. , 2017, , .		1
21	Using Interactive Exercise in Mobile Devices to Support Evidence-based Teaching and Learning. , 2016, , .		9
22	Evidence-based Teaching with the Help of Mobile Response System (MRS). , 2016, , .		2
23	Inter-app communication between Android apps developed in app-inventor and Android studio. , 2016, , .		6
24	Mobile interactive problem solving for active teaching and learning. , 2014, , .		2
25	An Evidence Based Learning and Teaching Strategy for Computer Science Classrooms and Its Extension into a Mobile Classroom Response System. , 2014, , .		13
26	Developing interactive classroom exercises for use with mobile devices to enhance class engagement and problem-solving skills. , 2014, , .		2
27	Use of mobile application to improve active learning and student participation in the computer science classroom (abstract only). , 2014, , .		3
28	Static Analysis, Code Transformation and Runtime Profiling for Self-healing. Journal of Computers, 2013, 8, .	0.4	4
29	Using Extra Credit to Facilitate Extra Learning in Students. International Journal of Modern Education and Computer Science, 2012, 4, 35-42.	2.7	6
30	Self-healing by means of runtime execution profiling. , 2011, , .		4
31	Achieving self-managed deployment in a distributed environment. Journal of Computational Methods in Sciences and Engineering, 2011, 11, S115-S125.	0.2	2
32	Virtualization and its effect on operating system. , 2011, , .		0
33	Issues and Challenges of an Inductive Learning Algorithm for Self-Healing Applications. , 2010, , .		3
34	Similarity mapping of software faults for self-healing applications. , 2010, , .		0
35	An evaluation of Protocol Buffer. , 2010, , .		15
36	System Architecture of an Autonomic Element. , 2007, , .		8

#	ARTICLE	IF	CITATIONS
37	Transformation of Existing Programs into Autonomic and Self-healing Entities. , 2007, , .		11
38	An Autonomic Architecture for Legacy Systems. , 0, , .		8
39	Towards Autonomic Distribution of Existing Object Oriented Programs. , 0, , .		14
40	Adding Self-Healing Capabilities into Legacy Object Oriented Application. , 0, , .		15