Sohail I Iqbal Malik

List of Publications by Year
in descending order

36 papers	550 citations	687363 13 h-index	677142 22 g-index
37 all docs	37 docs citations	37 times ranked	205 citing authors

#	Article	IF	Citations
1	A Survey of Internet of Things (IoT) in Education: Opportunities and Challenges. Studies in Computational Intelligence, 2020, , 197-209.	0.9	78
2	Teaching Problem Solving Skills using an Educational Game in a Computer Programming Course. Informatics in Education, 2019, 18, 359-373.	2.2	63
3	A model for teaching an introductory programming course using ADRI. Education and Information Technologies, 2017, 22, 1089-1120.	5.7	46
4	Impact of a New Teaching and Learning Approach in an Introductory Programming Course. Journal of Educational Computing Research, 2017, 55, 789-819.	5.5	36
5	A Systematic Review of Personalized Learning: Comparison between E-Learning and Learning by Coursework Program in Oman. International Journal of Emerging Technologies in Learning, 2019, 14, 93.	1.3	25
6	Social Factors Influence on Career Choices for Female Computer Science Students. International Journal of Emerging Technologies in Learning, 2018, 13, 56.	1.3	24
7	Comparison of E-Learning, M-Learning and Game-based Learning in Programming Education â€" A Gendered Analysis. International Journal of Emerging Technologies in Learning, 2020, 15, 133.	1.3	24
8	The Impact of Google Apps at Work: Higher Educational Perspective. International Journal of Interactive Mobile Technologies, 2016, 10, 85.	1.2	22
9	Improvements in Introductory Programming Course: Action Research Insights and Outcomes. Systemic Practice and Action Research, 2018, 31, 637-656.	1.7	20
10	Learning problem solving skills: Comparison of E-learning and M-learning in an introductory programming course. Education and Information Technologies, 2019, 24, 2779-2796.	5.7	20
11	Gender differences in an introductory programming course: New teaching approach, students' learning outcomes, and perceptions. Education and Information Technologies, 2018, 23, 2453-2475.	5.7	18
12	IT Governance Impact on Academic Performance Development. International Journal of Emerging Technologies in Learning, 2020, 15, 73.	1.3	16
13	The Impact of WhatsApp on Employees in Higher Education. Studies in Systems, Decision and Control, 2021, , 639-651.	1.0	16
14	Promoting Algorithmic Thinking in an Introductory Programming Course. International Journal of Emerging Technologies in Learning, 2019, 14, 84.	1.3	15
15	Evaluating the actual use of learning management systems during the covid-19 pandemic: an integrated theoretical model. Interactive Learning Environments, 2023, 31, 6905-6930.	6.4	15
16	Enhancing practice and achievement in introductory programming using an ADRI editor. , 2016, , .		13
17	Aligning and Assessing Teaching Approaches With SOLO Taxonomy in a Computer Programming Course. International Journal of Information and Communication Technology Education, 2021, 17, 1-15.	1.0	11
18	Comparison of Traditional and ADRI Based Teaching Approaches in an Introductory Programming Course. Journal of Information Technology Education:Research, 0, 16, 267-283.	0.0	11

#	Article	IF	Citations
19	A web-based model to enhance algorithmic thinking for novice programmers. E-Learning and Digital Media, 2021, 18, 616-633.	2.6	10
20	A Review Paper on Student-Graduate Advisory Expert system. , 2020, , .		10
21	Assessing the Teaching and Learning Process of an Introductory Programming Course With Bloom's Taxonomy and Assurance of Learning (AOL). International Journal of Information and Communication Technology Education, 2019, 15, 130-145.	1.0	9
22	PROBSOL: A Web-Based Application to Develop Problem-Solving Skills in Introductory Programming. Advances in Science, Technology and Innovation, 2019, , 295-302.	0.4	8
23	Mobile devices supported learning for novice programmers. , 2013, , .		7
24	Enhancing problemâ€solving skills of novice programmers in an introductory programming course. Computer Applications in Engineering Education, 0, , .	3.4	6
25	Integration of TAM and MOOC for e-learning purpose. AIP Conference Proceedings, 2021, , .	0.4	5
26	Using Information Communication Technology as a Teaching tool in Sudanese Governmental Universities of Khartoum State. International Journal on Informatics Visualization, 2017, 1, 150-156.	0.6	5
27	GENDER DIFFERENCE IN PERCEIVING ALGORITHMIC THINKING IN AN INTRODUCTORY PROGRAMMING COURSE. EDULEARN Proceedings, 2019, , .	0.0	3
28	A View of Virtual Reality in Learning Process. Lecture Notes in Networks and Systems, 2022, , 423-428.	0.7	3
29	The General View of Virtual Learning Environment in Education Sector. , 2021, , .		3
30	Comparison of e-Learning, m-Learning, and Game-Based Learning Applications for Introductory Programming Courses: An Empirical Evaluation Using the TAM. Studies in Systems, Decision and Control, 2021, , 293-309.	1.0	2
31	A Machine Learning Classification Application to Identify Inefficient Novice Programmers. Lecture Notes in Computer Science, 2021, , 423-434.	1.3	2
32	Learning management systems for accreditation approval: A review paper. AIP Conference Proceedings, 2021, , .	0.4	1
33	Coverage COVID 19 with E-Learning Replacement: Review Paper. , 2020, , .		1
34	The View of Intelligence Technology in the Learning Sector. , 2021, , .		1
35	Assessing the Teaching and Learning Process of an Introductory Programming Course With Bloom's Taxonomy and Assurance of Learning (AOL). , 2021, , 1413-1430.		0
36	Heuristic and Meta Dendral Systems: A Review. , 2021, , .		0