

Sohail I Iqbal Malik

List of Publications by Year in descending order

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Version: 2024-02-01

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	Evaluating the actual use of learning management systems during the covid-19 pandemic: an integrated theoretical model. <i>Interactive Learning Environments</i> , 2023, 31, 6905-6930.	6.4	15
2	A View of Virtual Reality in Learning Process. <i>Lecture Notes in Networks and Systems</i> , 2022, , 423-428.	0.7	3
3	Integration of TAM and MOOC for e-learning purpose. <i>AIP Conference Proceedings</i> , 2021, , .	0.4	5
4	Assessing the Teaching and Learning Process of an Introductory Programming Course With Bloom's Taxonomy and Assurance of Learning (AOL). , 2021, , 1413-1430.		0
5	A web-based model to enhance algorithmic thinking for novice programmers. <i>E-Learning and Digital Media</i> , 2021, 18, 616-633.	2.6	10
6	Aligning and Assessing Teaching Approaches With SOLO Taxonomy in a Computer Programming Course. <i>International Journal of Information and Communication Technology Education</i> , 2021, 17, 1-15.	1.0	11
7	Comparison of e-Learning, m-Learning, and Game-Based Learning Applications for Introductory Programming Courses: An Empirical Evaluation Using the TAM. <i>Studies in Systems, Decision and Control</i> , 2021, , 293-309.	1.0	2
8	Learning management systems for accreditation approval: A review paper. <i>AIP Conference Proceedings</i> , 2021, , .	0.4	1
9	The Impact of WhatsApp on Employees in Higher Education. <i>Studies in Systems, Decision and Control</i> , 2021, , 639-651.	1.0	16
10	A Machine Learning Classification Application to Identify Inefficient Novice Programmers. <i>Lecture Notes in Computer Science</i> , 2021, , 423-434.	1.3	2
11	The View of Intelligence Technology in the Learning Sector. , 2021, , .		1
12	The General View of Virtual Learning Environment in Education Sector. , 2021, , .		3
13	Heuristic and Meta Dendral Systems: A Review. , 2021, , .		0
14	A Survey of Internet of Things (IoT) in Education: Opportunities and Challenges. <i>Studies in Computational Intelligence</i> , 2020, , 197-209.	0.9	78
15	Comparison of E-Learning, M-Learning and Game-based Learning in Programming Education â€œ A Gendered Analysis. <i>International Journal of Emerging Technologies in Learning</i> , 2020, 15, 133.	1.3	24
16	IT Governance Impact on Academic Performance Development. <i>International Journal of Emerging Technologies in Learning</i> , 2020, 15, 73.	1.3	16
17	A Review Paper on Student-Graduate Advisory Expert system. , 2020, , .		10
18	Coverage COVID 19 with E-Learning Replacement: Review Paper. , 2020, , .		1

#	ARTICLE	IF	CITATIONS
19	A Systematic Review of Personalized Learning: Comparison between E-Learning and Learning by Coursework Program in Oman. <i>International Journal of Emerging Technologies in Learning</i> , 2019, 14, 93.	1.3	25
20	Promoting Algorithmic Thinking in an Introductory Programming Course. <i>International Journal of Emerging Technologies in Learning</i> , 2019, 14, 84.	1.3	15
21	PROBSOL: A Web-Based Application to Develop Problem-Solving Skills in Introductory Programming. <i>Advances in Science, Technology and Innovation</i> , 2019, , 295-302.	0.4	8
22	Learning problem solving skills: Comparison of E-learning and M-learning in an introductory programming course. <i>Education and Information Technologies</i> , 2019, 24, 2779-2796.	5.7	20
23	Assessing the Teaching and Learning Process of an Introductory Programming Course With Bloom's Taxonomy and Assurance of Learning (AOL). <i>International Journal of Information and Communication Technology Education</i> , 2019, 15, 130-145.	1.0	9
24	Teaching Problem Solving Skills using an Educational Game in a Computer Programming Course. <i>Informatics in Education</i> , 2019, 18, 359-373.	2.2	63
25	GENDER DIFFERENCE IN PERCEIVING ALGORITHMIC THINKING IN AN INTRODUCTORY PROGRAMMING COURSE. <i>EDULEARN Proceedings</i> , 2019, , .	0.0	3
26	Improvements in Introductory Programming Course: Action Research Insights and Outcomes. <i>Systemic Practice and Action Research</i> , 2018, 31, 637-656.	1.7	20
27	Gender differences in an introductory programming course: New teaching approach, students' learning outcomes, and perceptions. <i>Education and Information Technologies</i> , 2018, 23, 2453-2475.	5.7	18
28	Social Factors Influence on Career Choices for Female Computer Science Students. <i>International Journal of Emerging Technologies in Learning</i> , 2018, 13, 56.	1.3	24
29	A model for teaching an introductory programming course using ADRI. <i>Education and Information Technologies</i> , 2017, 22, 1089-1120.	5.7	46
30	Impact of a New Teaching and Learning Approach in an Introductory Programming Course. <i>Journal of Educational Computing Research</i> , 2017, 55, 789-819.	5.5	36
31	Using Information Communication Technology as a Teaching tool in Sudanese Governmental Universities of Khartoum State. <i>International Journal on Informatics Visualization</i> , 2017, 1, 150-156.	0.6	5
32	The Impact of Google Apps at Work: Higher Educational Perspective. <i>International Journal of Interactive Mobile Technologies</i> , 2016, 10, 85.	1.2	22
33	Enhancing practice and achievement in introductory programming using an ADRI editor. , 2016, , .		13
34	Mobile devices supported learning for novice programmers. , 2013, , .		7
35	Enhancing problem-solving skills of novice programmers in an introductory programming course. <i>Computer Applications in Engineering Education</i> , 0, , .	3.4	6
36	Comparison of Traditional and ADRI Based Teaching Approaches in an Introductory Programming Course. <i>Journal of Information Technology Education:Research</i> , 0, 16, 267-283.	0.0	11