

# Ikram Bououd

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4827724/publications.pdf>

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4  
papers

30  
citations

2682572

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2550090

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4  
all docs

4  
docs citations

4  
times ranked

21  
citing authors

#	ARTICLE	IF	CITATIONS
1	Fuzzy Logic Based Prospects Identification System for Foreign Language Learning Through Serious Games. IEEE Access, 2021, 9, 63173-63187.	4.2	8
2	Using Gamification and Serious Games for English Language Learning. , 2019, , .		10
3	Impact of object manipulation, customization and social loafing on competencies management in 3D Virtual Worlds. Information Systems Frontiers, 2016, 18, 1191-1203.	6.4	10
4	The development and application of a community maturity model. International Journal of Information Technology and Management, 2013, 12, 273.	0.1	2