Daniyal Alghazzawi

List of Publications by Year
in descending order

132 papers	2,103 citations	430843 18 h-index	265191 42 g-index
132 all docs	132 docs citations	132 times ranked	1790 citing authors

#	Article	IF	Citations
1	Towards Sustainable Energy: A Systematic Review of Renewable Energy Sources, Technologies, and Public Opinions. IEEE Access, 2019, 7, 63837-63851.	4.2	560
2	UAV assistance paradigm: State-of-the-art in applications and challenges. Journal of Network and Computer Applications, 2020, 166, 102706.	9.1	228
3	A Survey of Artificial Intelligence Techniques Employed for Adaptive Educational Systems within E-Learning Platforms. Journal of Artificial Intelligence and Soft Computing Research, 2017, 7, 47-64.	4.3	158
4	A concept-level approach to the analysis of online review helpfulness. Computers in Human Behavior, 2016, 58, 75-81.	8.5	129
5	DeepDCA: Novel Network-Based Detection of IoT Attacks Using Artificial Immune System. Applied Sciences (Switzerland), 2020, 10, 1909.	2.5	52
6	Towards a linear general type-2 fuzzy logic based approach for computing with words. Soft Computing, 2013, 17, 2203-2222.	3.6	51
7	A fuzzy logic-based system for the automation of human behavior recognition using machine vision in intelligent environments. Soft Computing, 2015, 19, 499-506.	3.6	44
8	Predicting miRNA-disease association from heterogeneous information network with GraRep embedding model. Scientific Reports, 2020, 10, 6658.	3.3	43
9	Efficient Detection of DDoS Attacks Using a Hybrid Deep Learning Model with Improved Feature Selection. Applied Sciences (Switzerland), 2021, 11, 11634.	2.5	39
10	A Linear General Type-2 Fuzzy-Logic-Based Computing With Words Approach for Realizing an Ambient Intelligent Platform for Cooking Recipe Recommendation. IEEE Transactions on Fuzzy Systems, 2016, 24, 306-329.	9.8	31
11	An interval type-2 fuzzy logic based framework for reputation management in Peer-to-Peer e-commerce. Information Sciences, 2016, 333, 88-107.	6.9	30
12	Artificial Immune Systems approaches to secure the internet of things: A systematic review of the literature and recommendations for future research. Journal of Network and Computer Applications, 2020, 157, 102537.	9.1	29
13	Internet of Things Botnet Detection Approaches: Analysis and Recommendations for Future Research. Applied Sciences (Switzerland), 2021, 11, 5713.	2.5	28
14	BCoT Sentry: A Blockchain-Based Identity Authentication Framework for IoT Devices. Information (Switzerland), 2021, 12, 203.	2.9	27
15	A type-2 fuzzy logic recommendation system for adaptive teaching. Soft Computing, 2017, 21, 965-979.	3.6	25
16	Modeling and predicting execution time of scientific workflows in the Grid using radial basis function neural network. Cluster Computing, 2017, 20, 2805-2819.	5.0	24
17	A Big Bang–Big Crunch Type-2 Fuzzy Logic System for Machine-Vision-Based Event Detection and Summarization in Real-World Ambient-Assisted Living. IEEE Transactions on Fuzzy Systems, 2016, 24, 1307-1319.	9.8	23
18	Towards a general type-2 fuzzy logic approach for Computing With Words using linear adjectives. , 2012, , .		21

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19	Employing Type-2 Fuzzy Logic Systems in the Efforts to Realize Ambient Intelligent Environments [Application Notes]. IEEE Computational Intelligence Magazine, 2015, 10, 44-51.	3.2	19
20	Hybrid Rule-Based Solution for Phishing URL Detection Using Convolutional Neural Network. Wireless Communications and Mobile Computing, 2021, 2021, 1-24.	1.2	19
21	Congestion Control in Cognitive IoT-Based WSN Network for Smart Agriculture. IEEE Access, 2021, 9, 151401-151420.	4.2	19
22	Efficient Prediction of Court Judgments Using an LSTM+CNN Neural Network Model with an Optimal Feature Set. Mathematics, 2022, 10, 683.	2.2	18
23	Training with Phonak. , 2015, , .		17
24	Performance on naturalistic virtual reality tasks depends on global cognitive functioning as assessed via traditional neurocognitive tests. Applied Neuropsychology Adult, 2018, 25, 555-561.	1.2	17
25	A Review on Android Ransomware Detection Using Deep Learning Techniques. , 2019, , .		17
26	Dynamic Profile-Selection for zSlices based type-2 fuzzy agents controlling multi-user Ambient Intelligent Environments. , 2012, , .		16
27	Online Social Networks Impact in Secondary Education. Advances in Intelligent and Soft Computing, 2012, , 37-45.	0.2	16
28	Using Machine Learning Ensemble Methods to Predict Execution Time of e-Science Workflows in Heterogeneous Distributed Systems. IEEE Access, 2019, 7, 25138-25149.	4.2	15
29	Improved Energy Based Multi-Sensor Object Detection in Wireless Sensor Networks. Intelligent Automation and Soft Computing, 2022, 33, 227-244.	2.1	15
30	Playful Blended Digital Storytelling in 3D Immersive eLearning Environments. , 2014, , .		14
31	Education System in the Cloud to Improve Student Communication in the Institutes of: C-LearniXML++. Procedia, Social and Behavioral Sciences, 2012, 47, 1762-1769.	0.5	13
32	Users-Centric Adaptive Learning System Based on Interval Type-2 Fuzzy Logic for Massively Crowded E-Learning Platforms. Journal of Artificial Intelligence and Soft Computing Research, 2016, 6, 81-101.	4.3	13
33	Data Fusion for Intelligent Crowd Monitoring and Management Systems: A Survey. IEEE Access, 2021, 9, 47069-47083.	4.2	13
34	The Art Gallery Test: A Preliminary Comparison between Traditional Neuropsychological and Ecological VR-Based Tests. Frontiers in Psychology, 2017, 8, 1911.	2.1	11
35	The Shapley value for a fair division of group discounts for coordinating cooling loads. PLoS ONE, 2020, 15, e0227049.	2.5	11
36	KAU e-health mobile system. , 2012, , .		10

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37	An experience based linear general type-2 fuzzy logic approach for Computing With Words. , 2013, , .		10
38	Global Vectors Representation of Protein Sequences and Its Application for Predicting Self-Interacting Proteins with Multi-Grained Cascade Forest Model. Genes, 2019, 10, 924.	2.4	10
39	Blockchain-as-a-Utility for Next-Generation Healthcare Internet of Things. Computers, Materials and Continua, 2021, 68, 359-376.	1.9	10
40	MoNGEL: monotonic nested generalized exemplar learning. Pattern Analysis and Applications, 2017, 20, 441-452.	4.6	9
41	Affective and physiological correlates of the perception of unimodal and bimodal emotional stimuli. Psicothema, 2017, 29, 364-369.	0.9	9
42	Path Planning for Energy Management of Smart Maritime Electric Vehicles: A Blockchain-Based Solution. IEEE Transactions on Intelligent Transportation Systems, 2021, , 1-14.	8.0	9
43	Real-time DDoS flood attack monitoring and detection (RT-AMD) model for cloud computing. PeerJ Computer Science, 0, 7, e814.	4.5	9
44	A general type-2 fuzzy logic approach for adaptive modeling of perceptions for Computing With Words. , 2012, , .		8
45	A Type-2 Fuzzy Logic based system for linguistic summarization of video monitoring in indoor intelligent environments. , 2014, , .		8
46	A Decision Support System for Diagnosing Diabetes Using Deep Neural Network. Frontiers in Public Health, 2022, 10, 861062.	2.7	8
47	An Interval Type-2 Fuzzy Logic System for Human Silhouette Extraction in Dynamic Environments. Lecture Notes in Computer Science, 2012, , 126-134.	1.3	7
48	A Computing with Words Framework for Ambient Intelligence. , 2013, , .		7
49	Model Based on Learning Needs of Children with Auditory Impairment. Lecture Notes in Computer Science, 2016, , 324-334.	1.3	7
50	Distance Matrix and Markov Chain Based Sensor Localization in WSN. Computers, Materials and Continua, 2022, 71, 4051-4068.	1.9	7
51	A Big Bang-Big Crunch Optimization for a Type-2 Fuzzy Logic Based Human Behaviour Recognition System in Intelligent Environments. , 2013, , .		6
52	Intelligent Framework for Malware Detection with Convolutional Neural Network. , 2019, , .		6
53	Usability Heuristics: Reinventing the Wheel?. Lecture Notes in Computer Science, 2016, , 59-70.	1.3	6
54	Selecting Appropriate Requirements Management Tool for Developing Secure Enterprises Software. International Journal of Information Technology and Computer Science, 2014, 6, 49-55.	1.0	6

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55	An interval type-2 fuzzy logic based system for improved instruction within intelligent e-learning platforms. , 2015, , .		5
56	A zSlices-based general type-2 fuzzy logic system for users-centric adaptive learning in large-scale e-learning platforms. Soft Computing, 2017, 21, 6859-6880.	3.6	5
57	Applying the information search process model to analyze aspects in the design of serious games for children with hearing impairment. Universal Access in the Information Society, 2018, 17, 83-95.	3.0	5
58	Interactivity Technologies to Improve the Learning in Classrooms Through the Cloud. International Journal of Web-Based Learning and Teaching Technologies, 2018, 13, 17-36.	0.9	5
59	Designing Interactive Experiences for Children with Cochlear Implant. Sensors, 2018, 18, 2154.	3.8	5
60	A Poisson Process-Based Random Access Channel for 5G and Beyond Networks. Mathematics, 2021, 9, 508.	2.2	5
61	A Reinforcement Learning-Based Framework for Crowdsourcing in Massive Health Care Internet of Things. Big Data, 2022, 10, 161-170.	3.4	5
62	Detecting SQL Injection On Web Application Using Deep Learning Techniques: A Systematic Literature Review. , 2020, , .		5
63	A Formal Model for Space Based Ubiquitous Computing. , 2011, , .		4
64	Graphical User Interface Design Guide for Mobile Applications Aimed at Deaf Children. Lecture Notes in Computer Science, 2018, , 58-72.	1.3	4
65	Optimal Learning Behavior Prediction System Based on Cognitive Style Using Adaptive Optimization-Based Neural Network. Complexity, 2020, 2020, 1-13.	1.6	4
66	Anomalous Behavior Detection Framework Using HTM-Based Semantic Folding Technique. Computational and Mathematical Methods in Medicine, 2021, 2021, 1-14.	1.3	4
67	Prediction of the Infectious Outbreak COVID-19 and Prevalence of Anxiety: Global Evidence. Sustainability, 2021, 13, 11339.	3.2	4
68	Two Factor Authentication Framework Using OTP-SMS Based on Blockchain. Transactions on Machine Learning and Artificial Intelligence, 2019, 7, .	0.3	4
69	Mathematical function data model analysis and synthesis system based on short-term human movement. Applied Mathematics and Nonlinear Sciences, 2022, 7, 49-58.	1.6	4
70	Cross Deep Learning Method for Effectively Detecting the Propagation of IoT Botnet. Sensors, 2022, 22, 3895.	3.8	4
71	An Ambient Intelligent and Energy Efficient Food Preparation System Using Linear General Type-2 Fuzzy Logic Based Computing with Words Framework [Application Notes]. IEEE Computational Intelligence Magazine, 2015, 10, 66-78.	3.2	3
72	Employing an Enhanced Interval Approach to encode words into Linear General Type-2 fuzzy sets for Computing With Words applications. , 2015, , .		3

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73	A cloud computing based many objective type-2 fuzzy logic system for mobile field workforce area optimization. Memetic Computing, 2016, 8, 269-286.	4.0	3
74	Review of systems to train psychomotor skills in hearing impaired children. , 2016, , .		3
75	Development of Platform Independent Mobile Learning Tool in Saudi Universities. Sustainability, 2021, 13, 5691.	3.2	3
76	MTHERAPY: a Mobile Based Therapy. , 2014, , .		3
77	Chrono-Spatial Intelligence in Global Systems Science and Social Media: Predictions for Proactive Political Decision Making. Lecture Notes in Computer Science, 2016, , 201-208.	1.3	3
78	Using the B/S Model to Design and Implement Online Shopping System for Gulf Brands. Sustainability, 2022, 14, 3176.	3.2	3
79	Optimal solution of fractional differential equations in solving the relief of college students' mental obstacles. Applied Mathematics and Nonlinear Sciences, 2021, .	1.6	3
80	Visualized calculation of regional power grid power data based on multiple linear regression equation. Applied Mathematics and Nonlinear Sciences, 2022, 7, 93-102.	1.6	3
81	Interactive tools for Mathematics learning related to the cryptography. , 2011, , .		2
82	Design guidelines for pervasive computing: Implications of technology use in Africa. , 2012, , .		2
83	Monitoring Students Moods for the Detection of Weaknesses in Secondary Schools. Procedia, Social and Behavioral Sciences, 2012, 47, 2049-2054.	0.5	2
84	Improving Surgery Operations by means of Cloud Systems and Distributed User Interfaces. , 2014, , .		2
85	Centralizing Students Curriculums to the Professional Work. Procedia, Social and Behavioral Sciences, 2014, 122, 373-380.	0.5	2
86	Tools and Methods Applied in Interactive Systems to Evaluate the User Experience With Deaf/Hard of Hearing Children. , 2017, , .		2
87	Perception of a new framework for detecting phishing web pages. , 2017, , .		2
88	ScaleUp: middleware for intelligent environments. PeerJ Computer Science, 2021, 7, e545.	4.5	2
89	Social Networks Serendipity for Educational Learning by Surprise from Big and Small Data Analysis. Lecture Notes in Computer Science, 2017, , 406-415.	1.3	2
90	Learning the Related Mathematics to Cryptography by Interactive Way. International Journal of Modern Education and Computer Science, 2012, 4, 8-14.	2.7	2

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91	Architecture Models for Inclusive Computational Applications, in the Treatment of Autistic Spectrum Disorder -ASD. Lecture Notes in Computer Science, 2018, , 40-57.	1.3	2
92	A survey of Emerging Techniques in Detecting SMS Spam. Transactions on Machine Learning and Artificial Intelligence, 2019, 7, 23-35.	0.3	2
93	Optimisation of Modelling of Finite Element Differential Equations with Modern Art Design Theory. Applied Mathematics and Nonlinear Sciences, 2021, .	1.6	2
94	Improved laboratory manual designs: In accordance with system development life cycle for logic building and algorithm designs. , 2011, , .		1
95	HCI research and education in Arabic universities. , 2012, , .		1
96	Transforming traditional pervasive computing for emerging markets — Underlying challenges and opportunities. , 2012, , .		1
97	A Type-2 fuzzy logic machine vision based approach for human behaviour recognition in intelligent environments. , 2013, , .		1
98	An Adaptive Ambient Intelligent Platform for Recommending Recipes Using Computing with Words. , 2014, , .		1
99	Towards MMO Intelligent Environments. , 2014, , .		1
100	Cloud and Interactivity Technologies in Flipped Classrooms. , 2014, , .		1
101	Design of a set serious mini-games as support in cognitive rehabilitation for children with auditory impairment. , 2016, , .		1
102	Towards a semi-automatic method for building Chinese tax domain ontology. , 2017, , .		1
103	User-Centered Design of a Service-Oriented Application to Help People with Memory Limitations. , 2018, , .		1
104	Coalition Formation among the Cooperative Agents for Efficient Energy Consumption. Sustainability, 2021, 13, 8662.	3.2	1
105	New Teaching Techniques of Mathematics Subjects by means of Artificial Genesis. , 0, , .		1
106	Integrating Java Coding Into Project Based Learning In M-Learning Environment. Malaysian Journal of Computer Science, 2017, 30, 91-98.	0.8	1
107	Towards a Framework Definition to Increase Collaboration and Achieve Group Cognition. Lecture Notes in Computer Science, 2018, , 337-349.	1.3	1
108	Towards the design of user experiences for psychomotor rehabilitation for hearing impaired children. , 2019, , .		1

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109	Information architecture in the development of virtual applications for the rehabilitation of patients with PTSD. , 2019, , .		1
110	Heuristic Evaluation for the Assessment of Inclusive Tools in the Autism Treatment. Lecture Notes in Computer Science, 2020, , 34-51.	1.3	1
111	The evaluation of college students' innovation and entrepreneurship ability based on nonlinear model. Applied Mathematics and Nonlinear Sciences, 2022, 7, 791-802.	1.6	1
112	Representing OS services for computer novices using constructivism and cognitivism. , 2012, , .		0
113	Real Time Public Transport Location and Time Services for mobile users. , 2014, , .		0
114	Improving User-Insurance Communication on Accident Reports. , 2014, , .		0
115	On construction of signcryption scheme for smart card security. , 2015, , .		0
116	Steganalysis Algorithm for PNG Images Based on Fuzzy Logic Technique. International Journal of Network Security and Its Applications, 2016, 8, 01-15.	0.5	0
117	A cloud computing based Big-Bang Big-Crunch fuzzy logic multi classifier system for Soccer video scenes classification. Memetic Computing, 2016, 8, 307-323.	4.0	0
118	Design Guidelines for the Implementation of an Interactive Virtual Reality Application that Supports the Rehabilitation of Amputees of Lower Limbs Patients with Post-Traumatic Stress Disorder (PTSD). Communications in Computer and Information Science, 2018, , 17-31.	0.5	0
119	Interactive Systems Proposal for Psychomotor Rehabilitation in Hearing Impaired Children. Communications in Computer and Information Science, 2019, , 58-67.	0.5	0
120	Using Information and Communication Technologies to Enhance Patient Rehabilitation Research Techniques. Methods of Information in Medicine, 2020, 59, 059-060.	1.2	0
121	Secure Data Exchange in M-Learning Platform using Adaptive Tunicate Slime-Mold-Based Hybrid Optimal Elliptic Curve Cryptography. Applied Sciences (Switzerland), 2021, 11, 5316.	2.5	0
122	Security Application of Neural Networks under the Inspection of Nonlinear Dynamic Systems. Fractals, 0, , .	3.7	0
123	A New Way to Community Services. Lecture Notes in Computer Science, 2014, , 397-407.	1.3	0
124	Useful Educational Exercises for the Community. Lecture Notes in Computer Science, 2014, , 314-321.	1.3	0
125	Global Unification Model of Studies based on similar subjects. , 0, , .		0
126	A Mobile Solution to Improve the Rehabilitation Process. Communications in Computer and Information Science, 2015, , 24-34.	0.5	0

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127	Interaction Design Patterns from a Multicultural Perspective: Case Studies Panama, Colombia and Spain. Lecture Notes in Computer Science, 2016, , 3-11.	1.3	0
128	Model for Design of Serious Game for Rehabilitation in Children with Cochlear Implant. Communications in Computer and Information Science, 2017, , 94-105.	0.5	0
129	PostureUp. , 2019, , .		0
130	New hybrid framework to detect phishing web pages, based on rules and variant selection of features. International Journal of Internet Technology and Secured Transactions, 2020, 10, 740.	0.4	0
131	An Improved Optimized Model for Invisible Backdoor Attack Creation Using Steganography. Computers, Materials and Continua, 2022, 72, 1173-1193.	1.9	0
132	Modified SHARK Cipher and Duffing Map-Based Cryptosystem. Mathematics, 2022, 10, 2034.	2.2	0