Daniyal Alghazzawi

List of Publications by Year
in descending order

132	2,103	489802	312153
papers	citations	18	41
		h-index	g-index

132	132	132	1985
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	A Reinforcement Learning-Based Framework for Crowdsourcing in Massive Health Care Internet of Things. Big Data, 2022, 10, 161-170.	2.1	5
2	Mathematical function data model analysis and synthesis system based on short-term human movement. Applied Mathematics and Nonlinear Sciences, 2022, 7, 49-58.	0.9	4
3	Improved Energy Based Multi-Sensor Object Detection in Wireless Sensor Networks. Intelligent Automation and Soft Computing, 2022, 33, 227-244.	1.6	15
4	Distance Matrix and Markov Chain Based Sensor Localization in WSN. Computers, Materials and Continua, 2022, 71, 4051-4068.	1.5	7
5	An Improved Optimized Model for Invisible Backdoor Attack Creation Using Steganography. Computers, Materials and Continua, 2022, 72, 1173-1193.	1.5	0
6	Efficient Prediction of Court Judgments Using an LSTM+CNN Neural Network Model with an Optimal Feature Set. Mathematics, 2022, 10, 683.	1.1	18
7	A Decision Support System for Diagnosing Diabetes Using Deep Neural Network. Frontiers in Public Health, 2022, 10, 861062.	1.3	8
8	Using the B/S Model to Design and Implement Online Shopping System for Gulf Brands. Sustainability, 2022, 14, 3176.	1.6	3
9	The evaluation of college students' innovation and entrepreneurship ability based on nonlinear model. Applied Mathematics and Nonlinear Sciences, 2022, 7, 791-802.	0.9	1
10	Visualized calculation of regional power grid power data based on multiple linear regression equation. Applied Mathematics and Nonlinear Sciences, 2022, 7, 93-102.	0.9	3
11	Cross Deep Learning Method for Effectively Detecting the Propagation of IoT Botnet. Sensors, 2022, 22, 3895.	2.1	4
12	Modified SHARK Cipher and Duffing Map-Based Cryptosystem. Mathematics, 2022, 10, 2034.	1.1	0
13	Blockchain-as-a-Utility for Next-Generation Healthcare Internet of Things. Computers, Materials and Continua, 2021, 68, 359-376.	1.5	10
14	Data Fusion for Intelligent Crowd Monitoring and Management Systems: A Survey. IEEE Access, 2021, 9, 47069-47083.	2.6	13
15	A Poisson Process-Based Random Access Channel for 5G and Beyond Networks. Mathematics, 2021, 9, 508.	1.1	5
16	Anomalous Behavior Detection Framework Using HTM-Based Semantic Folding Technique. Computational and Mathematical Methods in Medicine, 2021, 2021, 1-14.	0.7	4
17	BCoT Sentry: A Blockchain-Based Identity Authentication Framework for IoT Devices. Information (Switzerland), 2021, 12, 203.	1.7	27
18	Development of Platform Independent Mobile Learning Tool in Saudi Universities. Sustainability, 2021, 13, 5691.	1.6	3

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19	Secure Data Exchange in M-Learning Platform using Adaptive Tunicate Slime-Mold-Based Hybrid Optimal Elliptic Curve Cryptography. Applied Sciences (Switzerland), 2021, 11, 5316.	1.3	0
20	Internet of Things Botnet Detection Approaches: Analysis and Recommendations for Future Research. Applied Sciences (Switzerland), 2021, 11, 5713.	1.3	28
21	ScaleUp: middleware for intelligent environments. PeerJ Computer Science, 2021, 7, e545.	2.7	2
22	Coalition Formation among the Cooperative Agents for Efficient Energy Consumption. Sustainability, 2021, 13, 8662.	1.6	1
23	Hybrid Rule-Based Solution for Phishing URL Detection Using Convolutional Neural Network. Wireless Communications and Mobile Computing, 2021, 2021, 1-24.	0.8	19
24	Prediction of the Infectious Outbreak COVID-19 and Prevalence of Anxiety: Global Evidence. Sustainability, 2021, 13, 11339.	1.6	4
25	Congestion Control in Cognitive IoT-Based WSN Network for Smart Agriculture. IEEE Access, 2021, 9, 151401-151420.	2.6	19
26	Optimisation of Modelling of Finite Element Differential Equations with Modern Art Design Theory. Applied Mathematics and Nonlinear Sciences, 2021, .	0.9	2
27	Path Planning for Energy Management of Smart Maritime Electric Vehicles: A Blockchain-Based Solution. IEEE Transactions on Intelligent Transportation Systems, 2021, , 1-14.	4.7	9
28	Efficient Detection of DDoS Attacks Using a Hybrid Deep Learning Model with Improved Feature Selection. Applied Sciences (Switzerland), 2021, 11, 11634.	1.3	39
29	Optimal solution of fractional differential equations in solving the relief of college students' mental obstacles. Applied Mathematics and Nonlinear Sciences, 2021, .	0.9	3
30	Using Information and Communication Technologies to Enhance Patient Rehabilitation Research Techniques. Methods of Information in Medicine, 2020, 59, 059-060.	0.7	0
31	Optimal Learning Behavior Prediction System Based on Cognitive Style Using Adaptive Optimization-Based Neural Network. Complexity, 2020, 2020, 1-13.	0.9	4
32	UAV assistance paradigm: State-of-the-art in applications and challenges. Journal of Network and Computer Applications, 2020, 166, 102706.	5.8	228
33	DeepDCA: Novel Network-Based Detection of IoT Attacks Using Artificial Immune System. Applied Sciences (Switzerland), 2020, 10, 1909.	1.3	52
34	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.	5.8	29
35	The Shapley value for a fair division of group discounts for coordinating cooling loads. PLoS ONE, 2020, 15, e0227049.	1.1	11
36	Predicting miRNA-disease association from heterogeneous information network with GraRep embedding model. Scientific Reports, 2020, 10, 6658.	1.6	43

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37	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.	0.3	0
38	Heuristic Evaluation for the Assessment of Inclusive Tools in the Autism Treatment. Lecture Notes in Computer Science, 2020, , 34-51.	1.0	1
39	Detecting SQL Injection On Web Application Using Deep Learning Techniques: A Systematic Literature Review. , 2020, , .		5
40	Interactive Systems Proposal for Psychomotor Rehabilitation in Hearing Impaired Children. Communications in Computer and Information Science, 2019, , 58-67.	0.4	0
41	Intelligent Framework for Malware Detection with Convolutional Neural Network. , 2019, , .		6
42	Towards Sustainable Energy: A Systematic Review of Renewable Energy Sources, Technologies, and Public Opinions. IEEE Access, 2019, 7, 63837-63851.	2.6	560
43	Using Machine Learning Ensemble Methods to Predict Execution Time of e-Science Workflows in Heterogeneous Distributed Systems. IEEE Access, 2019, 7, 25138-25149.	2.6	15
44	Global Vectors Representation of Protein Sequences and Its Application for Predicting Self-Interacting Proteins with Multi-Grained Cascade Forest Model. Genes, 2019, 10, 924.	1.0	10
45	A Review on Android Ransomware Detection Using Deep Learning Techniques. , 2019, , .		17
46	Two Factor Authentication Framework Using OTP-SMS Based on Blockchain. Transactions on Machine Learning and Artificial Intelligence, 2019, 7, .	0.3	4
47	Towards the design of user experiences for psychomotor rehabilitation for hearing impaired children. , 2019, , .		1
48	PostureUp. , 2019, , .		0
49	Information architecture in the development of virtual applications for the rehabilitation of patients with PTSD. , 2019, , .		1
50	A survey of Emerging Techniques in Detecting SMS Spam. Transactions on Machine Learning and Artificial Intelligence, 2019, 7, 23-35.	0.3	2
51	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.	2.1	5
52	Performance on naturalistic virtual reality tasks depends on global cognitive functioning as assessed via traditional neurocognitive tests. Applied Neuropsychology Adult, 2018, 25, 555-561.	0.7	17
53	User-Centered Design of a Service-Oriented Application to Help People with Memory Limitations. , 2018, , .		1
54	Interactivity Technologies to Improve the Learning in Classrooms Through the Cloud. International Journal of Web-Based Learning and Teaching Technologies, 2018, 13, 17-36.	0.6	5

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55	Designing Interactive Experiences for Children with Cochlear Implant. Sensors, 2018, 18, 2154.	2.1	5
56	Graphical User Interface Design Guide for Mobile Applications Aimed at Deaf Children. Lecture Notes in Computer Science, 2018, , 58-72.	1.0	4
57	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.	0.4	0
58	Architecture Models for Inclusive Computational Applications, in the Treatment of Autistic Spectrum Disorder -ASD. Lecture Notes in Computer Science, 2018, , 40-57.	1.0	2
59	Towards a Framework Definition to Increase Collaboration and Achieve Group Cognition. Lecture Notes in Computer Science, 2018, , 337-349.	1.0	1
60	A type-2 fuzzy logic recommendation system for adaptive teaching. Soft Computing, 2017, 21, 965-979.	2.1	25
61	MoNGEL: monotonic nested generalized exemplar learning. Pattern Analysis and Applications, 2017, 20, 441-452.	3.1	9
62	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.	2.1	5
63	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.	3.5	158
64	Modeling and predicting execution time of scientific workflows in the Grid using radial basis function neural network. Cluster Computing, 2017, 20, 2805-2819.	3.5	24
65	Tools and Methods Applied in Interactive Systems to Evaluate the User Experience With Deaf/Hard of Hearing Children. , 2017, , .		2
66	The Art Gallery Test: A Preliminary Comparison between Traditional Neuropsychological and Ecological VR-Based Tests. Frontiers in Psychology, 2017, 8, 1911.	1.1	11
67	Towards a semi-automatic method for building Chinese tax domain ontology. , 2017, , .		1
68	Perception of a new framework for detecting phishing web pages. , 2017, , .		2
69	Social Networks Serendipity for Educational Learning by Surprise from Big and Small Data Analysis. Lecture Notes in Computer Science, 2017, , 406-415.	1.0	2
70	Affective and physiological correlates of the perception of unimodal and bimodal emotional stimuli. Psicothema, 2017, 29, 364-369.	0.7	9
71	Model for Design of Serious Game for Rehabilitation in Children with Cochlear Implant. Communications in Computer and Information Science, 2017, , 94-105.	0.4	0
72	Integrating Java Coding Into Project Based Learning In M-Learning Environment. Malaysian Journal of Computer Science, 2017, 30, 91-98.	0.5	1

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73	Steganalysis Algorithm for PNG Images Based on Fuzzy Logic Technique. International Journal of Network Security and Its Applications, 2016, 8, 01-15.	0.4	0
74	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.	3.5	13
75	A cloud computing based many objective type-2 fuzzy logic system for mobile field workforce area optimization. Memetic Computing, 2016, 8, 269-286.	2.7	3
76	A cloud computing based Big-Bang Big-Crunch fuzzy logic multi classifier system for Soccer video scenes classification. Memetic Computing, 2016, 8, 307-323.	2.7	0
77	Design of a set serious mini-games as support in cognitive rehabilitation for children with auditory impairment. , 2016, , .		1
78	Review of systems to train psychomotor skills in hearing impaired children. , 2016, , .		3
79	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.	6.5	23
80	An interval type-2 fuzzy logic based framework for reputation management in Peer-to-Peer e-commerce. Information Sciences, 2016, 333, 88-107.	4.0	30
81	A concept-level approach to the analysis of online review helpfulness. Computers in Human Behavior, 2016, 58, 75-81.	5.1	129
82	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.	6.5	31
83	Model Based on Learning Needs of Children with Auditory Impairment. Lecture Notes in Computer Science, 2016, , 324-334.	1.0	7
84	Usability Heuristics: Reinventing the Wheel?. Lecture Notes in Computer Science, 2016, , 59-70.	1.0	6
85	Interaction Design Patterns from a Multicultural Perspective: Case Studies Panama, Colombia and Spain. Lecture Notes in Computer Science, 2016, , 3-11.	1.0	0
86	Chrono-Spatial Intelligence in Global Systems Science and Social Media: Predictions for Proactive Political Decision Making. Lecture Notes in Computer Science, 2016, , 201-208.	1.0	3
87	Training with Phonak. , 2015, , .		17
88	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.	3.4	3
89	An interval type-2 fuzzy logic based system for improved instruction within intelligent e-learning platforms. , 2015, , .		5
90	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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91	Employing Type-2 Fuzzy Logic Systems in the Efforts to Realize Ambient Intelligent Environments [Application Notes]. IEEE Computational Intelligence Magazine, 2015, 10, 44-51.	3.4	19
92	On construction of signcryption scheme for smart card security. , 2015, , .		0
93	A fuzzy logic-based system for the automation of human behavior recognition using machine vision in intelligent environments. Soft Computing, 2015, 19, 499-506.	2.1	44
94	A Mobile Solution to Improve the Rehabilitation Process. Communications in Computer and Information Science, 2015, , 24-34.	0.4	0
95	Improving Surgery Operations by means of Cloud Systems and Distributed User Interfaces. , 2014, , .		2
96	Real Time Public Transport Location and Time Services for mobile users. , 2014, , .		0
97	A Type-2 Fuzzy Logic based system for linguistic summarization of video monitoring in indoor intelligent environments. , 2014, , .		8
98	An Adaptive Ambient Intelligent Platform for Recommending Recipes Using Computing with Words. , 2014, , .		1
99	Towards MMO Intelligent Environments. , 2014, , .		1
100	Centralizing Students Curriculums to the Professional Work. Procedia, Social and Behavioral Sciences, 2014, 122, 373-380.	0.5	2
101	Cloud and Interactivity Technologies in Flipped Classrooms. , 2014, , .		1
102	Improving User-Insurance Communication on Accident Reports. , 2014, , .		0
103	Playful Blended Digital Storytelling in 3D Immersive eLearning Environments. , 2014, , .		14
104	MTHERAPY: a Mobile Based Therapy. , 2014, , .		3
105	A New Way to Community Services. Lecture Notes in Computer Science, 2014, , 397-407.	1.0	0
106	Useful Educational Exercises for the Community. Lecture Notes in Computer Science, 2014, , 314-321.	1.0	0
107	Selecting Appropriate Requirements Management Tool for Developing Secure Enterprises Software. International Journal of Information Technology and Computer Science, 2014, 6, 49-55.	0.8	6
108	Towards a linear general type-2 fuzzy logic based approach for computing with words. Soft Computing, 2013, 17, 2203-2222.	2.1	51

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109	A Type-2 fuzzy logic machine vision based approach for human behaviour recognition in intelligent environments. , 2013, , .		1
110	A Computing with Words Framework for Ambient Intelligence. , 2013, , .		7
111	A Big Bang-Big Crunch Optimization for a Type-2 Fuzzy Logic Based Human Behaviour Recognition System in Intelligent Environments. , 2013, , .		6
112	An experience based linear general type-2 fuzzy logic approach for Computing With Words. , 2013, , .		10
113	HCI research and education in Arabic universities. , 2012, , .		1
114	KAU e-health mobile system. , 2012, , .		10
115	Towards a general type-2 fuzzy logic approach for Computing With Words using linear adjectives. , 2012, , .		21
116	Dynamic Profile-Selection for zSlices based type-2 fuzzy agents controlling multi-user Ambient Intelligent Environments. , 2012, , .		16
117	Representing OS services for computer novices using constructivism and cognitivism. , 2012, , .		0
118	A general type-2 fuzzy logic approach for adaptive modeling of perceptions for Computing With Words. , 2012, , .		8
119	Design guidelines for pervasive computing: Implications of technology use in Africa. , 2012, , .		2
120	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
121	Monitoring Students Moods for the Detection of Weaknesses in Secondary Schools. Procedia, Social and Behavioral Sciences, 2012, 47, 2049-2054.	0.5	2
122	An Interval Type-2 Fuzzy Logic System for Human Silhouette Extraction in Dynamic Environments. Lecture Notes in Computer Science, 2012, , 126-134.	1.0	7
123	Transforming traditional pervasive computing for emerging markets — Underlying challenges and opportunities. , 2012, , .		1
124	Online Social Networks Impact in Secondary Education. Advances in Intelligent and Soft Computing, 2012, , 37-45.	0.2	16
125	Learning the Related Mathematics to Cryptography by Interactive Way. International Journal of Modern Education and Computer Science, 2012, 4, 8-14.	2.4	2
126	A Formal Model for Space Based Ubiquitous Computing. , 2011, , .		4

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127	Interactive tools for Mathematics learning related to the cryptography. , 2011, , .		2
128	Improved laboratory manual designs: In accordance with system development life cycle for logic building and algorithm designs. , 2011, , .		1
129	Security Application of Neural Networks under the Inspection of Nonlinear Dynamic Systems. Fractals, 0, , .	1.8	0
130	Global Unification Model of Studies based on similar subjects. , 0, , .		0
131	New Teaching Techniques of Mathematics Subjects by means of Artificial Genesis. , 0, , .		1
132	Real-time DDoS flood attack monitoring and detection (RT-AMD) model for cloud computing. PeerJ Computer Science, 0, 7, e814.	2.7	9