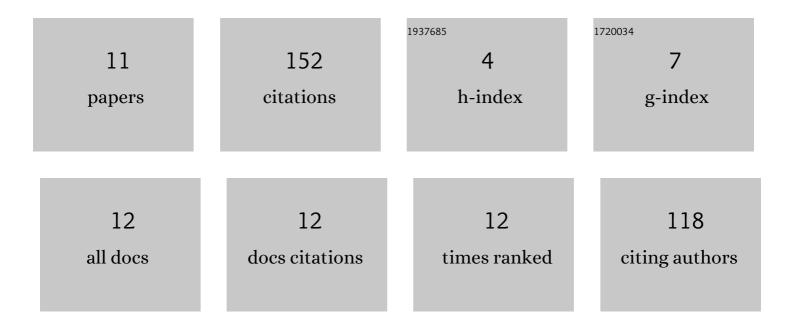
Dr Ruzinoor

List of Publications by Year in descending order

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No RUZINOOD

#	Article	IF	CITATIONS
1	A review of the motivation theories in learning. AIP Conference Proceedings, 2017, , .	0.4	78
2	Using game engine for 3D terrain visualisation of GIS data: A review. IOP Conference Series: Earth and Environmental Science, 2014, 20, 012037.	0.3	22
3	EVALUATION OF E-STAR: AN ENHANCED SCIENCE TEXTBOOK USING AUGMENTED REALITY AMONG LOWER SECONDARY SCHOOL STUDENTS. Jurnal Teknologi (Sciences and Engineering), 2015, 77, .	0.4	12
4	A Conceptual Model of Interactive Persuasive Learning System for Elderly to Encourage Computer-Based Learning Process. , 2013, , .		11
5	An effective visualization and comparison of online terrain draped with multi-sensor satellite images. Arabian Journal of Geosciences, 2013, 6, 4881-4889.	1.3	6
6	Online 3D Terrain Visualization: A Comparison of Three Different GIS Software. , 2009, , .		4
7	Development of Mobile Dua and Zikr for Hajj (MDZ4H). TELKOMNIKA Indonesian Journal of Electrical Engineering, 2013, 11, .	0.1	3
8	THE DEVELOPMENT OF MOBILE AUGMENTED REALITY FOR LAPTOP MAINTENANCE (MAR4LM). Jurnal Teknologi (Sciences and Engineering), 2015, 77, .	0.4	2
9	Online 3D terrain visualisation using Unity 3D game engine: A comparison of different contour intervals terrain data draped with UAV images. IOP Conference Series: Earth and Environmental Science, 2016, 37, 012002.	0.3	2
10	ONLINE 3D OIL PALM PLANTATION MANAGEMENT BASED ON GAME ENGINE: A CONCEPTUAL IDEA. Jurnal Teknologi (Sciences and Engineering), 2016, 78, .	0.4	0
11	Suitability of online 3D visualization technique in oil palm plantation management. AIP Conference Proceedings, 2016, , .	0.4	Ο