

Muhammad Nazrul Islam

List of Publications by Year in descending order

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Version: 2024-02-01

113
papers

1,531
citations

516710

16
h-index

454955

30
g-index

120
all docs

120
docs citations

120
times ranked

848
citing authors

#	ARTICLE	IF	CITATIONS
1	What drives unverified information sharing and cyberchondria during the COVID-19 pandemic?. European Journal of Information Systems, 2020, 29, 288-305.	9.2	312
2	A Machine Learning Approach to Predict Autism Spectrum Disorder. , 2019, , .		92
3	A Review on the Mobile Applications Developed for COVID-19: An Exploratory Analysis. IEEE Access, 2020, 8, 145601-145610.	4.2	70
4	Towards developing a secure medical image sharing system based on zero trust principles and blockchain technology. BMC Medical Informatics and Decision Making, 2020, 20, 256.	3.0	57
5	A Systematic Review on the Use of AI and ML for Fighting the COVID-19 Pandemic. IEEE Transactions on Artificial Intelligence, 2020, 1, 258-270.	4.7	50
6	A Systematic Review of the Digital Interventions for Fighting COVID-19: The Bangladesh Perspective. IEEE Access, 2020, 8, 114078-114087.	4.2	48
7	Investigating usability of mobile health applications in Bangladesh. BMC Medical Informatics and Decision Making, 2020, 20, 19.	3.0	48
8	Towards userâ€™intuitive web interface sign design and evaluation: A semiotic framework. International Journal of Human Computer Studies, 2016, 86, 121-137.	5.6	45
9	A Critical Review of Concepts, Benefits, and Pitfalls of Blockchain Technology Using Concept Map. IEEE Access, 2020, 8, 68333-68341.	4.2	30
10	Machine learning to predict pregnancy outcomes: a systematic review, synthesizing framework and future research agenda. BMC Pregnancy and Childbirth, 2022, 22, 348.	2.4	27
11	Effect of Security Increment to Symmetric Data Encryption through AES Methodology. , 2008, , .		23
12	A systematic literature review of semiotics perception in user interfaces. Journal of Systems and Information Technology, 2013, 15, 45-77.	1.7	23
13	Evaluating Web and Mobile User Interfaces With Semiotics: An Empirical Study. IEEE Access, 2020, 8, 84396-84414.	4.2	22
14	COVID-19 and the Rohingya Refugees in Bangladesh: The Challenges and Recommendations. Asia-Pacific Journal of Public Health, 2020, 32, 283-284.	1.0	22
15	SafeBand. , 2018, , .		21
16	Exploring the Performance of Ensemble Machine Learning Classifiers for Sentiment Analysis of COVID-19 Tweets. Advances in Intelligent Systems and Computing, 2022, , 383-396.	0.6	21
17	Diabetes Predicting mHealth Application Using Machine Learning. , 2017, , .		20
18	Prediction of Cesarean Childbirth using Ensemble Machine Learning Methods. , 2020, , .		20

#	ARTICLE	IF	CITATIONS
19	An assessment of a semiotic framework for evaluating user-intuitive Web interface signs. <i>Universal Access in the Information Society</i> , 2015, 14, 563-582.	3.0	19
20	Exploring Machine Learning Algorithms to Find the Best Features for Predicting Modes of Childbirth. <i>IEEE Access</i> , 2021, 9, 1680-1692.	4.2	19
21	A Mobile Application for Mental Health Care During COVID-19 Pandemic: Development and Usability Evaluation with System Usability Scale. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 33-42.	0.6	19
22	Exploring and Evaluating the Usability Factors for Military Application: A Road Map for HCI in Military Applications. <i>Human Factors and Mechanical Engineering for Defense and Safety</i> , 2020, 4, 1.	0.4	18
23	Chakuri-Bazaar: A Mobile Application for Illiterate and Semi-Literate People for Searching Employment. <i>International Journal of Mobile Human Computer Interaction</i> , 2020, 12, 22-39.	0.4	16
24	Blockchain and novel coronavirus: Towards preventing COVID-19 and future pandemics. <i>Iberoamerican Journal of Medicine</i> , 2020, 2, 215-218.	0.2	16
25	Developing an Intelligent Waste Sorting System with Robotic Arm: A Step towards Green Environment. , 2018, , .		15
26	Integrating Semiotics Perception in Usability Testing to Improve Usability Evaluation. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2013, , 145-169.	0.3	15
27	Exploring the Fundamental Factors of Digital Inequality in Bangladesh. <i>SAGE Open</i> , 2021, 11, 215824402110214.	1.7	14
28	Neurological and physiological measures to evaluate the usability and user-experience (UX) of information systems: A systematic literature review. <i>Computer Science Review</i> , 2021, 40, 100375.	15.3	14
29	LVC-PURGE: A Novel Cost-Effective Disinfection Robot for Combating COVID-19 Pandemic. <i>IEEE Access</i> , 2022, 10, 37613-37634.	4.2	14
30	Mobile health applications in Bangladesh: A state-of-the-art. , 2016, , .		13
31	Security threats for big data: A study on Enron e-mail dataset. , 2017, , .		13
32	Assessing the usability of e-government websites of Bangladesh. , 2017, , .		12
33	An Assistive System of Walking for Visually Impaired. , 2018, , .		12
34	Applying Brain-Computer Interface Technology for Evaluation of User Experience in Playing Games. , 2019, , .		11
35	COVID-19 and black fungus: Analysis of the public perceptions through machine learning. <i>Engineering Reports</i> , 2022, 4, e12475.	1.7	11
36	Towards Designing Users' Intuitive Web Interface. , 2012, , .		10

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37	Exploring the impact of interface signsâ€™ interpretation accuracy, design, and evaluation on web usability. <i>Journal of Systems and Information Technology</i> , 2014, 16, 250-276.	1.7	10
38	Towards developing a tool for UX evaluation using facial expression. , 2017, , .		10
39	Towards developing a learning tool for children with autism. , 2017, , .		10
40	Ontology mapping and semantics of web interface signs. <i>Human-centric Computing and Information Sciences</i> , 2016, 6, .	6.1	9
41	Exploring the Machine Learning Algorithms to Find the Best Features for Predicting the Breast Cancer and Its Recurrence. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 546-558.	0.6	9
42	A Machine Learning-Based Intelligent System for Predicting Diabetes. <i>International Journal of Big Data and Analytics in Healthcare</i> , 2019, 4, 1-20.	0.7	8
43	An Intelligent Assistive Tool for Alzheimerâ€™s Patient. , 2019, , .		8
44	Semiotics Perception towards Designing Usersâ€™ Intuitive Web User Interface: A Study on Interface Signs. <i>Lecture Notes in Business Information Processing</i> , 2012, , 139-155.	1.0	8
45	Towards Developing an IoT Based Gaming Application for Improving Cognitive Skills of Autistic Kids. <i>Communications in Computer and Information Science</i> , 2020, , 411-423.	0.5	8
46	Exploring and Comparing the Performance of Design Methods Used for Information Intensive Websites. <i>MIST Journal of Science and Technology</i> , 0, 8, 49-60.	0.7	8
47	Digital intervention to reduce counterfeit and falsified medicines: A systematic review and future research agenda. <i>Journal of King Saud University - Computer and Information Sciences</i> , 2022, 34, 6699-6718.	3.9	8
48	Developing a multi-channel military application using Interactive Dialogue Model (IDM). , 2017, , .		7
49	LocSoldiers: Towards Developing an Emergency Troops Locating System in Military Operations. , 2018, , .		7
50	Towards Developing a Mobile Application for Illiterate People to Reduce Digital Divide. , 2019, , .		7
51	A Proposed Secure Mobile Money Transfer System for SME in Bangladesh: An Industry 4.0 Perspective. , 2019, , .		7
52	Evaluating Usability of Pregnancy Tracker Applications in Bangladesh: A Heuristic and Semiotic Evaluation. , 2020, , .		7
53	A Machine Learning Model for Predicting Individual Substance Abuse with Associated Risk-Factors. <i>Annals of Data Science</i> , 2023, 10, 1607-1634.	3.2	7
54	Exploring the intuitiveness of iconic, textual and icon with texts signs for designing user-intuitive web interfaces. , 2015, , .		6

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55	Exploring the Opportunities and Challenges of Adopting Augmented Reality in Education in a Developing Country. , 2018, , .		6
56	Autism Sohayika: A Web Portal to Provide Services to Autistic Children. Lecture Notes in Computer Science, 2018, , 181-192.	1.3	6
57	Exploring the Design Considerations for Developing an Interactive Tabletop Learning Tool for Children with Autism Spectrum Disorder. Lecture Notes on Data Engineering and Communications Technologies, 2020, , 834-844.	0.7	6
58	Sentiment Analysis of Bangladesh-specific COVID-19 Tweets using Deep Neural Network. , 2021, , .		6
59	IoT-Based Serious Gaming Platform for Improving Cognitive Skills of Children with Special Needs. Journal of Educational Computing Research, 2022, 60, 1588-1611.	5.5	6
60	An efficient retina pattern recognition algorithm (RPRA) towards human identification. , 2009, , .		5
61	Performance evaluation of symmetric encryption algorithm in MANET and WLAN. , 2009, , .		5
62	A new approach to hide data in color image using LSB steganography technique. , 2017, , .		5
63	GiveMed: A webportal for medicine distribution among poverty-stricken people. , 2017, , .		5
64	An IoT based Automated Door Accessing System for Visually Impaired People. , 2019, , .		5
65	An Efficient Tool for Learning Bengali Sign Language for Vocally Impaired People. Lecture Notes in Computer Science, 2019, , 41-53.	1.3	5
66	Assessing the Usability of Ridesharing Mobile Applications in Bangladesh: An Empirical Study. , 2020, , .		5
67	An Efficient Transfer Learning Model for Predicting Forged (Handwritten) Signature. , 2021, , .		5
68	Algorithms for Generating Binary Reflected Gray Code Sequence: Time Efficient Approaches. , 2009, , .		4
69	A conceptual cloud-based model for developing e-commerce applications in context of Bangladesh. , 2016, , .		4
70	Designing and Developing Graphical User Interface for the MultiChain Blockchain: Towards Incorporating HCI in Blockchain. Advances in Intelligent Systems and Computing, 2021, , 446-456.	0.6	4
71	Exploring the Machine Learning Algorithms to Find the Best Features for Predicting the Risk of Cardiovascular Diseases. Advances in Intelligent Systems and Computing, 2021, , 559-569.	0.6	4
72	Evaluation of User's Emotional Experience Through Neurological and Physiological Measures in Playing Serious Games. Advances in Intelligent Systems and Computing, 2021, , 1039-1050.	0.6	4

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73	A Deep Learning Approach to Predict Academic Result and Recommend Study Plan for Improving Student's Academic Performance. Smart Innovation, Systems and Technologies, 2022, , 253-266.	0.6	4
74	Assessing Usability of Mobile Applications Developed for Autistic Users through Heuristic and Semiotic Evaluation. Algorithms for Intelligent Systems, 2022, , 25-39.	0.6	4
75	A deep learning based multimodal interaction system for bed ridden and immobile hospital admitted patients: design, development and evaluation. BMC Health Services Research, 2022, 22, .	2.2	4
76	Generating Weighted Fuzzy Rules for Estimating Null Values Using an Evolutionary Algorithm. , 2006, , .		3
77	Unveiling the Mysteries of the "Black Hole" in Recruiting Systems: Connecting Recruiters and Job Seekers Like a Jigsaw Puzzle. Procedia Manufacturing, 2015, 3, 3470-3477.	1.9	3
78	Towards developing an intelligent system to suggest optimal path based on historic and real-time traffic data. , 2017, , .		3
79	A proposed multi-channel system for public libraries in Bangladesh. , 2017, , .		3
80	An Explication of Acceptability of Wearable Devices in Context of Bangladesh: A User Study. , 2018, , .		3
81	A Wearable System for Path Finding to Assist Elderly People in an Indoor Environment. , 2019, , .		3
82	Towards Developing an Intelligent Wheelchair for People with Congenital Disabilities and Mobility Impairment. , 2019, , .		3
83	Ponno Aalap: An Interactive Web Portal for Improving Consumer Experience. , 2020, , .		3
84	A Conceptual Framework for Improving Privacy in Mobile Operating Systems. , 2019, , .		3
85	Exploring Design Issues in Developing Usable Mobile Application for Dyscalculia People. , 2020, , .		3
86	Development of a Predictive Analytic System for Chronic Kidney Disease using Ensemble-based Machine Learning. , 2021, , .		3
87	Evaluation of an Interactive Computer-Enabled Tabletop Learning Tool for Children with Special Needs. Journal of Educational Computing Research, 2023, 60, 2105-2137.	5.5	3
88	A New Algorithm to Compute Single Source Shortest Path in a Real Edge Weighted Graph to Optimize Time Complexity. , 2018, , .		2
89	User-Centred Design-Based Privacy and Security Framework for Developing Mobile Health Applications. Algorithms for Intelligent Systems, 2021, , 203-216.	0.6	2
90	A Machine Learning Based Sign Language Interpretation System for Communication with Deaf-mute People. , 2021, , .		2

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91	Exploring Interface Sign Ontologies for Web User Interface Design and Evaluation: A User Study. IFIP Advances in Information and Communication Technology, 2014, , 87-96.	0.7	2
92	How Usability and User Experience Vary Among the Basic m-Commerce, AR and VR Based User Interfaces of Mobile Application for Online Shopping. Springer Series in Design and Innovation, 2022, , 44-53.	0.3	2
93	Towards Determinants of User-Intuitive Web Interface Signs. Lecture Notes in Computer Science, 2013, , 84-93.	1.3	2
94	Design and Development of an Intelligent Seed Germination System Based on IoT. Advances in Intelligent Systems and Computing, 2019, , 146-161.	0.6	2
95	Success Factors of IT Projects: Undergraduate Students Perspective. , 2020, , .		2
96	A flow transparent multicast pre-reservation modification of RSVP for providing real-time services in wireless mobile networks. , 2009, , .		1
97	Virtual Eye Doc: An Android based app in Bengali language for eye health & vision examination. , 2017, , .		1
98	Using a Design Science Research Approach in Human-Computer Interaction (HCI) Project. International Journal of Virtual and Augmented Reality, 2017, 1, 42-59.	0.8	1
99	Security Threats for Big Data. International Journal of Information Communication Technologies and Human Development, 2018, 10, 1-18.	0.3	1
100	Towards Developing an Intelligent Fire Exit Guidance System Using Informed Search Technique. , 2018, , .		1
101	A Proposed System for Automated Electricity Bill Monitoring in Context of Bangladesh. , 2018, , .		1
102	Towards Developing an Intelligent Automated Water Pumping System for Dhaka City. , 2019, , .		1
103	Beliefs About COVID-19 of Elderly Residents in Rural Bangladesh. Asia-Pacific Journal of Public Health, 2020, 32, 527-528.	1.0	1
104	Developing a Novel Hands-free Interaction Technique based on Nose and Teeth Movements for Using Mobile Devices. IEEE Access, 2021, , 1-1.	4.2	1
105	Requirements Elicitation and Development of a Graveyard Management System in the Context of Bangladesh. , 2021, , .		1
106	CurFi: An automated tool to find the best regression analysis model using curve fitting. Engineering Reports, 0, , .	1.7	1
107	Developing an extensible framework for content based searching in super peer p2p network. , 2007, , .		0
108	An improved chromosome sorting algorithm by permutation group-based inverted block-interchanges. , 2016, , .		0

#	ARTICLE	IF	CITATIONS
109	Design and Development of a Gaming Application for Learning Recursive Programming. Algorithms for Intelligent Systems, 2021, , 285-296.	0.6	0
110	Understanding the Semantics of Web Interface Signs: A Set of Ontological Principals. Lecture Notes in Computer Science, 2015, , 46-53.	1.3	0
111	Using a Design Science Research Approach to Develop a HCI Artifact for Designing Web Interfaces. Advances in Human and Social Aspects of Technology Book Series, 2016, , 304-320.	0.3	0
112	Towards Developing an Automated Attendance Management System using Fingerprint Sensor. , 2020, , .		0
113	Design, Development, and Evaluation of a Physical Exercise Monitoring and Managing System for Athletes. , 2021, , .		0