Nor Azan Mat Zin

List of Publications by Year
in descending order

49 papers	390 citations	1651377 6 h-index	1255698 13 g-index
49 all docs	49 docs citations	49 times ranked	400 citing authors

#	Article	IF	Citations
1	Identifying and validating game design elements in serious game guideline for climate change. Heliyon, 2022, 8, e08773.	1.4	6
2	Serious game design model for language learning in the cultural context. Education and Information Technologies, 2022, 27, 9317-9355.	3.5	12
3	A Web-based of PUBG's Weapon Prediction. , 2021, , .		0
4	Mobile-assisted and gamification-based language learning: a systematic literature review. PeerJ Computer Science, 2021, 7, e496.	2.7	23
5	Low-Fidelity Testing of Gamification Application for Low Cognitive Users. , 2021, , .		0
6	Heuristic And Think Aloud Method To Evaluate The Low Fidelity Prototype Of Game-Based Language Learning Application. , 2021, , .		1
7	Requirements Elicitation for Game-based Language Learning Application. , 2021, , .		1
8	An Ontological Approach for Creating a Brassware Craft Knowledge Base. IEEE Access, 2020, 8, 163434-163446.	2.6	7
9	Usefulness of Mobile Assisted Language Learning Application. International Journal of Engineering and Advanced Technology, 2020, 9, 518-525.	0.2	5
10	Instrument Validation for Evaluating Serious Game Engagement Model. , 2019, , .		1
11	Serious Game Design for Terengganu Brassware Craft Heritage. , 2019, , .		4
12	Requirements For Creative Skills Development In Game Design. , 2019, , .		1
13	Accessibility Requirements in Serious Games for Low Vision Children. , 2019, , .		1
14	Effectiveness of Literacy & Numeracy Drive (LND): A Students' Perspective. , 2019, , .		7
15	Impact of Social Media on Student's Health: A Study of Public Sector Universities in Punjab. , 2019, , .		0
16	Exploring the affective, motivational and cognitive effects of pedagogical agent enthusiasm in a multimedia learning environment. Human-centric Computing and Information Sciences, 2017, 7, .	6.1	61
17	Gender-based engagement model for designing serious games. , 2017, , .		5
18	Design Science Paradigm in the Development of Serious Game for Cognitive Rehabilitation. International Journal on Advanced Science, Engineering and Information Technology, 2017, 7, 118.	0.2	3

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19	Assessing Attention and Meditation Levels in Learning Process Using Brain Computer Interface. Advanced Science Letters, 2017, 23, 5569-5572.	0.2	4
20	Usability Evaluation of a Virtual Museum Environment: A Case Study in Terengganu State Museum, Malaysia. Advanced Science Letters, 2016, 22, 2780-2784.	0.2	4
21	Real-time feedback for Jawi characters tracing activity. , 2015, , .		1
22	A Game System for Cognitive Rehabilitation. BioMed Research International, 2015, 2015, 1-7.	0.9	20
23	Investigating therapists' intention to use serious games for acquired brain injury cognitive rehabilitation. Journal of King Saud University - Computer and Information Sciences, 2015, 27, 160-169.	2.7	7
24	Rehabilitation exercise game model for post-stroke using Microsoft Kinect camera. , 2015, , .		11
25	Improving Mouse Controlling and Movement for People with Parkinson's Disease and Involuntary Tremor Using Adaptive Path Smoothing Technique via B-Spline. Assistive Technology, 2014, 26, 96-104.	1.2	9
26	Design and Evaluation of Collaborative Learning Management System (CLMS) Framework for Teaching Technical Subject. Lecture Notes in Computer Science, 2014, , 79-89.	1.0	0
27	Game Design for Acquired Brain Injury Cognitive Rehabilitation: A Conceptual Framework. Lecture Notes in Computer Science, 2013, , 218-230.	1.0	5
28	Real Time Break Point Detection Technique (RBPD) in Computer Mouse Trajectory. TELKOMNIKA Indonesian Journal of Electrical Engineering, 2013, 11, .	0.1	2
29	Activity Theory to Guide Online Collaborative Learning Instructional Design. International Journal of Systems and Service-Oriented Engineering, 2012, 3, 15-29.	0.5	1
30	Instructor's success measures of Learning Management System. , 2011, , .		15
31	Towards self-regulated tutoring system: Quantitative study of students' self-regulation strategies during learning episodes. , 2011, , .		0
32	Heuristic evaluation of distance learning management system interface. , 2011, , .		10
33	Accessible courseware for kids with hearing impaired ('MudahKiu'): A preliminary analysis. , 2011, , .		4
34	Review of personalized recommendation techniques for learners in e-learning systems. , 2011, , .		35
35	Self efficiency and social influence of computer support collaborative learning teaching and learning blog. , 2011, , .		1
36	Adaptive Educational Hypermedia System using Cognitive style approach: Challenges and opportunities. , 2011, , .		0

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37	Accessible targets for motion impaired users with Hidden Click Zone technique. , 2011, , .		0
38	Digital Training Tool Framework for Jawi Character Formation. Lecture Notes in Computer Science, 2011, , 164-175.	1.0	0
39	Classifying modality learning styles based on Production-Fuzzy Rules. , 2011, , .		5
40	Developing Conceptual Model of Virtual Museum Environment Based on User Interaction Issues. Lecture Notes in Computer Science, 2011, , 253-260.	1.0	3
41	Courseware accessibility for hearing impaired. , 2010, , .		9
42	Mathematical knowledge representation for education semantic web based on learning style. , 2010, , .		1
43	Accessible e-learning approach for handicaps: A proposed interaction technique for arm muscle disorders, Parkinson and hand tremors. , 2010, , .		0
44	A proposed semantic recommendation system for e-learning: A rule and ontology based e-learning recommendation system. , 2010, , .		38
45	Mobile government services in Malaysia: Challenges and opportunities. , 2010, , .		12
46	Usability evaluation for history educational games. , 2009, , .		26
47	History educational games design. , 2009, , .		10
48	Evaluation of an Edutainment Animated Folktales Software to Motivate Socio-cultural Awareness among Children. , 2008, , .		8
49	Gender Differences In Computer Literacy Level Among Undergraduate Students In Universiti Kebangsaan Malaysia (UKM). Electronic Journal of Information Systems in Developing Countries, 2000, 1, 1-8.	0.9	11