

Noraffandy Yahaya

List of Publications by Year in Descending Order

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Version: 2024-04-09

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

47 papers	647 citations	13 h-index	24 g-index
61 ext. papers	956 ext. citations	1.6 avg, IF	4.61 L-index

#	Paper	IF	Citations
47	A Systematic Review and Trend Analysis of Personal Learning Environments Research. <i>International Journal of Information and Education Technology</i> , 2022 , 12, 43-53	0.5	1
46	From Student's Experience: Does E-learning Course Structure Influenced by learner's Prior Experience, Background Knowledge, Autonomy, and Dialogue. <i>Contemporary Educational Technology</i> , 2021 , 14, ep338	2.4	2
45	Guidelines for Designing Distance Learning Courses via Moodle to Enhance Students Satisfaction and Achievements. <i>International Journal of Information and Education Technology</i> , 2021 , 11, 574-582	0.5	
44	Understanding and Predicting Students' Entrepreneurial Intention through Business Simulation Games: A Perspective of COVID-19. <i>Sustainability</i> , 2021 , 13, 1838	3.6	13
43	Digital Communication: Information and Communication Technology (ICT) Usage for Education Sustainability. <i>Sustainability</i> , 2020 , 12, 5052	3.6	36
42	Social media based collaborative learning: the effect on learning success with the moderating role of cyberstalking and cyberbullying. <i>Interactive Learning Environments</i> , 2020 , 1-14	3.1	25
41	Patterns of Critical Thinking Processing in Online Reciprocal Peer Tutoring Through Facebook Discussion. <i>IEEE Access</i> , 2020 , 8, 24269-24283	3.5	4
40	Learning Strategies Using Augmented Reality Technology in Education: Meta-Analysis. <i>Universal Journal of Educational Research</i> , 2020 , 8, 51-56	1.8	8
39	Examining Students' Satisfaction and Learning Autonomy through Web-Based Courses. <i>International Journal of Advanced Trends in Computer Science and Engineering</i> , 2020 , 9, 356-370	1.7	5
38	. <i>IEEE Access</i> , 2020 , 8, 128519-128535	3.5	0
37	Development of a new model on utilizing online learning platforms to improve students' academic achievements and satisfaction. <i>International Journal of Educational Technology in Higher Education</i> , 2020 , 17,	6.3	41
36	Integrated Three Theories to Develop a Model of Factors Affecting Students' Academic Performance in Higher Education. <i>IEEE Access</i> , 2019 , 7, 98725-98742	3.5	41
35	Assimilating Green Skills in Building Construction Programme: Crucial to Realizing Environmental Sustainability. <i>IEEE Access</i> , 2019 , 7, 125214-125224	3.5	1
34	Framework for Developing a Mobile Augmented Reality for Learning Chemical Bonds. <i>International Journal of Interactive Mobile Technologies</i> , 2019 , 13, 54	1.1	2
33	Integrating innovation diffusion theory with technology acceptance model: supporting students' attitude towards using a massive open online courses (MOOCs) systems. <i>Interactive Learning Environments</i> , 2019 , 1-13	3.1	43
32	Vocabulary Learning Strategies Through Secondary Students at Saudi School in Malaysia. <i>SAGE Open</i> , 2019 , 9, 215824401983593	1.5	1
31	Big Data Adoption and Knowledge Management Sharing: An Empirical Investigation on Their Adoption and Sustainability as a Purpose of Education. <i>IEEE Access</i> , 2019 , 7, 47245-47258	3.5	40

30	How Cyber Stalking and Cyber Bullying Affect Students' Open Learning. <i>IEEE Access</i> , 2019 , 7, 20199-202105	3.5	24
29	Environmental Sustainability Competency Framework for Polytechnics Engineering Programmes. <i>IEEE Access</i> , 2019 , 7, 125991-126004	3.5	2
28	Towards Adaptive E-Learning among University Students: by Applying Technology Acceptance Model (TAM). <i>International Journal of Engineering and Advanced Technology</i> , 2019 , 8, 270-276	1.6	10
27	Evaluating the intended use of Decision Support System (DSS) via Academic Staff: An Applying Technology Acceptance Model (TAM). <i>International Journal of Engineering and Advanced Technology</i> , 2019 , 8, 565-571	1.6	3
26	Evaluating the Intended Use of Decision Support System (DSS) via Academic Staff: An Applying Technology Acceptance Model (TAM). <i>International Journal of Recent Technology and Engineering</i> , 2019 , 8, 268-275	1.6	2
25	Integrating Technology Acceptance Model With Innovation Diffusion Theory: An Empirical Investigation on Students' Intention to Use E-Learning Systems. <i>IEEE Access</i> , 2019 , 7, 26797-26809	3.5	96
24	A Model of Factors Affecting Cyber Bullying Behaviors Among University Students. <i>IEEE Access</i> , 2019 , 7, 2978-2985	3.5	24
23	Massive Open Online Courses (MOOCs): Data on higher education. <i>Data in Brief</i> , 2019 , 22, 118-125	1.2	46
22	An evaluation of the learning effectiveness of a formulated ideal social collaborative mobile learning environment application towards cognitive level in biology. <i>International Journal of Mobile Learning and Organisation</i> , 2018 , 12, 162	2	
21	Factors of students' performance based on cognitive level in a mobile learning environment. <i>International Journal of Mobile Learning and Organisation</i> , 2018 , 12, 190	2	4
20	Issues and Future Trends in Preschool Children's Learning: A Preliminary Study. <i>Advanced Science Letters</i> , 2018 , 24, 178-180	0.1	1
19	The Importance of Augmented Reality Application for Children's Development During Preschool Years. <i>Advanced Science Letters</i> , 2018 , 24, 7935-7938	0.1	1
18	Development of 3DPH: HoloRead for Preschool Children's Learning 2018 ,		1
17	Big data simulation software for breast cancer growth repository system. <i>International Journal of Engineering and Technology(UAE)</i> , 2018 , 7, 2856	0.8	1
16	Students' Utilization of Distance Learning through an Interventional Online Module Based on Moore Transactional Distance Theory. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2018 , 14,	1.6	8
15	Comparative Analysis of Students Perception on the Relevance of Diploma Certificate in Automotive Engineering to the Industry. <i>IEEE Access</i> , 2018 , 6, 79129-79137	3.5	
14	Massive open online courses (MOOCs): systematic literature review in Malaysian higher education. <i>International Journal of Engineering and Technology(UAE)</i> , 2018 , 7, 2197	0.8	14
13	Develop a Model to Measure the Ethical Effects of Students Through Social Media Use. <i>IEEE Access</i> , 2018 , 6, 56685-56699	3.5	21

12	Enhancing students' HOTS in laboratory educational activity by using concept map as an alternative assessment tool. <i>Chemistry Education Research and Practice</i> , 2017 , 18, 849-874	2.1	12
11	Effectiveness of mobile learning application in improving reading skills in Chinese language and towards post-attitudes. <i>International Journal of Mobile Learning and Organisation</i> , 2017 , 11, 210	2	6
10	Effects of Concept Mapping in Laboratory Learning Activities to Generate Students' Higher Order Thinking Skills in Electrolysis. <i>Advanced Science Letters</i> , 2017 , 23, 2779-2782	0.1	1
9	A Review of Literature in Mobile Learning: A New Paradigm in Teaching and Learning Pedagogy for Now and Then. <i>Advanced Science Letters</i> , 2017 , 23, 7416-7419	0.1	2
8	Designing Mobile Learning Communication Aid as an Android App. <i>Advanced Science Letters</i> , 2016 , 22, 4023-4027	0.1	2
7	Concept Map: Alternative Assessment Tool in Laboratory Learning of Electrolysis. <i>Advanced Science Letters</i> , 2016 , 22, 4216-4220	0.1	0
6	A Review of Research on Augmented Reality in Education: Advantages and Applications. <i>International Education Studies</i> , 2015 , 8,	1.3	74
5	Virtual World for Collaborative Learning: A Review 2014 ,		4
4	Open Wonderland: A Potential 3-D MUVE for Teaching and Learning. <i>Procedia, Social and Behavioral Sciences</i> , 2013 , 103, 695-702		3
3	Mental Model in Learning Chemical Bonding: A Preliminary Study. <i>Procedia, Social and Behavioral Sciences</i> , 2013 , 97, 224-228		9
2	The Phenomenon of Virtual University in New Age: Trends and Changes. <i>Procedia, Social and Behavioral Sciences</i> , 2012 , 56, 565-572		6
1	Effects of augmented reality application integration with computational thinking in geometry topics. <i>Education and Information Technologies</i> , 1	3.6	0