

Samiullah Paracha

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6225033/publications.pdf>

Version: 2024-02-01

23
papers

65
citations

2682335

2
h-index

2053595

5
g-index

23
all docs

23
docs citations

23
times ranked

34
citing authors

#	ARTICLE	IF	CITATIONS
1	Leveraging Virtual Reality for Bullying Sensitization. International Journal of Virtual and Augmented Reality, 2021, 5, 43-58.	0.4	1
2	Design, Development, and Usability of a Virtual Environment on Moral, Social, and Emotional Learning. International Journal of Virtual and Personal Learning Environments, 2020, 10, 50-65.	0.4	7
3	Co-design with Children: Using Participatory Design for Design Thinking and Social and Emotional Learning. Open Education Studies, 2019, 1, 267-280.	0.4	15
4	Detecting Online Learners' Reading Ability via Eye-Tracking. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 163-185.	0.2	1
5	Learning analytics: Supporting at-risk student through eye-tracking and a robust intelligent tutoring system. , 2017, , .		4
6	Identifying reading disorders via eye-tracking technology. , 2016, , .		4
7	Analyzing information communication technology and management failures in Afghan dynamics. , 2016, , .		0
8	Interactive screening of learning issues via eye-tracking technology. , 2016, , .		6
9	In the digital future: Revitalizing library management system in Afghan educational and cultural settings. , 2016, , .		0
10	Virtual reality intervention: A promising deterrent to children's drug addiction. , 2016, , .		2
11	e-PAZ: Identifying potential conflicts via a robust early warning system. , 2016, , .		1
12	An innovative IT support and ticketing system for ministry of higher education. , 2016, , .		1
13	Bringing effectiveness, efficiency and transparency in project management through a robust e-procurement system in Afghanistan. , 2016, , .		0
14	A mobile learning system to help in educating government employees based on seamless evaluation among Egyptian civil servants. , 2016, , .		0
15	A Serious Game for Inculcating Islamic Values in Children. , 2013, , .		7
16	Using Planning with Action Preference in Story Generation. , 2013, , .		1
17	A Robust Interactive Narrative Framework for Edutainment. International Journal of Interactive Communication Systems and Technologies, 2012, 2, 18-35.	0.7	1
18	Exploring the role of drama and storyboarding in learner-centered scenario generation. Intelligent Decision Technologies, 2011, 5, 237-252.	0.6	1

#	ARTICLE	IF	CITATIONS
19	A conceptual framework for creating interactive narratives. , 2010, , .		2
20	Virtual reality intervention: A promising deterrent to youth deviancy in Pakistan. , 2009, , .		2
21	Examining the Theoretical Schema of Shimpai Muiyou! Narrative Learning Environment. Studies in Computational Intelligence, 2009, , 579-609.	0.7	2
22	Design implications for believable & engaging scenarios. , 2008, , .		5
23	Balancing fabula & interactivity: An approach for narrative creation in interactive virtual drama. , 2008, , .		2