Hosam Al-Samarraie

List of Publications by Year
in descending order

80 papers	2,388 citations	257450 24 h-index	243625 44 g-index
81 all docs	81 docs citations	81 times ranked	1706 citing authors

#	Article	IF	Citations
1	Educational data mining and learning analytics for 21st century higher education: A review and synthesis. Telematics and Informatics, 2019, 37, 13-49.	5.8	303
2	A systematic review of cloud computing tools for collaborative learning: Opportunities and challenges to the blended-learning environment. Computers and Education, 2018, 124, 77-91.	8.3	187
3	E-learning continuance satisfaction in higher education: a unified perspective from instructors and students. Studies in Higher Education, 2018, 43, 2003-2019.	4.5	158
4	A flipped classroom model in higher education: a review of the evidence across disciplines. Educational Technology Research and Development, 2020, 68, 1017-1051.	2.8	103
5	Challenges and Prospects of Virtual Reality and Augmented Reality Utilization among Primary School Teachers: A Developing Country Perspective. Studies in Educational Evaluation, 2020, 66, 100876.	2.3	94
6	Factors affecting student dropout in MOOCs: a cause and effect decision–making model. Journal of Computing in Higher Education, 2020, 32, 429-454.	6.1	90
7	The impact of personality traits on users' information-seeking behavior. Information Processing and Management, 2017, 53, 237-247.	8.6	84
8	A review of brainstorming techniques in higher education. Thinking Skills and Creativity, 2018, 27, 78-91.	3.5	79
9	A Scoping Review of Videoconferencing Systems in Higher Education. International Review of Research in Open and Distance Learning, 2019, 20, .	1.8	71
10	Telemedicine in Middle Eastern countries: Progress, barriers, and policy recommendations. International Journal of Medical Informatics, 2020, 141, 104232.	3.3	68
11	Blended learning: Investigating the influence of engagement in multiple learning delivery modes on students' performance. Telematics and Informatics, 2018, 35, 2082-2098.	5.8	65
12	Sarcasm detection using machine learning algorithms in Twitter: A systematic review. International Journal of Market Research, 2020, 62, 578-598.	3.8	63
13	"I am Still Learning" Modeling LMS Critical Success Factors for Promoting Students' Experience and Satisfaction in a Blended Learning Environment. IEEE Access, 2018, 6, 77179-77201.	4.2	58
14	Elderly users' acceptance of mHealth user interface (UI) design-based culture: the moderator role of age. Journal on Multimodal User Interfaces, 2020, 14, 49-59.	2.9	50
15	Augmented reality in special education: a meta-analysis of single-subject design studies. European Journal of Special Needs Education, 2020, 35, 382-397.	3.0	48
16	The Role of Gamification Techniques in Promoting Student Learning: A Review and Synthesis. Journal of Information Technology Education:Research, 0, 18, 395-417.	0.0	47
17	A comparative review of mobile health and electronic health utilization in sub-Saharan African countries. Social Science and Medicine, 2019, 232, 1-16.	3.8	45
18	Telemedicine use in Sub-Saharan Africa: Barriers and policy recommendations for Covid-19 and beyond. International Journal of Medical Informatics, 2021, 151, 104467.	3.3	42

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19	Can structured representation enhance students' thinking skills for better understanding of E-learning content?. Computers and Education, 2013, 69, 463-473.	8.3	39
20	Towards incorporating personality into the design of an interface: a method for facilitating users' interaction with the display. User Modeling and User-Adapted Interaction, 2018, 28, 75-96.	3.8	39
21	Factors leading to unsafe behavior in the twenty first century workplace: a review. Management Review Quarterly, 2019, 69, 391-414.	9.2	33
22	Isolation and distinctiveness in the design of e-learning systems influence user preferences. Interactive Learning Environments, 2017, 25, 452-466.	6.4	31
23	Users' intention to continue using mHealth services: A DEMATEL approach during the COVID-19 pandemic. Technology in Society, 2022, 68, 101862.	9.4	31
24	A First Look at the Effectiveness of Personality Dimensions in Promoting Users' Satisfaction With the System. SAGE Open, 2018, 8, 215824401876912.	1.7	29
25	A lexicon-based approach to detecting suicide-related messages on Twitter. Biomedical Signal Processing and Control, 2021, 65, 102355.	5.7	29
26	Towards an Online Continuous Adaptation Mechanism (OCAM) for Enhanced Engagement: An EEG Study. International Journal of Human-Computer Interaction, 2019, 35, 1960-1974.	4.8	28
27	How Course, Contextual, and Technological Challenges are Associated With Instructors' Individual Challenges to Successfully Implement E-Learning: A Developing Country Perspective. IEEE Access, 2019, 7, 48792-48806.	4.2	27
28	A conceptualization of factors affecting collaborative knowledge building in online environments. Online Information Review, 2019, 44, 62-89.	3.2	27
29	Culture in the design of mHealth UI. Electronic Library, 2020, 38, 257-272.	1.4	27
30	Personality and individual differences: the potential of using preferences for visual stimuli to predict the Big Five traits. Cognition, Technology and Work, 2018, 20, 337-349.	3.0	24
31	Modeling Cost Saving and Innovativeness for Blockchain Technology Adoption by Energy Management. Energies, 2020, 13, 4783.	3.1	24
32	Augmented Reality and Functional Skills Acquisition Among Individuals With Special Needs: A Meta-Analysis of Group Design Studies. Journal of Special Education Technology, 2022, 37, 74-81.	2.2	22
33	M-learning adoption in the Arab gulf countries: A systematic review of factors and challenges. Education and Information Technologies, 2019, 24, 3163-3176.	5.7	20
34	Engagement in cloud-supported collaborative learning and student knowledge construction: a modeling study. International Journal of Educational Technology in Higher Education, 2020, 17, .	7.6	20
35	A DEMATEL method in identifying design requirements for mobile environments: students' perspectives. Journal of Computing in Higher Education, 2018, 30, 466-488.	6.1	19
36	Predicting user preferences of environment design: a perceptual mechanism of user interface customisation. Behaviour and Information Technology, 2016, 35, 644-653.	4.0	18

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37	Packaging design elements and consumers' decision to buy from the Web: A cause and effect decisionâ€making model. Color Research and Application, 2019, 44, 993-1005.	1.6	17
38	MOOCs in the Malaysian higher education institutions: The instructorsâ€™ perspectives. Reference Librarian, 2018, 59, 163-177.	0.6	16
39	An empirical study of the impact of multiple modes of delivery on student learning in a blended course. Reference Librarian, 2018, 59, 149-162.	0.6	16
40	Young users' social media addiction: causes, consequences and preventions. Information Technology and People, 2022, 35, 2314-2343.	3.2	14
41	The effect of content representation design principles on usersâ€™ intuitive beliefs and use of e-learning systems. Interactive Learning Environments, 2016, 24, 1758-1777.	6.4	13
42	Students' intention to adopt e-government learning services: a developing country perspective. Library Hi Tech, 2020, 39, 308-334.	5.1	13
43	The role of personality characteristics inÂinforming our preference for visual presentation: An eye movement study. Journal of Ambient Intelligence and Smart Environments, 2016, 8, 709-719.	1.4	11
44	mHealth technology utilization in the ArabÂworld : a systematic review of systems, usage, and challenges. Health and Technology, 2021, 11, 895-907.	3.6	11
45	The development of telemedicine programs in Sub-Saharan Africa: Progress and associated challenges. Health and Technology, 2022, 12, 33-46.	3.6	10
46	Effects of map design characteristics on usersâ€™ search performance and cognitive load. Electronic Library, 2019, 37, 667-679.	1.4	9
47	Disease discovery-based emotion lexicon: a heuristic approach to characterise sicknesses in microblogs. Network Modeling Analysis in Health Informatics and Bioinformatics, 2020, 9, 1.	2.1	9
48	Use of Design Patterns According to Hand Dominance in a Mobile User Interface. Journal of Educational Computing Research, 2016, 54, 769-792.	5.5	8
49	How reading in single- and multiple-column types influence our cognitive load: an EEG study. Electronic Library, 2019, 37, 593-606.	1.4	8
50	Fostering Student Nursesâ€™ Self-Regulated Learning with the Second Life Environment: An Empirical Study. Journal of Information Technology Education:Research, 0, 17, 285-307.	0.0	8
51	Geo-spatial-based Emotions. , 2019, , .		7
52	M-learning technology in Arab Gulf countries: A systematic review of progress and recommendations. Education and Information Technologies, 2020, 25, 2919-2931.	5.7	7
53	The role of Hofstede's cultural dimensions in the design of user interface: the case of Arabic. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2021, 35, 116-127.	1.1	7
54	An Investigation of Novice Pre-University Studentsâ€™ Views towards MOOCs: The Case of Malaysia. Reference Librarian, 2019, 60, 134-147.	0.6	6

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55	Reading text with and without diacritics alters brain activation: The case of Arabic. Current Psychology, 2020, 39, 1189-1198.	2.8	6
56	Influence of personality traits on users' viewing behaviour. Journal of Information Science, 2023, 49, 233-247.	3.3	6
57	A real-time biosurveillance mechanism for early-stage disease detection from microblogs: a case study of interconnection between emotional and climatic factors related to migraine disease. Network Modeling Analysis in Health Informatics and Bioinformatics, 2020, 9, 1.	2.1	5
58	The Design and Development of Exceptional Representation Based on Domain Ontology and Multi-agent Systems for E-Learning Purposes. , 2010, , .		4
59	The role of flow experience and CAD tools in facilitating creative behaviours for architecture design students. International Journal of Technology and Design Education, 2015, 25, 541-561.	2.6	4
60	Visual perception of multi-column-layout text: insight from repeated and non-repeated reading. Behaviour and Information Technology, 2016, , 1-10.	4.0	4
61	The effectiveness of an online learning system based on aptitude scores: An effort to improve students' brain activation. Education and Information Technologies, 2019, 24, 2763-2777.	5.7	3
62	Hofstede's dimensions of culture and gender differences in UI satisfaction. Journal of Reliable Intelligent Environments, 2022, 8, 183-191.	5.2	3
63	Semiotic Differences of Macintosh Os X & Microsoft Windows 7 Based on Metaphors and Interpretation. , 2011, , .		2
64	Behaviour Based Worm Detection and Signature Automation. Journal of Computer Science, 2011, 7, 1724-1728.	0.6	2
65	The Effect of Web Search Result Display on Users' Perceptual Experience and Information Seeking Performance. Reference Librarian, 2018, 59, 10-18.	0.6	2
66	A systematic review of factors leading to occupational injuries and fatalities. Zeitschrift Fur Gesundheitswissenschaften, 2023, 31, 99-113.	1.6	2
67	Early-stage detection of eye diseases on microblogs: glaucoma recognition. International Journal of Information Technology (Singapore), 0, , 1.	2.7	2
68	A lexicon-based method for detecting eye diseases on microblogs. Applied Artificial Intelligence, 2022, 36, .	3.2	2
69	An Optimization of CPS Model in Computer Games Development for Non Programmers. , 2010, , .		1
70	Intelligent Agent System Architecture for Presenting Health Grid Contents from Complex Database. , 2010, , .		1
71	Performance Analysis of TFRC and UDP over Mobile-IP Network with Computing Flows. , 2010, , .		1
72	Immediacy as news experience: exploring its multiple dimensions in print and online contexts. Online Information Review, 2021, 45, 461-480.	3.2	1

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73	Influence of coach's interpersonal attraction and homophily on youth soccer players' motivation. German Journal of Exercise and Sport Research, 2021, 51, 63-70.	1.2	1
74	Detecting Real-Time Correlated Simultaneous Events in Microblogs: The Case of Men's Olympic Football. Lecture Notes in Computer Science, 2021, , 368-377.	1.3	1
75	COVID-19 and people's continued trust in eHealth systems: a new perspective. Behaviour and Information Technology, 2023, 42, 1294-1310.	4.0	1
76	Older adults' satisfaction with mHealth UI design-based culture: A case study of Jordan. Journal of Human Behavior in the Social Environment, 2023, 33, 565-577.	1.9	1
77	An adaptive Metalearner-based flow: a tool for reducing anxiety and increasing self-regulation. User Modeling and User-Adapted Interaction, 2022, 32, 469-501.	3.8	1
78	Indexed Sequential Access Method (ISAM): A Review of the Processing Files. , 2011, , .		0
79	Interpreter service development for new learners of the network simulation-2 (NS2) based on J2EE. , 2012, , .		0
80	Emotional Intelligence and Individual Visual Preferences: A Predictive Machine Learning Approach. International Journal of Human-Computer Interaction, 2023, 39, 2392-2400.	4.8	0