

Hosam Al-Samarraie

List of Publications by Year in descending order

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Version: 2024-02-01

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	A systematic review of factors leading to occupational injuries and fatalities. <i>Zeitschrift Fur Gesundheitswissenschaften</i> , 2023, 31, 99-113.	1.6	2
2	Influence of personality traits on users' viewing behaviour. <i>Journal of Information Science</i> , 2023, 49, 233-247.	3.3	6
3	COVID-19 and people's continued trust in eHealth systems: a new perspective. <i>Behaviour and Information Technology</i> , 2023, 42, 1294-1310.	4.0	1
4	Older adults' satisfaction with mHealth UI design-based culture: A case study of Jordan. <i>Journal of Human Behavior in the Social Environment</i> , 2023, 33, 565-577.	1.9	1
5	Emotional Intelligence and Individual Visual Preferences: A Predictive Machine Learning Approach. <i>International Journal of Human-Computer Interaction</i> , 2023, 39, 2392-2400.	4.8	0
6	Augmented Reality and Functional Skills Acquisition Among Individuals With Special Needs: A Meta-Analysis of Group Design Studies. <i>Journal of Special Education Technology</i> , 2022, 37, 74-81.	2.2	22
7	Hofstede's dimensions of culture and gender differences in UI satisfaction. <i>Journal of Reliable Intelligent Environments</i> , 2022, 8, 183-191.	5.2	3
8	A lexicon-based method for detecting eye diseases on microblogs. <i>Applied Artificial Intelligence</i> , 2022, 36, .	3.2	2
9	The development of telemedicine programs in Sub-Saharan Africa: Progress and associated challenges. <i>Health and Technology</i> , 2022, 12, 33-46.	3.6	10
10	Young users' social media addiction: causes, consequences and preventions. <i>Information Technology and People</i> , 2022, 35, 2314-2343.	3.2	14
11	Users' intention to continue using mHealth services: A DEMATEL approach during the COVID-19 pandemic. <i>Technology in Society</i> , 2022, 68, 101862.	9.4	31
12	An adaptive Metalearner-based flow: a tool for reducing anxiety and increasing self-regulation. <i>User Modeling and User-Adapted Interaction</i> , 2022, 32, 469-501.	3.8	1
13	Immediacy as news experience: exploring its multiple dimensions in print and online contexts. <i>Online Information Review</i> , 2021, 45, 461-480.	3.2	1
14	Influence of coaches' interpersonal attraction and homophily on youth soccer players' motivation. <i>German Journal of Exercise and Sport Research</i> , 2021, 51, 63-70.	1.2	1
15	Detecting Real-Time Correlated Simultaneous Events in Microblogs: The Case of Men's Olympic Football. <i>Lecture Notes in Computer Science</i> , 2021, , 368-377.	1.3	1
16	The role of Hofstede's cultural dimensions in the design of user interface: the case of Arabic. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2021, 35, 116-127.	1.1	7
17	A lexicon-based approach to detecting suicide-related messages on Twitter. <i>Biomedical Signal Processing and Control</i> , 2021, 65, 102355.	5.7	29
18	mHealth technology utilization in the Arab world : a systematic review of systems, usage, and challenges. <i>Health and Technology</i> , 2021, 11, 895-907.	3.6	11

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19	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
20	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
21	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
22	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
23	Reading text with and without diacritics alters brain activation: The case of Arabic. Current Psychology, 2020, 39, 1189-1198.	2.8	6
24	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
25	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
26	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
27	Telemedicine in Middle Eastern countries: Progress, barriers, and policy recommendations. International Journal of Medical Informatics, 2020, 141, 104232.	3.3	68
28	Culture in the design of mHealth UI. Electronic Library, 2020, 38, 257-272.	1.4	27
29	Modeling Cost Saving and Innovativeness for Blockchain Technology Adoption by Energy Management. Energies, 2020, 13, 4783.	3.1	24
30	Students' intention to adopt e-government learning services: a developing country perspective. Library Hi Tech, 2020, 39, 308-334.	5.1	13
31	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
32	Sarcasm detection using machine learning algorithms in Twitter: A systematic review. International Journal of Market Research, 2020, 62, 578-598.	3.8	63
33	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
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	Packaging design elements and consumers' decision to buy from the Web: A cause and effect decision-making model. Color Research and Application, 2019, 44, 993-1005.	1.6	17
36	Geo-spatial-based Emotions. , 2019, , .		7

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37	A Scoping Review of Videoconferencing Systems in Higher Education. <i>International Review of Research in Open and Distance Learning</i> , 2019, 20, .	1.8	71
38	Towards an Online Continuous Adaptation Mechanism (OCAM) for Enhanced Engagement: An EEG Study. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 1960-1974.	4.8	28
39	M-learning adoption in the Arab gulf countries: A systematic review of factors and challenges. <i>Education and Information Technologies</i> , 2019, 24, 3163-3176.	5.7	20
40	How Course, Contextual, and Technological Challenges are Associated With Instructorsâ€™ Individual Challenges to Successfully Implement E-Learning: A Developing Country Perspective. <i>IEEE Access</i> , 2019, 7, 48792-48806.	4.2	27
41	A comparative review of mobile health and electronic health utilization in sub-Saharan African countries. <i>Social Science and Medicine</i> , 2019, 232, 1-16.	3.8	45
42	The effectiveness of an online learning system based on aptitude scores: An effort to improve studentsâ€™ brain activation. <i>Education and Information Technologies</i> , 2019, 24, 2763-2777.	5.7	3
43	Factors leading to unsafe behavior in the twenty first century workplace: a review. <i>Management Review Quarterly</i> , 2019, 69, 391-414.	9.2	33
44	An Investigation of Novice Pre-University Studentsâ€™ Views towards MOOCs: The Case of Malaysia. <i>Reference Librarian</i> , 2019, 60, 134-147.	0.6	6
45	How reading in single- and multiple-column types influence our cognitive load: an EEG study. <i>Electronic Library</i> , 2019, 37, 593-606.	1.4	8
46	Effects of map design characteristics on usersâ€™ search performance and cognitive load. <i>Electronic Library</i> , 2019, 37, 667-679.	1.4	9
47	A conceptualization of factors affecting collaborative knowledge building in online environments. <i>Online Information Review</i> , 2019, 44, 62-89.	3.2	27
48	Educational data mining and learning analytics for 21st century higher education: A review and synthesis. <i>Telematics and Informatics</i> , 2019, 37, 13-49.	5.8	303
49	Personality and individual differences: the potential of using preferences for visual stimuli to predict the Big Five traits. <i>Cognition, Technology and Work</i> , 2018, 20, 337-349.	3.0	24
50	A DEMATEL method in identifying design requirements for mobile environments: studentsâ€™ perspectives. <i>Journal of Computing in Higher Education</i> , 2018, 30, 466-488.	6.1	19
51	Towards incorporating personality into the design of an interface: a method for facilitating usersâ€™ interaction with the display. <i>User Modeling and User-Adapted Interaction</i> , 2018, 28, 75-96.	3.8	39
52	A review of brainstorming techniques in higher education. <i>Thinking Skills and Creativity</i> , 2018, 27, 78-91.	3.5	79
53	MOOCs in the Malaysian higher education institutions: The instructorsâ€™ perspectives. <i>Reference Librarian</i> , 2018, 59, 163-177.	0.6	16
54	E-learning continuance satisfaction in higher education: a unified perspective from instructors and students. <i>Studies in Higher Education</i> , 2018, 43, 2003-2019.	4.5	158

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55	The Effect of Web Search Result Display on Users'™ Perceptual Experience and Information Seeking Performance. Reference Librarian, 2018, 59, 10-18.	0.6	2
56	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
57	A First Look at the Effectiveness of Personality Dimensions in Promoting Users'™ Satisfaction With the System. SAGE Open, 2018, 8, 215824401876912.	1.7	29
58	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
59	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
60	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
61	Isolation and distinctiveness in the design of e-learning systems influence user preferences. Interactive Learning Environments, 2017, 25, 452-466.	6.4	31
62	The impact of personality traits on users'™ information-seeking behavior. Information Processing and Management, 2017, 53, 237-247.	8.6	84
63	The role of personality characteristics in informing our preference for visual presentation: An eye movement study. Journal of Ambient Intelligence and Smart Environments, 2016, 8, 709-719.	1.4	11
64	Visual perception of multi-column-layout text: insight from repeated and non-repeated reading. Behaviour and Information Technology, 2016, , 1-10.	4.0	4
65	Predicting user preferences of environment design: a perceptual mechanism of user interface customisation. Behaviour and Information Technology, 2016, 35, 644-653.	4.0	18
66	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
67	The effect of content representation design principles on users'™ intuitive beliefs and use of e-learning systems. Interactive Learning Environments, 2016, 24, 1758-1777.	6.4	13
68	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
69	Can structured representation enhance students' thinking skills for better understanding of E-learning content?. Computers and Education, 2013, 69, 463-473.	8.3	39
70	Interpreter service development for new learners of the network simulation-2 (NS2) based on J2EE. , 2012, , .		0
71	Indexed Sequential Access Method (ISAM): A Review of the Processing Files. , 2011, , .		0
72	Semiotic Differences of Macintosh Os X & Microsoft Windows 7 Based on Metaphors and Interpretation. , 2011, , .		2

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73	Behaviour Based Worm Detection and Signature Automation. Journal of Computer Science, 2011, 7, 1724-1728.	0.6	2
74	An Optimization of CPS Model in Computer Games Development for Non Programmers. , 2010, , .		1
75	The Design and Development of Exceptional Representation Based on Domain Ontology and Multi-agent Systems for E-Learning Purposes. , 2010, , .		4
76	Intelligent Agent System Architecture for Presenting Health Grid Contents from Complex Database. , 2010, , .		1
77	Performance Analysis of TFRC and UDP over Mobile-IP Network with Computing Flows. , 2010, , .		1
78	Early-stage detection of eye diseases on microblogs: glaucoma recognition. International Journal of Information Technology (Singapore), 0, , 1.	2.7	2
79	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
80	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