Ahmed Mohamed Fahmy Yousef

List of Publications by Year
in descending order

18	482	1162889	1281743
papers	citations	8	11
		h-index	g-index

18	18	18	350
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	What Drives a Successful MOOC? An Empirical Examination of Criteria to Assure Design Quality of MOOCs. , 2014, , .		151
2	A usability evaluation of a blended MOOC environment: An experimental case study. International Review of Research in Open and Distance Learning, 2015, 16, .	1.0	74
3	A Cluster Analysis of MOOC Stakeholder Perspectives. RUSC Universities and Knowledge Society Journal, 2014, 12, 74.	1.4	53
4	Video annotation and analytics in CourseMapper. Smart Learning Environments, 2016, 3, .	4.3	35
5	Revealing the hotspots of educational gamification: An umbrella review. International Journal of Educational Research, 2021, 109, 101832.	1.2	34
6	Reflections on the last decade of MOOC research. Computer Applications in Engineering Education, 2021, 29, 648-665.	2.2	30
7	Augmented reality assisted learning achievement, motivation, and creativity for children of low‐grade in primary school. Journal of Computer Assisted Learning, 2021, 37, 966-977.	3.3	30
8	The Effect of Peer Assessment Rubrics on Learners' Satisfaction and Performance Within a Blended MOOC Environment. , 2015, , .		16
9	The State of MOOCs from 2008 to 2014: A Critical Analysis and Future Visions. Communications in Computer and Information Science, 2015, , 305-327.	0.4	15
10	AI-based Flexible Online Laboratory Learning System for Post-COVID-19 Era: Requirements and Design. , 2021, , .		13
11	Cognitive versus behavioral learning analytics dashboards for supporting learner's awareness, reflection, and learning process. Interactive Learning Environments, 2023, 31, 5460-5476.	4.4	12
12	Does Gamifying Homework Influence Performance and Perceived Gameful Experience?. Sustainability, 2021, 13, 4829.	1.6	9
13	Micro Design Approach for Gamifying Students' Assignments. , 2020, , .		4
14	The Impact of Rubric-Based Peer Assessment on Feedback Quality in Blended MOOCs. Communications in Computer and Information Science, 2016, , 462-485.	0.4	2
15	Automatic Identification of Student's Cognitive Style from Online Laboratory Experimentation using Machine Learning Techniques. , 2021, , .		2
16	The Effect of Online Discussions on Student's Cognitive and Metacognitive Development. Communications in Computer and Information Science, 2021, , 63-77.	0.4	1
17	Identifying Success Criteria for Sustainable AI-based Online Laboratory Courseware System. , 2022, , .		1
18	Intelligent Virtual Tutor for Online Laboratory Experiments Based on Modelling the Student's Mouse Interaction Behavior. , 2021, , .		0