

Ahmed Mohamed Fahmy Yousef

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7430624/publications.pdf>

Version: 2024-02-01

18
papers

482
citations

1162889

8
h-index

1281743

11
g-index

18
all docs

18
docs citations

18
times ranked

350
citing authors

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