

# Ahmed Tlili

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7874771/publications.pdf>

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55  
papers

1,104  
citations

623188

14  
h-index

500791

28  
g-index

55  
all docs

55  
docs citations

55  
times ranked

509  
citing authors

#	ARTICLE	IF	CITATIONS
1	Is Metaverse in education a blessing or a curse: a combined content and bibliometric analysis. Smart Learning Environments, 2022, 9, .	4.3	204
2	Disrupted classes, undisrupted learning during COVID-19 outbreak in China: application of open educational practices and resources. Smart Learning Environments, 2020, 7, .	4.3	165
3	Role of personality in computer based learning. Computers in Human Behavior, 2016, 64, 805-813.	5.1	67
4	Accessibility within open educational resources and practices for disabled learners: a systematic literature review. Smart Learning Environments, 2020, 7, .	4.3	66
5	A Systematic Review of Systematic Reviews on Blended Learning: Trends, Gaps and Future Directions. Psychology Research and Behavior Management, 2021, Volume 14, 1525-1541.	1.3	44
6	Effects of gender and personality differences on students' perception of game design elements in educational gamification. International Journal of Human Computer Studies, 2021, 154, 102674.	3.7	44
7	Open Educational Resources and Practices in China: A Systematic Literature Review. Sustainability, 2019, 11, 4867.	1.6	36
8	Automatic modeling learner's personality using learning analytics approach in an intelligent Moodle learning platform. Interactive Learning Environments, 2023, 31, 2529-2543.	4.4	31
9	Do Playfulness and University Support Facilitate the Adoption of Online Education in a Crisis? COVID-19 as a Case Study Based on the Technology Acceptance Model. Sustainability, 2021, 13, 9104.	1.6	29
10	Towards utilising emerging technologies to address the challenges of using Open Educational Resources: a vision of the future. Educational Technology Research and Development, 2021, 69, 515-532.	2.0	26
11	The evolution of sustainability models for Open Educational Resources: insights from the literature and experts. Interactive Learning Environments, 2023, 31, 1421-1436.	4.4	25
12	Emergence of the Online-Merge-Offline (OMO) Learning Wave in the Post-COVID-19 Era: A Pilot Study. Sustainability, 2021, 13, 3512.	1.6	24
13	Educational Gamification Based on Personality. , 2017, , .		20
14	Improving learning computer architecture through an educational mobile game. Smart Learning Environments, 2016, 3, .	4.3	19
15	Does Personality Affect Students' Perceived Preferences for Game Elements in Gamified Learning Environments?. , 2018, , .		18
16	A Case Study of Applying Open Educational Practices in Higher Education during COVID-19: Impacts on Learning Motivation and Perceptions. Sustainability, 2020, 12, 9129.	1.6	18
17	Toward Modeling the Learner's Personality Using Educational Games. International Journal of Distance Education Technologies, 2017, 15, 21-38.	1.9	17
18	A Mobile Educational Game for Teaching Computer Architecture. , 2015, , .		16

#	ARTICLE	IF	CITATIONS
19	Current state of open educational resources in the Arab region: an investigation in 22 countries. <i>Smart Learning Environments</i> , 2020, 7, .	4.3	16
20	Metric-Based Approach for Selecting the Game Genre to Model Personality. <i>Lecture Notes in Educational Technology</i> , 2016, , 275-279.	0.5	14
21	A Smart Educational Game to Model Personality Using Learning Analytics. , 2017, , .		14
22	Are we there yet? A systematic literature review of Open Educational Resources in Africa: A combined content and bibliometric analysis. <i>PLoS ONE</i> , 2022, 17, e0262615.	1.1	14
23	Implicit modeling of learnersâ€™ personalities in a game-based learning environment using their gaming behaviors. <i>Smart Learning Environments</i> , 2018, 5, .	4.3	13
24	Impact of cultural diversity on studentsâ€™ learning behavioral patterns in open and online courses: a lag sequential analysis approach. <i>Interactive Learning Environments</i> , 2023, 31, 3951-3970.	4.4	13
25	An Analysis of Peer-Reviewed Publications on Open Educational Practices (OEP) from 2007 to 2020: A Bibliometric Mapping Analysis. <i>Sustainability</i> , 2021, 13, 10798.	1.6	12
26	An investigation of the factors affecting the perception of gamification and game elements. , 2017, , .		11
27	Teachersâ€™ adoption of an open and interactive e-book for teaching K-12 students Artificial Intelligence: a mixed methods inquiry. <i>Smart Learning Environments</i> , 2021, 8, .	4.3	11
28	An educational game for teaching computer architecture: Evaluation using learning analytics. , 2015, , .		10
29	A Complete Validated Learning Analytics Framework. <i>International Journal of Information and Communication Technology Education</i> , 2018, 14, 1-16.	0.8	10
30	The changing landscape of mobile learning pedagogy: A systematic literature review. <i>Interactive Learning Environments</i> , 2023, 31, 6462-6479.	4.4	9
31	Personality Effects on Students' Intrinsic Motivation in a Gamified Learning Environment. , 2019, , .		7
32	The Evolution of Educational Game Designs From Computers to Mobile Devices: A Comprehensive Review. <i>Lecture Notes in Educational Technology</i> , 2020, , 81-99.	0.5	7
33	Towards a Generic UML Model to Support Designing Educational Role Playing Games. , 2016, , .		5
34	iMoodle: An Intelligent Gamified Moodle to Predict â€œat-riskâ€ Students Using Learning Analytics Approaches. <i>Smart Computing and Intelligence</i> , 2019, , 113-126.	0.7	5
35	The Role of Tolerance Education in Diversity Management: A Cultural Historical Activity Theory Perspective. <i>SAGE Open</i> , 2021, 11, 215824402110608.	0.8	5
36	Temporal perspective on the gender-related differences in online learning behaviour. <i>Behaviour and Information Technology</i> , 2023, 42, 671-685.	2.5	5

#	ARTICLE	IF	CITATIONS
37	A Complete Validated Learning Analytics Framework. International Journal of Information and Communication Technology Education, 2019, 15, 42-59.	0.8	4
38	Impact of Facebook as a Learning Tool on Learning Outcomes, Technology Acceptance, and Attitude. Journal of Cases on Information Technology, 2019, 21, 46-61.	0.7	4
39	Pedagogical beliefs, teaching practices and use of open educational resources in the Republic of Ghana. Interactive Learning Environments, 2023, 31, 2665-2677.	4.4	4
40	Development and Validation of a Digital Learning Competence Scale: A Comprehensive Review. Sustainability, 2021, 13, 5593.	1.6	4
41	Remote Special Education during COVID-19: A Combined Bibliometric, Content and Thematic Analysis. , 2021, , .		4
42	Chinese Experience of Providing Remote and Flexible Learning During COVID-19 Pandemic: A Case Study of Maintaining Education in Crisis Contexts. Lecture Notes in Educational Technology, 2021, , 243-253.	0.5	4
43	Catch the Open! A Gamified Interactive Immersion Into Open Educational Practices for Higher Education Educators. Frontiers in Psychology, 0, 13, .	1.1	4
44	To Use or Not to Use: Impact of Personality on the Intention of Using Gamified Learning Environments. Electronics (Switzerland), 2022, 11, 1907.	1.8	4
45	Analysis of Digital Leadership in School Management and Accessibility of Animation-Designed Game-Based Learning for Sustainability of Education for Children with Special Needs. Sustainability, 2022, 14, 7730.	1.6	4
46	Towards Applying Kellerâ€™s ARCS Model and Learning by doing strategy in Classroom Courses. Lecture Notes in Educational Technology, 2017, , 189-198.	0.5	3
47	Students' learning performance in a gamified and self-determined learning environment. , 2020, , .		3
48	Facebook as a Learning Tool in Classrooms: A Case Study. , 2017, , .		2
49	The Impact of Gender on Online Learning Behavioral Patterns: A Comparative Study Based on Lag Sequential Analysis. , 2021, , .		2
50	Framework for Teacher Support During Remote Teaching in a Crisis: COVID-19, as a Case Study. Lecture Notes in Educational Technology, 2021, , 147-161.	0.5	2
51	Understanding Arab Studentsâ€™ Behavioral Patterns in an Online Course: An Explanatory Study Based on Hofstedeâ€™s National Cultural Dimensions. Sustainability, 2021, 13, 12426.	1.6	2
52	A 3-D Educational Game for enhancing learnersâ€™ performance in A star Algorithm. Lecture Notes in Educational Technology, 2017, , 29-32.	0.5	1
53	An educational role-playing game for modeling the learnerâ€™s personality. Lecture Notes in Educational Technology, 2018, , 129-134.	0.5	1
54	Openness as the key factor to support education in times of crisis. , 2020, , .		1

#	ARTICLE	IF	CITATIONS
55	A Comprehensive Framework for Comparing Textbooks: Insights from the Literature and Experts. Sustainability, 2022, 14, 6940.	1.6	1