Nor Azman Ismail

List of Publications by Year
in descending order

13 papers	97 citations	2258059 3 h-index	2053705 5 g-index
14 all docs	14 docs citations	14 times ranked	36 citing authors

#	Article	IF	Citations
1	Design of autonomous online social community architecture for older adults. Computers and Electrical Engineering, 2022, 100, 107900.	4.8	0
2	A Hybrid Deep Learning Model for Brain Tumour Classification. Entropy, 2022, 24, 799.	2.2	47
3	A Comparative Study of Unimodal and Multimodal Interactions for Digital TV Remote Control Mobile Application among Elderly. International Journal of Advanced Computer Science and Applications, 2021, 12, .	0.7	0
4	Webometric Analysis of Institutional Repositories of Malaysian Public Universities. DESIDOC Journal of Library and Information Technology, 2021, 41, 130-139.	0.5	4
5	Empathy Map Instrument for Analyzing Human-Computer Interaction in Using Web Search UI by Elderly Users. , 2021, , .		0
6	Evolving Pre-Trained CNN Using Two-Layers Optimizer for Road Damage Detection From Drone Images. IEEE Access, 2021, 9, 158215-158226.	4.2	16
7	Exploring Social Media User Emotions And Emoticons Use Among Malaysia Universities. IOP Conference Series: Materials Science and Engineering, 2020, 884, 012062.	0.6	0
8	Webometric Analysis and Link Relationship of Computer Science and Information Technology Websites of Malaysia Universities. Journal of Computational and Theoretical Nanoscience, 2020, 17, 1260-1265.	0.4	1
9	A New Approach in Islamic Learning: Performance Evaluation of Motion Recognition System for Salat Movement. , 2020, , .		2
10	Usability study of kitchen app with multimodal interaction among beginner & intermediate cookers. , 2017, , .		0
11	Ability of Children to Draw Mathematical Numbers through Computer Mouse. Research Journal of Applied Sciences, Engineering and Technology, 2016, 13, 1-6.	0.1	0
12	A Real Time Vision-Based Hand Gesture Interaction. , 2010, , .		15
13	Designing web search UI for the elderly community: a systematic literature review. Journal of Ambient Intelligence and Humanized Computing, 0, , 1.	4.9	3