Kinshuk Kinshuk

List of Publications by Year
in descending order

172 papers	3,982 citations	159585 30 h-index	155660 55 g-index
174 all docs	174 docs citations	174 times ranked	2594 citing authors

#	Article	IF	Citations
1	Is FLIP enough? Or should we use the FLIPPED model instead?. Computers and Education, 2014, 79, 16-27.	8.3	385
2	A model for social presence in online classrooms. Educational Technology Research and Development, 2012, 60, 529-545.	2.8	177
3	Evolution Is not enough: Revolutionizing Current Learning Environments to Smart Learning Environments. International Journal of Artificial Intelligence in Education, 2016, 26, 561-581.	5.5	173
4	Analysis of learners' navigational behaviour and their learning styles in an online course. Journal of Computer Assisted Learning, 2010, 26, 116-131.	5.1	151
5	A fully personalization strategy of E-learning scenarios. Computers in Human Behavior, 2010, 26, 581-591.	8.5	145
6	A model for synchronous learning using the Internet. Innovations in Education and Teaching International, 2005, 42, 181-194.	2.5	144
7	How do pedagogical approaches affect the impact of augmented reality on education? A meta-analysis and research synthesis. Educational Research Review, 2020, 31, 100334.	7.8	120
8	Identifying Learning Styles in Learning Management Systems by Using Indications from Students' Behaviour. , 2008, , .		109
9	An investigation of attitudes of students and teachers about participating in a context-aware ubiquitous learning activity. British Journal of Educational Technology, 2011, 42, 373-394.	6.3	105
10	A blended synchronous learning model for educational international collaboration. Innovations in Education and Teaching International, 2010, 47, 9-24.	2.5	102
11	An improved mix framework for opinion leader identification in online learning communities. Knowledge-Based Systems, 2013, 43, 43-51.	7.1	101
12	Learning styles and cognitive traits â€" Their relationship and its benefits in web-based educational systems. Computers in Human Behavior, 2009, 25, 1280-1289.	8.5	99
13	Research on e-learning in the workplace 2000â€"2012: A bibliometric analysis of the literature. Educational Research Review, 2014, 11, 56-72.	7.8	99
14	A context-aware ubiquitous learning approach to conducting scientific inquiry activities in a science park. Australasian Journal of Educational Technology, 2012, 28, .	3.5	96
15	Mining e-Learning domain concept map from academic articles. Computers and Education, 2008, 50, 1009-1021.	8.3	92
16	Acceptance of competency-based workplace e-learning systems: Effects of individual and peer learning support. Computers and Education, 2011, 57, 1317-1333.	8.3	85
17	The relationship between learning styles and cognitive traits â€" Getting additional information for improving student modelling. Computers in Human Behavior, 2008, 24, 122-137.	8.5	84
18	Augmenting paper-based reading activity with direct access to digital materials and scaffolded questioning. Computers and Education, 2011, 57, 1705-1715.	8.3	79

#	Article	IF	Citations
19	Embodied interactive video lectures for improving learning comprehension and retention. Computers and Education, 2018, 117, 116-131.	8.3	71
20	Role of personality in computer based learning. Computers in Human Behavior, 2016, 64, 805-813.	8.5	67
21	Effects of matching teaching strategy to thinking style on learner's quality of reflection in an online learning environment. Computers and Education, 2011, 56, 53-64.	8.3	57
22	Coping with mismatched courses: students' behaviour and performance in courses mismatched to their learning styles. Educational Technology Research and Development, 2009, 57, 739-752.	2.8	55
23	Generalized metrics for the analysis of E-learning personalization strategies. Computers in Human Behavior, 2015, 48, 310-322.	8.5	55
24	Connecting problem-solving and knowledge-construction processes in a visualization-based learning environment. Computers and Education, 2013, 68, 293-306.	8.3	52
25	Analysing users' satisfaction with e‑learning using a negative critical incidents approach. Innovations in Education and Teaching International, 2008, 45, 115-126.	2.5	50
26	Use of Felder and Silverman learning style model for online course design. Educational Technology Research and Development, 2019, 67, 161-177.	2.8	50
27	The effectiveness of automatic text summarization in mobile learning contexts. Computers and Education, 2013, 68, 233-243.	8.3	48
28	A Flexible Mechanism for Providing Adaptivity Based on Learning Styles in Learning Management Systems. , 2010, , .		46
29	Exploring students' learning experience in an international online research seminar in the Synchronous Cyber Classroom. Computers and Education, 2012, 58, 918-930.	8.3	43
30	The impact of student engagement on learning outcomes in a cyber-flipped course. Educational Technology Research and Development, 2019, 67, 1573-1591.	2.8	43
31	Relationship between learning styles and genres of games. Computers and Education, 2016, 101, 1-14.	8.3	41
32	Advanced Adaptivity in Learning Management Systems by Considering Learning Styles. , 2009, , .		40
33	Enrichment of Peer Assessment with Agent Negotiation. IEEE Transactions on Learning Technologies, 2011, 4, 35-46.	3.2	33
34	Analysis of Felder-Silverman Index of Learning Styles by a Data-Driven Statistical Approach. , 2006, , .		31
35	Competence analytics. Journal of Computers in Education, 2014, 1, 251-270.	8.3	27
36	The application of Simulation‑Assisted Learning Statistics (SALS) for correcting misconceptions and improving understanding of correlation. Journal of Computer Assisted Learning, 2010, 26, 143-158.	5.1	26

#	Article	IF	Citations
37	Adaptivity and Personalization in Ubiquitous Learning Systems. Lecture Notes in Computer Science, 2008, , 331-338.	1.3	25
38	Considering Learning Styles in Learning Management Systems: Investigating the Behavior of Students in an Online Course. , 2006, , .		23
39	Application of ontology to knowledge management in web based learning. , 0, , .		22
40	Auto-Assessor: Computerized Assessment System for Marking Student's Short-Answers Automatically. , 2011, , .		22
41	Analysing the Behaviour of Students in Learning Management Systems with Respect to Learning Styles. Studies in Computational Intelligence, 2008, , 53-73.	0.9	21
42	Investigations about the Effects and Effectiveness of Adaptivity for Students with Different Learning Styles. , 2009, , .		21
43	The integration of print and digital content for providing learners with constructive feedback using smartphones. British Journal of Educational Technology, 2013, 44, 837-845.	6.3	21
44	Communicating through body: a situated embodiment-based strategy with flag semaphore for procedural knowledge construction. Educational Technology Research and Development, 2015, 63, 749-769.	2.8	21
45	A Collaborative Mobile Virtual Campus System Based on Location-Based Dynamic Grouping. , 2010, , .		17
46	Web-Based Multiplayer Online Role Playing Game (MORPG) for Assessing Students' Java Programming Knowledge and Skills. , 2010, , .		17
47	Learning in Virtual Worlds: The Challenges and Opportunities. , 2009, , .		16
48	Personalized Game Based Mobile Learning to Assist High School Students with Mathematics. , 2010, , .		15
49	Using Cognitive Traits for Improving the Detection of Learning Styles. , 2010, , .		14
50	Fostering learners' metacognitive skills of keyword reformulation in image seeking by location-based hierarchical navigation. Educational Technology Research and Development, 2013, 61, 233-254.	2.8	14
51	Personalized Text Content Summarizer for Mobile Learning: An Automatic Text Summarization System with Relevance Based Language Model. , 2012, , .		13
52	The effects of presentation method and information density on visual search ability and working memory load. Computers and Education, 2012, 58, 721-731.	8.3	13
53	Use of Dashboards and Visualization Techniques to Support Teacher Decision Making. Lecture Notes in Educational Technology, 2015, , 181-199.	0.8	13
54	Creating a Pervasive Testing Environment by Using SMS Messaging. , 0, , .		12

#	Article	IF	Citations
55	Analysing the Relationship between Learning Styles and Cognitive Traits. , 2007, , .		12
56	A Learning Version of Memory Match Game. , 2014, , .		12
57	An Infrastructure for Developing Pervasive Learning Environments. , 2008, , .		11
58	Ubiquitous Learning. , 2012, , 3361-3363.		11
59	Dynamic Student Modelling of Learning Styles for Advanced Adaptivity in Learning Management Systems. International Journal of Information Systems and Social Change, 2013, 4, 85-100.	0.1	11
60	Architecture and collaborations among agents in mobile educational game. , 2011, , .		10
61	Towards a framework definition for learning process engineering supported by an adaptive learning system. , 2012, , .		10
62	Guest editorial: personalized learning. Educational Technology Research and Development, 2012, 60, 561-562.	2.8	10
63	An Approach for Detecting Students' Working Memory Capacity from Their Behavior in Learning Systems. , 2013, , .		10
64	Learners' Working Memory Capacity Modeling Based on Fuzzy Logic. , 2014, , .		10
65	An educational game for teaching computer architecture: Evaluation using learning analytics. , 2015, , .		10
66	Intelligent tutoring: from SAKI to Byzantium. Kybernetes, 2001, 30, 807-819.	2.2	9
67	Reusable active learning system for improving the knowledge retention and better knowledge management. , 0, , .		9
68	Cognitive trait modelling: the case of inductive reasoning ability. Innovations in Education and Teaching International, 2006, 43, 151-161.	2.5	9
69	Adaptive cognitiveâ€based selection of learning objects. Innovations in Education and Teaching International, 2006, 43, 121-135.	2.5	9
70	Toward a Fully Automatic Learner Modeling Based on Web Usage Mining with Respect to Educational Preferences and Learning Styles. , 2013, , .		9
71	Real-Time Visual Feedback: A Study in Coding Analytics. , 2017, , .		9
72	The changing landscape of mobile learning pedagogy: A systematic literature review. Interactive Learning Environments, 2023, 31, 6462-6479.	6.4	9

#	Article	IF	Citations
73	Designing multimedia support for situated learning. , 0, , .		8
74	Transition from e-Learning to u-Learning: Innovations and Personalization Issues. , 2011, , .		8
75	Adaptive and Personalized Learning Based on Students' Cognitive Characteristics. Lecture Notes in Educational Technology, 2015, , 77-97.	0.8	8
76	Unobtrusive monitoring of learners' interactions with educational games for measuring their working memory capacity. British Journal of Educational Technology, 2017, 48, 224-245.	6.3	8
77	Bridging the Gap Between Face-to-Face and Cyber Interaction in Holistic Blended Learning Environments. , 2008, , 239-259.		8
78	Student adaptivity in TILE: a client-server approach. , 0, , .		7
79	Does intelligent tutoring have future!. , 0, , .		7
80	Enriching Web Based Computer Supported Collaborative Learning Systems by Considering Misunderstandings among Learners during Interactions. , 2009, , .		7
81	The nature of an object-oriented program: How do practitioners understand the nature of what they are creating?. Computer Science Education, 2011, 21, 269-287.	3.7	7
82	The 5R Adaptive Learning Content Generation Platform for Mobile Learning. , 2012, , .		7
83	Automating the E-learning Personalization. Lecture Notes in Computer Science, 2013, , 342-349.	1.3	7
84	Adaptive Technologies. , 2014, , 771-779.		7
85	An Exploratory Study of the Relationship Between Learning Styles and Cognitive Traits. Lecture Notes in Computer Science, 2006, , 470-475.	1.3	7
86	Intelligent tutoring tools-a problem solving framework for learning and assessment. , 0, , .		6
87	A computer-based intelligent assessment system for numeric disciplines. Information Services and Use, 1998, 18, 53-63.	0.2	6
88	Classroom Climate and Learning Effectiveness Comparison for Physical and Cyber F2F Interaction in Holistic-Blended Learning Environment. , 2007, , .		6
89	Providing adaptive support in computer supported collaboration environments. , 2009, , .		6
90	Instructor-aided asynchronous question answering system for online education and distance learning. International Review of Research in Open and Distance Learning, 2012, 13, 102.	1.8	6

#	Article	IF	Citations
91	Toward the reuse of E-Learning personalization systems. , 2013, , .		6
92	A Contextual Query Expansion Based Multi-document Summarizer for Smart Learning. , 2013, , .		6
93	Online annotation system and student clustering platform. , 2015, , .		6
94	Approach based on fuzzy ontology for situation identification in situation-aware ubiquitous learning environment. , 2016, , .		6
95	Learner Modelling Through Analyzing Cognitive Skills and Learning Styles. , 2008, , 179-194.		6
96	Synchronous learning model over the internet. , 0, , .		5
97	Online Synchronous Instruction: Challenges and Solutions. , 2009, , .		5
98	Editorsâ€™ introduction to the special issue on cognition & learning technology. Educational Technology Research and Development, 2009, 57, 721-723.	2.8	5
99	Evaluation of Personalization Strategies Based on Fuzzy Logic. , 2011, , .		5
100	Investigating E-book Reading Patterns: A Human Factors Perspective. , 2014, , .		5
101	Enhanced Federation and Reuse of E-Learning Components Using Cloud Computing. Lecture Notes in Educational Technology, 2015, , 159-166.	0.8	5
102	Towards a Generic UML Model to Support Designing Educational Role Playing Games. , 2016, , .		5
103	An Architecture for Mobile-based Assessment Systems in Smart Learning Environments. Lecture Notes in Educational Technology, 2019, , 25-34.	0.8	5
104	A unified approach to mobile adaptation of educational content. , 0, , .		4
105	Pedagogical Agents for Teacher Intervention in Educational Robotics Classes: Implementation Issues. , 2007, , .		4
106	Evaluation of Enriched Cyberspace for Adaptive Support of Remote Collaboration. , 2010, , .		4
107	Clustering Students Based on their Annotations of a Digital Text. , 2012, , .		4
108	Analyzing Learner Characteristics and Courses Based on Cognitive Abilities, Learning Styles, and Context. Lecture Notes in Educational Technology, 2015, , 3-25.	0.8	4

#	Article	IF	Citations
109	Learning to Solve Problems in the Digital Age: Introduction. , 2011, , 1-8.		4
110	Developing a knowledge management support system for teaching database normalization. , 2005, , .		3
111	Ontology-Driven Development of Intelligent Educational Systems. , 2007, , .		3
112	Adaptive Assessment in Web-Based Learning. , 2007, , .		3
113	An Implementation of the Agency Architecture in Educational Robotics. , 2008, , .		3
114	Individual Differences in Learning with Simulation Tool: A Pilot Study. , 2008, , .		3
115	Learning Animal Concepts with Semantic Hierarchy-Based Location-Aware Image Browsing and Ecology Task Generator. , 2010, , .		3
116	OpenSim Virtual Worlds as a Platform for Enhanced Learning Concepts. , 2011, , .		3
117	Using IMS Learning Design to Author Authentic Learning Examples in Mobile Context. , 2012, , .		3
118	Recommend computer studies courses for students taken based on supported mobile learning modes. , 2012, , .		3
119	Can verbalisers learn as well as visualisers in simulationâ€based CAL with predominantly visual representations? Preliminary evidence from a pilot study. British Journal of Educational Technology, 2012, 43, 965-980.	6.3	3
120	Knowledge management and reusability in Internet based learning. , 0, , .		2
121	Application of knowledge management in reusable web-based learning systems. , 0, , .		2
122	Adding value to educational content by applying MRA filtering. , 0, , .		2
123	An Adaptation Framework for Web Based Learning System. Lecture Notes in Computer Science, 2004, , 277-283.	1.3	2
124	Cyber Schooling framework: improving mobility and situated learning. , 2005, , .		2
125	Implementation of Intelligent Agents with Mobility in Educational Robotics Settings. , 2006, , .		2
126	A Framework for Social Presence in Synchronous Cyber Classrooms. , 2009, , .		2

#	Article	IF	Citations
127	Enriched Cyberspace Through Adaptive Multimedia Utilization for Dependable Remote Collaboration. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2012, 42, 1026-1039.	2.9	2
128	Indigenous Knowledge and ICT: An Interdisciplinary Approach to Culturally Inclusive Education. , 2012, , .		2
129	Chunking and Extracting Text Content for Mobile Learning: A Query-Focused Summarizer Based on Relevance Language Model. , 2012, , .		2
130	Personalized and Adaptive Curriculum Optimization Based on a Performance Correlation Analysis. , 2012, , .		2
131	Framework for designing context-aware learning systems. Education and Information Technologies, 2018, 23, 143-164.	5.7	2
132	Determinants of student performance with mobileâ€based assessment systems for English as a foreign language courses. Journal of Computer Assisted Learning, 2022, 38, 797-810.	5.1	2
133	Development of a User-Friendly Interface for The Creation of User Elements. International Journal of Electrical Engineering and Education, 1996, 33, 344-352.	0.8	1
134	Mobile agents in adaptive learning systems. , 0, , .		1
135	On-line knowledge management search engine. , 0, , .		1
136	Distance education model for secondary schools in Maldives. , 2003, , .		1
137	Technology for education in developing countries-a forward. , 2003, , .		1
138	Adding semantics and context to media resources to enable efficient construction of learning objects. , 0, , .		1
139	Dichotomic node network and cognitive trait model. , 0, , .		1
140	An allocation model for automatic assignment generation and marking. , 2005, , .		1
141	Preparing Coming Generations of Educational Technologists: Technology, Pedagogy and Curricula--Changes and Challenges. , 2007, , .		1
142	Cognitive Trait Model and Divergent Associative Learning. , 2007, , .		1
143	Effect of Learning Styles on Peer Assessment in an Agent-based Collaborative Learning Environment. , 2007, , .		1
144	UML Class Diagram as a Navigational Support for E-Learning. , 2008, , .		1

#	Article	IF	Citations
145	Proposal and Evaluation of Adaptive Multimedia Utilization Method for Reliable Web Based Collaboration. , 2009, , .		1
146	The study and application of IMS Learning Design specifications in a mobile context. , 2009, , .		1
147	Construction of Reading Guidance Mechanism on E-book Reader Applications for Improving Learners' English Comprehension Capabilities. , 2012, , .		1
148	Assessing Design of Online Courses Using Bayesian Belief Networks. , 2013, , .		1
149	Automarking Web Service. , 2013, , .		1
150	Optimal composition of e-learning personalization parameters. , 2015, , .		1
151	Collecting, Organizing, and Managing Non-contextualised Data by Using MVML to Develop a Human-Computer Interface. Lecture Notes in Computer Science, 2004, , 511-520.	1.3	1
152	Synergy of Performance-Based Model and Cognitive Trait Model in DP-ITS. Lecture Notes in Computer Science, 2005, , 407-411.	1.3	1
153	Adaptive educational environments for cognitive skills acquisition. , 0, , .		0
154	Towards a distance education model in Maldives. , 0, , .		0
155	A discussion on mobile agent based mobile web-based ITS. , 0, , .		0
156	Template server architecture. , 0, , .		0
157	Adaptive metaphor-enabling of web-based courses. , 0, , .		0
158	Mobile digital portfolio extension. , 0, , .		0
159	Formal logic as a learning facilitation tool. , 2005, , .		0
160	Impact of Process Goal and Outcome Goal on Learning Performance for Web-based Learners. , 2007, , .		0
161	Semantic Relation Analysis and Its Application in Cognitive Profiling. , 2007, , .		0
162	A Competency Approach: Implications for E-Learning and E-Assessment. , 2008, , .		0

#	Article	IF	Citations
163	Using mathematical model and empirical study to compare the face-toface interaction between the physical and cyber environments. Journal of Information and Optimization Sciences, 2009, 30, 525-551.	0.3	0
164	Enriched Cyberspace through Adaptive Multimedia Utilization for Dependable Remote Collaboration. , 2010, , .		0
165	Identifying Animals with Dynamic Location-aware and Semantic Hierarchy-Based Image Browsing for Different Cognitive Style Learners. , 2010, , .		0
166	Tracing student learning process in mixed-initiative learning environments. , 2012, , .		0
167	Optimizing University Curricula through Correlation Analysis. , 2013, , .		0
168	Enabling digital natives to fully immerse in learning — Analyzing the effects of embodiment-based learning environments. , 2015, , .		0
169	International Workshop on Enabling User Experience with Future Interactive Learning Systems (UXFUL) Tj ETQq1 1 0.784314 rgBT /O	1.3	0
170	Analyzing Critical Functions of Recording Tools for Synchronous Cyber Classroom Instruction. , 2012, , 250-263.		0
171	Enhancing Sentence Ordering by Hierarchical Topic Modeling for Multi-document Summarization. Lecture Notes in Computer Science, 2013, , 367-379.	1.3	0
172	Analyzing Critical Functions of Recording Tools for Synchronous Cyber Classroom Instruction. , 2014, , 643-656.		0