

# Kinshuk Kinshuk

## List of Publications by Year in descending order

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Version: 2024-02-01

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	The changing landscape of mobile learning pedagogy: A systematic literature review. <i>Interactive Learning Environments</i> , 2023, 31, 6462-6479.	6.4	9
2	Determinants of student performance with mobile-based assessment systems for English as a foreign language courses. <i>Journal of Computer Assisted Learning</i> , 2022, 38, 797-810.	5.1	2
3	How do pedagogical approaches affect the impact of augmented reality on education? A meta-analysis and research synthesis. <i>Educational Research Review</i> , 2020, 31, 100334.	7.8	120
4	The impact of student engagement on learning outcomes in a cyber-flipped course. <i>Educational Technology Research and Development</i> , 2019, 67, 1573-1591.	2.8	43
5	Use of Felder and Silverman learning style model for online course design. <i>Educational Technology Research and Development</i> , 2019, 67, 161-177.	2.8	50
6	An Architecture for Mobile-based Assessment Systems in Smart Learning Environments. <i>Lecture Notes in Educational Technology</i> , 2019, , 25-34.	0.8	5
7	Framework for designing context-aware learning systems. <i>Education and Information Technologies</i> , 2018, 23, 143-164.	5.7	2
8	Embodied interactive video lectures for improving learning comprehension and retention. <i>Computers and Education</i> , 2018, 117, 116-131.	8.3	71
9	Unobtrusive monitoring of learners' interactions with educational games for measuring their working memory capacity. <i>British Journal of Educational Technology</i> , 2017, 48, 224-245.	6.3	8
10	Real-Time Visual Feedback: A Study in Coding Analytics. , 2017, , .		9
11	Towards a Generic UML Model to Support Designing Educational Role Playing Games. , 2016, , .		5
12	Relationship between learning styles and genres of games. <i>Computers and Education</i> , 2016, 101, 1-14.	8.3	41
13	Role of personality in computer based learning. <i>Computers in Human Behavior</i> , 2016, 64, 805-813.	8.5	67
14	Approach based on fuzzy ontology for situation identification in situation-aware ubiquitous learning environment. , 2016, , .		6
15	Evolution Is not enough: Revolutionizing Current Learning Environments to Smart Learning Environments. <i>International Journal of Artificial Intelligence in Education</i> , 2016, 26, 561-581.	5.5	173
16	Optimal composition of e-learning personalization parameters. , 2015, , .		1
17	Communicating through body: a situated embodiment-based strategy with flag semaphore for procedural knowledge construction. <i>Educational Technology Research and Development</i> , 2015, 63, 749-769.	2.8	21
18	Adaptive and Personalized Learning Based on Students' Cognitive Characteristics. <i>Lecture Notes in Educational Technology</i> , 2015, , 77-97.	0.8	8

#	ARTICLE	IF	CITATIONS
19	An educational game for teaching computer architecture: Evaluation using learning analytics. , 2015, , .		10
20	Enabling digital natives to fully immerse in learning &#x2014; Analyzing the effects of embodiment-based learning environments. , 2015, , .		0
21	Online annotation system and student clustering platform. , 2015, , .		6
22	Generalized metrics for the analysis of E-learning personalization strategies. Computers in Human Behavior, 2015, 48, 310-322.	8.5	55
23	Analyzing Learner Characteristics and Courses Based on Cognitive Abilities, Learning Styles, and Context. Lecture Notes in Educational Technology, 2015, , 3-25.	0.8	4
24	Enhanced Federation and Reuse of E-Learning Components Using Cloud Computing. Lecture Notes in Educational Technology, 2015, , 159-166.	0.8	5
25	Use of Dashboards and Visualization Techniques to Support Teacher Decision Making. Lecture Notes in Educational Technology, 2015, , 181-199.	0.8	13
26	A Learning Version of Memory Match Game. , 2014, , .		12
27	Investigating E-book Reading Patterns: A Human Factors Perspective. , 2014, , .		5
28	Learners' Working Memory Capacity Modeling Based on Fuzzy Logic. , 2014, , .		10
29	Competence analytics. Journal of Computers in Education, 2014, 1, 251-270.	8.3	27
30	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
31	Adaptive Technologies. , 2014, , 771-779.		7
32	Is FLIP enough? Or should we use the FLIPPED model instead?. Computers and Education, 2014, 79, 16-27.	8.3	385
33	Analyzing Critical Functions of Recording Tools for Synchronous Cyber Classroom Instruction. , 2014, , 643-656.		0
34	An improved mix framework for opinion leader identification in online learning communities. Knowledge-Based Systems, 2013, 43, 43-51.	7.1	101
35	Fostering learnersâ€™ 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
36	The effectiveness of automatic text summarization in mobile learning contexts. Computers and Education, 2013, 68, 233-243.	8.3	48

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37	Toward a Fully Automatic Learner Modeling Based on Web Usage Mining with Respect to Educational Preferences and Learning Styles. , 2013, , .		9
38	Automating the E-learning Personalization. Lecture Notes in Computer Science, 2013, , 342-349.	1.3	7
39	An Approach for Detecting Students' Working Memory Capacity from Their Behavior in Learning Systems. , 2013, , .		10
40	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
41	Optimizing University Curricula through Correlation Analysis. , 2013, , .		0
42	Toward the reuse of E-Learning personalization systems. , 2013, , .		6
43	Connecting problem-solving and knowledge-construction processes in a visualization-based learning environment. Computers and Education, 2013, 68, 293-306.	8.3	52
44	A Contextual Query Expansion Based Multi-document Summarizer for Smart Learning. , 2013, , .		6
45	Assessing Design of Online Courses Using Bayesian Belief Networks. , 2013, , .		1
46	Automarking Web Service. , 2013, , .		1
47	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
48	Enhancing Sentence Ordering by Hierarchical Topic Modeling for Multi-document Summarization. Lecture Notes in Computer Science, 2013, , 367-379.	1.3	0
49	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
50	Personalized Text Content Summarizer for Mobile Learning: An Automatic Text Summarization System with Relevance Based Language Model. , 2012, , .		13
51	Clustering Students Based on their Annotations of a Digital Text. , 2012, , .		4
52	The 5R Adaptive Learning Content Generation Platform for Mobile Learning. , 2012, , .		7
53	Construction of Reading Guidance Mechanism on E-book Reader Applications for Improving Learners' English Comprehension Capabilities. , 2012, , .		1
54	Indigenous Knowledge and ICT: An Interdisciplinary Approach to Culturally Inclusive Education. , 2012, , .		2

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55	Chunking and Extracting Text Content for Mobile Learning: A Query-Focused Summarizer Based on Relevance Language Model. , 2012, , .		2
56	Personalized and Adaptive Curriculum Optimization Based on a Performance Correlation Analysis. , 2012, , .		2
57	Tracing student learning process in mixed-initiative learning environments. , 2012, , .		0
58	Towards a framework definition for learning process engineering supported by an adaptive learning system. , 2012, , .		10
59	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
60	Exploring studentsâ€™ learning experience in an international online research seminar in the Synchronous Cyber Classroom. Computers and Education, 2012, 58, 918-930.	8.3	43
61	Guest editorial: personalized learning. Educational Technology Research and Development, 2012, 60, 561-562.	2.8	10
62	Using IMS Learning Design to Author Authentic Learning Examples in Mobile Context. , 2012, , .		3
63	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
64	Recommend computer studies courses for students taken based on supported mobile learning modes. , 2012, , .		3
65	A model for social presence in online classrooms. Educational Technology Research and Development, 2012, 60, 529-545.	2.8	177
66	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
67	Ubiquitous Learning. , 2012, , 3361-3363.		11
68	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
69	Analyzing Critical Functions of Recording Tools for Synchronous Cyber Classroom Instruction. , 2012, , 250-263.		0
70	Transition from e-Learning to u-Learning: Innovations and Personalization Issues. , 2011, , .		8
71	Evaluation of Personalization Strategies Based on Fuzzy Logic. , 2011, , .		5
72	Effects of matching teaching strategy to thinking style on learnerâ€™s quality of reflection in an online learning environment. Computers and Education, 2011, 56, 53-64.	8.3	57

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73	Acceptance of competency-based workplace e-learning systems: Effects of individual and peer learning support. <i>Computers and Education</i> , 2011, 57, 1317-1333.	8.3	85
74	Augmenting paper-based reading activity with direct access to digital materials and scaffolded questioning. <i>Computers and Education</i> , 2011, 57, 1705-1715.	8.3	79
75	The nature of an object-oriented program: How do practitioners understand the nature of what they are creating?. <i>Computer Science Education</i> , 2011, 21, 269-287.	3.7	7
76	An investigation of attitudes of students and teachers about participating in a context-aware ubiquitous learning activity. <i>British Journal of Educational Technology</i> , 2011, 42, 373-394.	6.3	105
77	Enrichment of Peer Assessment with Agent Negotiation. <i>IEEE Transactions on Learning Technologies</i> , 2011, 4, 35-46.	3.2	33
78	Architecture and collaborations among agents in mobile educational game. , 2011, , .		10
79	Auto-Assessor: Computerized Assessment System for Marking Student's Short-Answers Automatically. , 2011, , .		22
80	OpenSim Virtual Worlds as a Platform for Enhanced Learning Concepts. , 2011, , .		3
81	Learning to Solve Problems in the Digital Age: Introduction. , 2011, , 1-8.		4
82	A fully personalization strategy of E-learning scenarios. <i>Computers in Human Behavior</i> , 2010, 26, 581-591.	8.5	145
83	The application of Simulation-Assisted Learning Statistics (SALS) for correcting misconceptions and improving understanding of correlation. <i>Journal of Computer Assisted Learning</i> , 2010, 26, 143-158.	5.1	26
84	Analysis of learners' navigational behaviour and their learning styles in an online course. <i>Journal of Computer Assisted Learning</i> , 2010, 26, 116-131.	5.1	151
85	A blended synchronous learning model for educational international collaboration. <i>Innovations in Education and Teaching International</i> , 2010, 47, 9-24.	2.5	102
86	A Collaborative Mobile Virtual Campus System Based on Location-Based Dynamic Grouping. , 2010, , .		17
87	Enriched Cyberspace through Adaptive Multimedia Utilization for Dependable Remote Collaboration. , 2010, , .		0
88	Learning Animal Concepts with Semantic Hierarchy-Based Location-Aware Image Browsing and Ecology Task Generator. , 2010, , .		3
89	Personalized Game Based Mobile Learning to Assist High School Students with Mathematics. , 2010, , .		15
90	A Flexible Mechanism for Providing Adaptivity Based on Learning Styles in Learning Management Systems. , 2010, , .		46

#	ARTICLE	IF	CITATIONS
91	Identifying Animals with Dynamic Location-aware and Semantic Hierarchy-Based Image Browsing for Different Cognitive Style Learners. , 2010, , .		0
92	Using Cognitive Traits for Improving the Detection of Learning Styles. , 2010, , .		14
93	Evaluation of Enriched Cyberspace for Adaptive Support of Remote Collaboration. , 2010, , .		4
94	Web-Based Multiplayer Online Role Playing Game (MORPG) for Assessing Students' Java Programming Knowledge and Skills. , 2010, , .		17
95	International Workshop on Enabling User Experience with Future Interactive Learning Systems (UXFUL) Tj ETQq1 1,0,784314,rgBT /O	1.3	6
96	Providing adaptive support in computer supported collaboration environments. , 2009, , .		6
97	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
98	Online Synchronous Instruction: Challenges and Solutions. , 2009, , .		5
99	Proposal and Evaluation of Adaptive Multimedia Utilization Method for Reliable Web Based Collaboration. , 2009, , .		1
100	Learning styles and cognitive traits “ Their relationship and its benefits in web-based educational systems. Computers in Human Behavior, 2009, 25, 1280-1289.	8.5	99
101	Coping with mismatched courses: studentsâ€™ behaviour and performance in courses mismatched to their learning styles. Educational Technology Research and Development, 2009, 57, 739-752.	2.8	55
102	Editorsâ€™ introduction to the special issue on cognition & learning technology. Educational Technology Research and Development, 2009, 57, 721-723.	2.8	5
103	Advanced Adaptivity in Learning Management Systems by Considering Learning Styles. , 2009, , .		40
104	The study and application of IMS Learning Design specifications in a mobile context. , 2009, , .		1
105	Enriching Web Based Computer Supported Collaborative Learning Systems by Considering Misunderstandings among Learners during Interactions. , 2009, , .		7
106	Investigations about the Effects and Effectiveness of Adaptivity for Students with Different Learning Styles. , 2009, , .		21
107	Learning in Virtual Worlds: The Challenges and Opportunities. , 2009, , .		16
108	A Framework for Social Presence in Synchronous Cyber Classrooms. , 2009, , .		2

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109	The relationship between learning styles and cognitive traits – Getting additional information for improving student modelling. Computers in Human Behavior, 2008, 24, 122-137.	8.5	84
110	Adaptivity and Personalization in Ubiquitous Learning Systems. Lecture Notes in Computer Science, 2008, , 331-338.	1.3	25
111	Identifying Learning Styles in Learning Management Systems by Using Indications from Students' Behaviour. , 2008, , .		109
112	An Infrastructure for Developing Pervasive Learning Environments. , 2008, , .		11
113	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
114	Mining e-Learning domain concept map from academic articles. Computers and Education, 2008, 50, 1009-1021.	8.3	92
115	An Implementation of the Agency Architecture in Educational Robotics. , 2008, , .		3
116	A Competency Approach: Implications for E-Learning and E-Assessment. , 2008, , .		0
117	UML Class Diagram as a Navigational Support for E-Learning. , 2008, , .		1
118	Individual Differences in Learning with Simulation Tool: A Pilot Study. , 2008, , .		3
119	Analysing the Behaviour of Students in Learning Management Systems with Respect to Learning Styles. Studies in Computational Intelligence, 2008, , 53-73.	0.9	21
120	Learner Modelling Through Analyzing Cognitive Skills and Learning Styles. , 2008, , 179-194.		6
121	Bridging the Gap Between Face-to-Face and Cyber Interaction in Holistic Blended Learning Environments. , 2008, , 239-259.		8
122	Impact of Process Goal and Outcome Goal on Learning Performance for Web-based Learners. , 2007, , .		0
123	Semantic Relation Analysis and Its Application in Cognitive Profiling. , 2007, , .		0
124	Preparing Coming Generations of Educational Technologists: Technology, Pedagogy and Curricula-Changes and Challenges. , 2007, , .		1
125	Cognitive Trait Model and Divergent Associative Learning. , 2007, , .		1
126	Ontology-Driven Development of Intelligent Educational Systems. , 2007, , .		3



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127	Pedagogical Agents for Teacher Intervention in Educational Robotics Classes: Implementation Issues. , 2007, , .		4
128	Adaptive Assessment in Web-Based Learning. , 2007, , .		3
129	Effect of Learning Styles on Peer Assessment in an Agent-based Collaborative Learning Environment. , 2007, , .		1
130	Analysing the Relationship between Learning Styles and Cognitive Traits. , 2007, , .		12
131	Classroom Climate and Learning Effectiveness Comparison for Physical and Cyber F2F Interaction in Holistic-Blended Learning Environment. , 2007, , .		6
132	Considering Learning Styles in Learning Management Systems: Investigating the Behavior of Students in an Online Course. , 2006, , .		23
133	Implementation of Intelligent Agents with Mobility in Educational Robotics Settings. , 2006, , .		2
134	Cognitive trait modelling: the case of inductive reasoning ability. Innovations in Education and Teaching International, 2006, 43, 151-161.	2.5	9
135	Adaptive cognitive-based selection of learning objects. Innovations in Education and Teaching International, 2006, 43, 121-135.	2.5	9
136	Analysis of Felder-Silverman Index of Learning Styles by a Data-Driven Statistical Approach. , 2006, , .		31
137	An Exploratory Study of the Relationship Between Learning Styles and Cognitive Traits. Lecture Notes in Computer Science, 2006, , 470-475.	1.3	7
138	Formal logic as a learning facilitation tool. , 2005, , .		0
139	Developing a knowledge management support system for teaching database normalization. , 2005, , .		3
140	Cyber Schooling framework: improving mobility and situated learning. , 2005, , .		2
141	An allocation model for automatic assignment generation and marking. , 2005, , .		1
142	A model for synchronous learning using the Internet. Innovations in Education and Teaching International, 2005, 42, 181-194.	2.5	144
143	Synergy of Performance-Based Model and Cognitive Trait Model in DP-ITS. Lecture Notes in Computer Science, 2005, , 407-411.	1.3	1
144	An Adaptation Framework for Web Based Learning System. Lecture Notes in Computer Science, 2004, , 277-283.	1.3	2

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145	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
146	Distance education model for secondary schools in Maldives. , 2003, , .		1
147	Technology for education in developing countries-a forward. , 2003, , .		1
148	Intelligent tutoring: from SAKI to Byzantium. Kybernetes, 2001, 30, 807-819.	2.2	9
149	A computer-based intelligent assessment system for numeric disciplines. Information Services and Use, 1998, 18, 53-63.	0.2	6
150	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
151	Intelligent tutoring tools-a problem solving framework for learning and assessment. , 0, , .		6
152	Adaptive educational environments for cognitive skills acquisition. , 0, , .		0
153	Student adaptivity in TILE: a client-server approach. , 0, , .		7
154	Knowledge management and reusability in Internet based learning. , 0, , .		2
155	Does intelligent tutoring have future!., , 0, , .		7
156	Application of knowledge management in reusable web-based learning systems. , 0, , .		2
157	Mobile agents in adaptive learning systems. , 0, , .		1
158	Towards a distance education model in Maldives. , 0, , .		0
159	A discussion on mobile agent based mobile web-based ITS. , 0, , .		0
160	Designing multimedia support for situated learning. , 0, , .		8
161	Adding value to educational content by applying MRA filtering. , 0, , .		2
162	Template server architecture. , 0, , .		0

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163	On-line knowledge management search engine. , 0, , .		1
164	Reusable active learning system for improving the knowledge retention and better knowledge management. , 0, , .		9
165	Adaptive metaphor-enabling of web-based courses. , 0, , .		0
166	A unified approach to mobile adaptation of educational content. , 0, , .		4
167	Synchronous learning model over the internet. , 0, , .		5
168	Mobile digital portfolio extension. , 0, , .		0
169	Adding semantics and context to media resources to enable efficient construction of learning objects. , 0, , .		1
170	Dichotomic node network and cognitive trait model. , 0, , .		1
171	Application of ontology to knowledge management in web based learning. , 0, , .		22
172	Creating a Pervasive Testing Environment by Using SMS Messaging. , 0, , .		12