Norasykin Mohd Zaid

List of Publications by Year
in descending order

51	201	1684188	1474206
papers	citations	5	9
		h-index	g-index

51	51	51	147
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Significance of Preparedness in Flipped Classroom. Advanced Science Letters, 2015, 21, 3388-3390.	0.2	24
2	The influences of Flipped Classroom: A meta analysis. , 2014, , .		21
3	The affiliation between student achievement and elements of gamification in learning science. , 2016, , .		16
4	Effects of Mobile Augmented Reality (MAR) towards Students' Visualization Skills when Learning Orthographic Projection. International Journal of Emerging Technologies in Learning, 2019, 14, 106.	1.3	16
5	Enhancing students' ICT problem solving skills using flipped classroom model. , 2016, , .		14
6	Meta-analysis on Element of Cognitive Conflict Strategies with a Focus on Multimedia Learning Material Development. International Education Studies, 2015, 8, .	0.6	13
7	The impacts of infusing game elements and gamification in learning. , 2016, , .		12
8	Implementation strategy of project based learning through flipped classroom method. , 2016, , .		10
9	Gamification: Cognitive impact and creating a meaningful experience in learning. , 2014, , .		9
10	Gamification as an Educational Technology Tool in Engaging and Motivating Students; An Analyses Review. Advanced Science Letters, 2015, 21, 3337-3341.	0.2	8
11	Emerging project based learning in flipped classroom: Technology used to increase students' engagement. , 2015, , .		7
12	Enhancing Student's Higher Order Thinking Skills (HOTS) through the Socratic Method Approach with Technology. International Journal of Knowledge-Based Organizations, 2016, 6, 14-27.	0.4	7
13	Code puzzle: ActionScript 2.0 learning application based on problem based learning approach. , 2017, , .		6
14	A Meta-analysis on Students' Social Collaborative Knowledge Construction using Flipped Classroom Model. , 2015, , .		5
15	Ontology-based Search System Using Hierarchical Structure Design. Procedia, Social and Behavioral Sciences, 2013, 97, 566-570.	0.5	4
16	The Effectiveness of a Mentor-Mentee Program on Malaysian School Students' Interest in STEM. , 2018, , .		3
17	Development of Mobile Application for The Concept of Pattern Recognition in Computational Thinking for Mathematics Subject. , 2019, , .		3
18	5 Years into Augmented Reality Technology in Education: Research Trends, Bibliometric Study and its Application to Enhance Visualization Skills. WSEAS Transactions on Systems and Control, 2021, 16, 253-260.	0.8	3

#	Article	IF	Citations
19	Social Media in Learning: Insights of High Schools. Advanced Science Letters, 2017, 23, 7477-7481.	0.2	3
20	AREDAPPS: Mobile Augmented Reality Development and Learning Framework Based on Augmented Reality Technology for Engineering Drawing Course. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2022, , 322-335.	0.3	3
21	Developing A Unified Model of Teaching Computational Thinking. , 2018, , .		2
22	Enhancement of Student Motivation in Learning Through BLOSSOMS Video Activity. Advanced Science Letters, 2014, 20, 2014-2017.	0.2	2
23	“Online learning” potential in Socratic learning methods to empower Higher Level Thinking. , 2014, , .		1
24	The Design of a Computer-Supported Collaborative Learning Environment that Promotes Interaction. , 2014, , .		1
25	Emerging of Academic Information Search System with Ontology-based Approach. Procedia, Social and Behavioral Sciences, 2014, 116, 132-138.	0.5	1
26	Online learning and socratic method in increasing self-motivation: A literature review. , 2015, , .		1
27	Developing Higher Order Thinking Skill with the 120-Minute Instructional Station Rotation (MRSP120) Approach: Students' Perceptions. , 2018, , .		1
28	Social Constructivism Learning through Project Based Learning with Scaffolding in Flipped Classroom. , 2018, , .		1
29	GAMIFICATION SWAY ON THE STUDENTS INTRINSIC MOTIVATION WHEN IT COMES TO LEARNING SCIENCE. , 2016, , .		1
30	The Process of Incorporating Online Collaborative Learning: An Analysis of Malaysian Tertiary ICT Educators' Perceptions. Advanced Science Letters, 2014, 20, 2142-2146.	0.2	1
31	THE ONLINE SOCRATIC APPROACH AND ITS RELATIONSHIP WITH THE LEVEL OF BLOOM TAXONOMY MASTERY. , 2016, , .		1
32	Biology Problem-Solving: The High Achiever Students. , 0, , .		1
33	Development of video based on Cognitive Conflict Strategies in learning Information Technology Application and Communication subject. , 2014, , .		0
34	The Growth of Applied Knowledge with Integration of Group Activity Possess Elements of Critical Thinking. , 2014, , .		0
35	Implementation of Socratic Method in online learning to enhance creative thinking: Analysis review. , 2016, , .		0
36	Development of The â€œThinkHOTSâ€•Software Based on Thinking Maps To Increase Higher-Order Thinking Skills. , 2018, , .		0

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37	Evaluation of Students' Dependency on Out-Of-Class Learning: A Flipped Classroom Approach. , 2018, , .		0
38	An Overview of Computing Pedagogy Using the Flipped Classroom Model in Malaysian Education. , 2018, , .		0
39	Integration of Peer Instruction in Online Social Network to Enhance Higher Order Thinking Skills. International Journal of Interactive Mobile Technologies, 2018, 12, 30.	1.2	0
40	The Effectiveness of Integrating Geometer's Sketchpad Software in Phase-Based Geometric Learning. , 2018, , .		0
41	Student's Perception on Usage of Online Social Network and Difficulties in Learning Social Science Research. , 2019, , .		0
42	Application of peer assessments learning model to build student's creative thinking skills in calculus materials with the open-ended approach. AIP Conference Proceedings, 2020, , .	0.4	0
43	Enhancing Student's Higher Order Thinking Skills (HOTS) through the Socratic Method Approach with Technology. , 2021, , 1399-1412.		0
44	Teaching Duet in Social Sciences Education in Promoting Critical Thinking Abilities. Advanced Science Letters, 2015, 21, 3180-3184.	0.2	0
45	THE RELATIONSHIP BETWEEN PLAYER MOTIVATION AND GAMIFICATION ELEMENTS IN LEARNING SCIENCE AMONG SECONDARY SCHOOL STUDENTS IN MALAYSIA. , 2016, , .		0
46	THE EXISTENCE AND INFLUENCE OF PLAYER MOTIVATION IN LEARNING USING GAMIFICATION AMONG RURAL STUDENTS IN SABAH, MALAYSIA. INTED Proceedings, 2016, , .	0.0	0
47	EFFECTIVENESS ON LEARNING ATTAINMENT USING THE GAMIFICATION APPROACH AS AN EDUCATIONAL TECHNOLOGY TOOL. , 2016, , .		0
48	The Effects of Video Learning to Improve Critical Thinking Abilities. Advanced Science Letters, 2016, 22, 4229-4233.	0.2	0
49	Implementation of Case Based Learning and Metacognitive Scaffolding in Social Media to Improve Problem Solving Skill—A Theoretical Framework. Advanced Science Letters, 2018, 24, 4196-4201.	0.2	0
50	Gamification's Role as a Learning and Assessment Tool in Education. , 2020, , 812-822.		0
51	DOES Sketchup Make Improve Students' Visual-Spatial Skills?. IEEE Access, 2022, 10, 13936-13953.	4.2	0