

# Norasykin Mohd Zaid

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4834720/publications.pdf>

Version: 2024-02-01

51  
papers

201  
citations

1684188

5  
h-index

1474206

9  
g-index

51  
all docs

51  
docs citations

51  
times ranked

147  
citing authors

#	ARTICLE	IF	CITATIONS
1	DOES Sketchup Make Improve Studentsâ€™ Visual-Spatial Skills?. IEEE Access, 2022, 10, 13936-13953.	4.2	0
2	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
3	Enhancing Student's Higher Order Thinking Skills (HOTS) through the Socratic Method Approach with Technology. , 2021, , 1399-1412.		0
4	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
5	Application of peer assessments learning model to build studentâ€™s creative thinking skills in calculus materials with the open-ended approach. AIP Conference Proceedings, 2020, , .	0.4	0
6	Gamification's Role as a Learning and Assessment Tool in Education. , 2020, , 812-822.		0
7	Effects of Mobile Augmented Reality (MAR) towards Studentsâ€™ Visualization Skills when Learning Orthographic Projection. International Journal of Emerging Technologies in Learning, 2019, 14, 106.	1.3	16
8	Studentâ€™s Perception on Usage of Online Social Network and Difficulties in Learning Social Science Research. , 2019, , .		0
9	Development of Mobile Application for The Concept of Pattern Recognition in Computational Thinking for Mathematics Subject. , 2019, , .		3
10	Developing A Unified Model of Teaching Computational Thinking. , 2018, , .		2
11	Development of The "ThinkHOTS" Software Based on Thinking Maps To Increase Higher-Order Thinking Skills. , 2018, , .		0
12	The Effectiveness of a Mentor-Mentee Program on Malaysian School Students' Interest in STEM. , 2018, , .		3
13	Evaluation of Students' Dependency on Out-Of-Class Learning: A Flipped Classroom Approach. , 2018, , .		0
14	Developing Higher Order Thinking Skill with the 120-Minute Instructional Station Rotation (MRSP120) Approach: Students' Perceptions. , 2018, , .		1
15	An Overview of Computing Pedagogy Using the Flipped Classroom Model in Malaysian Education. , 2018, , .		0
16	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
17	The Effectiveness of Integrating Geometer's Sketchpad Software in Phase-Based Geometric Learning. , 2018, , .		0
18	Social Constructivism Learning through Project Based Learning with Scaffolding in Flipped Classroom. , 2018, , .		1

#	ARTICLE	IF	CITATIONS
19	Implementation of Case Based Learning and Metacognitive Scaffolding in Social Media to Improve Problem Solving Skillâ€”A Theoretical Framework. <i>Advanced Science Letters</i> , 2018, 24, 4196-4201.	0.2	0
20	Code puzzle: ActionScript 2.0 learning application based on problem based learning approach. , 2017, , .		6
21	Social Media in Learning: Insights of High Schools. <i>Advanced Science Letters</i> , 2017, 23, 7477-7481.	0.2	3
22	Enhancing Student's Higher Order Thinking Skills (HOTS) through the Socratic Method Approach with Technology. <i>International Journal of Knowledge-Based Organizations</i> , 2016, 6, 14-27.	0.4	7
23	The impacts of infusing game elements and gamification in learning. , 2016, , .		12
24	Enhancing students' ICT problem solving skills using flipped classroom model. , 2016, , .		14
25	Implementation of Socratic Method in online learning to enhance creative thinking: Analysis review. , 2016, , .		0
26	The affiliation between student achievement and elements of gamification in learning science. , 2016, , .		16
27	Implementation strategy of project based learning through flipped classroom method. , 2016, , .		10
28	GAMIFICATION SWAY ON THE STUDENTS INTRINSIC MOTIVATION WHEN IT COMES TO LEARNING SCIENCE. , 2016, , .		1
29	THE RELATIONSHIP BETWEEN PLAYER MOTIVATION AND GAMIFICATION ELEMENTS IN LEARNING SCIENCE AMONG SECONDARY SCHOOL STUDENTS IN MALAYSIA. , 2016, , .		0
30	THE EXISTENCE AND INFLUENCE OF PLAYER MOTIVATION IN LEARNING USING GAMIFICATION AMONG RURAL STUDENTS IN SABAH, MALAYSIA. <i>INTED Proceedings</i> , 2016, , .	0.0	0
31	EFFECTIVENESS ON LEARNING ATTAINMENT USING THE GAMIFICATION APPROACH AS AN EDUCATIONAL TECHNOLOGY TOOL. , 2016, , .		0
32	THE ONLINE SOCRATIC APPROACH AND ITS RELATIONSHIP WITH THE LEVEL OF BLOOM TAXONOMY MASTERY. , 2016, , .		1
33	The Effects of Video Learning to Improve Critical Thinking Abilities. <i>Advanced Science Letters</i> , 2016, 22, 4229-4233.	0.2	0
34	Meta-analysis on Element of Cognitive Conflict Strategies with a Focus on Multimedia Learning Material Development. <i>International Education Studies</i> , 2015, 8, .	0.6	13
35	A Meta-analysis on Students' Social Collaborative Knowledge Construction using Flipped Classroom Model. , 2015, , .		5
36	Emerging project based learning in flipped classroom: Technology used to increase students' engagement. , 2015, , .		7

#	ARTICLE	IF	CITATIONS
37	Online learning and socratic method in increasing self-motivation: A literature review. , 2015, , .		1
38	Gamification as an Educational Technology Tool in Engaging and Motivating Students; An Analyses Review. Advanced Science Letters, 2015, 21, 3337-3341.	0.2	8
39	Significance of Preparedness in Flipped Classroom. Advanced Science Letters, 2015, 21, 3388-3390.	0.2	24
40	Teaching Duet in Social Sciences Education in Promoting Critical Thinking Abilities. Advanced Science Letters, 2015, 21, 3180-3184.	0.2	0
41	Development of video based on Cognitive Conflict Strategies in learning Information Technology Application and Communication subject. , 2014, , .		0
42	Gamification: Cognitive impact and creating a meaningful experience in learning. , 2014, , .		9
43	&#x201C;Online learning&#x201D; potential in Socratic learning methods to empower Higher Level Thinking. , 2014, , .		1
44	The influences of Flipped Classroom: A meta analysis. , 2014, , .		21
45	The Growth of Applied Knowledge with Integration of Group Activity Possess Elements of Critical Thinking. , 2014, , .		0
46	The Design of a Computer-Supported Collaborative Learning Environment that Promotes Interaction. , 2014, , .		1
47	Emerging of Academic Information Search System with Ontology-based Approach. Procedia, Social and Behavioral Sciences, 2014, 116, 132-138.	0.5	1
48	Enhancement of Student Motivation in Learning Through BLOSSOMS Video Activity. Advanced Science Letters, 2014, 20, 2014-2017.	0.2	2
49	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
50	Ontology-based Search System Using Hierarchical Structure Design. Procedia, Social and Behavioral Sciences, 2013, 97, 566-570.	0.5	4
51	Biology Problem-Solving: The High Achiever Students. , 0, , .		1