

# Emmanuel O C Mkpojiogu

## List of Publications by Year in descending order

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Version: 2024-02-01

56  
papers

378  
citations

840776

11  
h-index

888059

17  
g-index

56  
all docs

56  
docs citations

56  
times ranked

178  
citing authors

#	ARTICLE	IF	CITATIONS
1	Understanding the relationship between Kano model's customer satisfaction scores and self-stated requirements importance. SpringerPlus, 2016, 5, 197.	1.2	52
2	THE EFFECT OF RESPONSIVE WEB DESIGN ON THE USER EXPERIENCE WITH LAPTOP AND SMARTPHONE DEVICES. Jurnal Teknologi (Sciences and Engineering), 2015, 77, .	0.4	26
3	AN APPLICATION OF THE ISO/IEC 25010 STANDARD IN THE QUALITY-IN-USE ASSESSMENT OF AN ONLINE HEALTH AWARENESS SYSTEM. Jurnal Teknologi (Sciences and Engineering), 2015, 77, .	0.4	25
4	A user experience evaluation of Amazon Kindle mobile application. AIP Conference Proceedings, 2017, , .	0.4	23
5	Perceived usefulness, perceived ease of use, and perceived enjoyment as drivers for the user acceptance of interactive mobile maps. AIP Conference Proceedings, 2016, , .	0.4	21
6	Requirements: Towards an understanding on why software projects fail. AIP Conference Proceedings, 2016, , .	0.4	20
7	Usability evaluation techniques in mobile commerce applications: A systematic review. AIP Conference Proceedings, 2016, , .	0.4	18
8	A usability evaluation of Lazada mobile application. AIP Conference Proceedings, 2017, , .	0.4	16
9	USABILITY EVALUATION OF A WEB-BASED HEALTH AWARENESS PORTAL ON SMARTPHONE DEVICES USING ISO 9241- 11 MODEL. Jurnal Teknologi (Sciences and Engineering), 2015, 77, .	0.4	15
10	A systematic review of usability quality attributes for the evaluation of mobile learning applications for children. AIP Conference Proceedings, 2018, , .	0.4	15
11	The UX of amila pregnancy on mobile device. AIP Conference Proceedings, 2017, , .	0.4	12
12	Assessing the usability of Shazam mobile app. AIP Conference Proceedings, 2017, , .	0.4	8
13	Improving the Academic Self-Efficacy of Students Using Mobile Educational Apps in Virtual Learning: A Review. International Journal of Interactive Mobile Technologies, 2021, 15, 149.	1.2	8
14	Assisting Children with Autism Spectrum Disorder with Educational Mobile Apps to Acquire Language and Communication Skills: A Review. International Journal of Interactive Mobile Technologies, 2021, 15, 161.	1.2	8
15	Quality Attributes for an LMS Cognitive Model for User Experience Design and Evaluation of Learning Management Systems. , 0, , .		7
16	The effect of proposed software products's features on the satisfaction and dissatisfaction of potential customers. AIP Conference Proceedings, 2016, , .	0.4	6
17	Requirements model for an e-Health awareness portal. AIP Conference Proceedings, 2016, , .	0.4	6
18	The usability evaluation of Mudah.my on mobile device. AIP Conference Proceedings, 2017, , .	0.4	6

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19	Assessing studentsâ€™ performance in software requirements engineering education using scoring rubrics. AIP Conference Proceedings, 2017, , .	0.4	6
20	Dimensions and Sub-Dimensions for the Evaluation of M-Learning Apps for Children: A Review. International Journal of Engineering and Technology(UAE), 2018, 7, 291.	0.3	6
21	Assessing Experimental Private Cloud Using Web of System Performance Model. International Journal of Grid and High Performance Computing, 2017, 9, 21-35.	0.9	6
22	A systematic review of usability test metrics for mobile video streaming apps. AIP Conference Proceedings, 2016, , .	0.4	5
23	A mobile usability assessment of Carousell mobile app. AIP Conference Proceedings, 2018, , .	0.4	5
24	Grab mobile application: A usability evaluation. AIP Conference Proceedings, 2018, , .	0.4	5
25	An Interview Report on Usersâ€™ Perception about the Usability Performance of a Mobile E-Government Application. International Journal of Interactive Mobile Technologies, 2019, 13, 169.	1.2	5
26	Using Mobile Educational Apps to Foster Work and Play in Learning: A Systematic Review. International Journal of Interactive Mobile Technologies, 2020, 14, 178.	1.2	5
27	Investigation of the current requirements engineering practices among software developers at the Universiti Utara Malaysia Information Technology (UUMIT) centre. AIP Conference Proceedings, 2016, , .	0.4	4
28	A usability evaluation of UUM mobile for students app on IOS and Android platforms. AIP Conference Proceedings, 2018, , .	0.4	4
29	Quality Characteristics of an LMS UX Psychomotor Model for the Design and Evaluation of Learning Management Systems. , 0, , .		4
30	Predicting the Perceived Worth of Software Product Requirements with Customer Satisfaction. Advanced Science Letters, 2017, 23, 4269-4273.	0.2	3
31	A Mobile Usability Test Assessment of an Online Shopping Application. Journal of Computational and Theoretical Nanoscience, 2019, 16, 2511-2516.	0.4	3
32	Assessing the influence of self-reported requirements importance on the perceived quality of proposed software products. AIP Conference Proceedings, 2018, , .	0.4	2
33	Knowledge Transfer of VLE Frog in Secondary School. , 2019, , .		2
34	Security Issues in the Use of Mobile Educational Apps: A Review. International Journal of Interactive Mobile Technologies, 2021, 15, 124.	1.2	2
35	An Instrumental Assessment of Touch'n Go eWallet Mobile App. International Journal of Interactive Mobile Technologies, 2021, 15, 4.	1.2	2
36	Dimensioning UX Models for Design and Evaluation. Turkish Journal of Computer and Mathematics Education, 2021, 12, 1878-1883.	0.3	2

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37	A Product Pain-Pleasure Framework for Software Product Design in the Usability and User Experience Domains. <i>Webology</i> , 2021, 18, 01-31.	0.5	2
38	The Impact of Software Featuresâ€™ Perceived Importance on the Perceived Performance of Software Productsâ€™ Quality Elements. <i>Journal of Computational and Theoretical Nanoscience</i> , 2019, 16, 2135-2140.	0.4	2
39	A Current State Performance Framework for the Evaluation of User Experience Design (UXD) Practice in Industry. <i>International Journal of Recent Technology and Engineering</i> , 2019, 8, 206-214.	0.2	2
40	A Study on the Perceived Mobile Experience of Myeg Users. <i>International Journal of Interactive Mobile Technologies</i> , 2019, 13, 4.	1.2	1
41	Quality Facetsof a UX LMS Affective Model for the Design and Evaluation of Learning Management Systems. <i>Turkish Journal of Computer and Mathematics Education</i> , 2021, 12, 1872-1877.	0.3	1
42	Construct-Inference-Process (CIP) Framework for UX Model Building and EvaluationOver Time. <i>Turkish Journal of Computer and Mathematics Education</i> , 2021, 12, 1866-1871.	0.3	1
43	Interaction Design Principles for Edutainment Systems: Enhancing the Communication Skills of Children with Autism Spectrum Disorders. <i>Revista Tecnica De La Facultad De Ingenieria Universidad Del Zulia</i> , 0, , .	0.1	1
44	A Heuristic Evaluation of Achik.biz Mobile Shopping App. <i>International Journal of Recent Technology and Engineering</i> , 2019, 8, 123-126.	0.2	1
45	Ascertaining the UX of the Word Mania Mobile App for Children using Fun Toolkit v3. <i>International Journal of Recent Technology and Engineering</i> , 2019, 8, 202-205.	0.2	1
46	Performance of the Connection Budget of a Wireless Communication Network in Ultra Wideband Systems. <i>International Innovative Research Journal of Engineering and Technology</i> , 2019, 5, 1-9.	0.1	1
47	A UX 3-Factor Hierarchical Model for Understanding, Designing and Evaluating the UX of Software Products. , 2022, , .		1
48	A Conceptual UX Model for the Design and Evaluation of Interactive Digital Artifacts over Time. , 2022, , .		1
49	Users Perception of the Mobile Usability of a Global Bicycle Sharing Platform. <i>International Journal of Interactive Mobile Technologies</i> , 2019, 13, 125.	1.2	0
50	Quality Attributes for UX Design and Evaluation. <i>Turkish Journal of Computer and Mathematics Education</i> , 2021, 12, 1884-1891.	0.3	0
51	Counterfeit Review Rating and Ranking Fraud Detection. <i>International Innovative Research Journal of Engineering and Technology</i> , 2018, 3, 7-12.	0.1	0
52	Towards Secure Data Circulation in Mobile Cloud Computing. <i>International Innovative Research Journal of Engineering and Technology</i> , 2018, 4, 18-23.	0.1	0
53	Cloud Information Security using and Steganography Paired Encryption. <i>International Innovative Research Journal of Engineering and Technology</i> , 2019, 4, 32-36.	0.1	0
54	Usersâ€™ Perception of their Satisfaction and Experience on a Mobile Cinema Application. <i>International Journal of Recent Technology and Engineering</i> , 2019, 8, 131-134.	0.2	0

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55	The User Centred Design (UCD) and User Experience Design (UXD) Practice In Industry: Performance Methods and Practice Constraints. International Journal of Recent Technology and Engineering, 2019, 8, 175-182.	0.2	0
56	A Measure of the Effectiveness and Efficiency of an M-Cinema App. International Journal of Recent Technology and Engineering, 2019, 8, 127-130.	0.2	0