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Research Interests

Multimedia technology & HCI, Serious games design and development for learning and training, Edutainment system, Design science, and Game-based rehabilitation.

Selected publications

- **Ahmed Mohammed Elaklouk** & Nor Azan Mat Zin. 2019. A Rehabilitation Gaming System for Cognitive Deficiencies: Design and Usability Evaluation. *International Journal on Advanced Science, Engineering and Information Technology*, vol.9, pp.181-187
- **Ahmed Mohammed Elaklouk** & Nor Azan Mat Zin. 2017. Design and Usability Evaluation of Rehabilitation Gaming System for Cognitive Deficiencies. The 6th International Conference on Electrical Engineering and Informatics (ICEEI 2017), Resort World Langkawi, MALAYSIA, November 25-27, 2017. (*Best Paper Award*).
- N. A. M. Zin and **A. M. Elaklouk**. 2017."Design science paradigm in the development of serious game for cognitive rehabilitation," *International Journal on Advanced Science, Engineering and Information Technology*, vol. 7, pp. 118-124.
- **Ahmed elaklouk**, Nor Azan Mat Zin & Azrulhizam Shapii. 2015. Investigating Therapists' Intention to Use Serious Games for Acquired Brain Injury Cognitive Rehabilitation. *Journal of King Saud University - Computer and Information Sciences*, vol. 27, pp.160-169.
- **Ahmed elaklouk**, Nor Azan Mat Zin & Azrulhizam Shapii. 2013. A Conceptual Framework for Designing Brain Injury Cognitive Rehabilitation Gaming System. *Journal of Digital Content technology and its Applications (JDCTA)* 7(15): 31-41.
- **Ahmed M. Elaklouk** & Nor Azan Mat Zin. 2012. Requirements for Game Based Cognitive Intervention System for Acquired Brain Injury. *Journal on Computing* 2(3): 25-31.

Research Projects:

- Qatar Charity grant, Game Based Physical Rehabilitation for Acquired Brain Injuries, Principal Investigator.
- Serious gaming based on Kinect technology for autistic children in GAZA.
- Augmented reality serious games for lower limb rehabilitation.