

Ahmed Ewais



Personal Details

Name	Ewais, Ahmed
Place&Date of birth	Saudia Arabia, 20 May 1982
Nationality	Palestinian
Email	awais@gmail.com awais@vub.be awais@aaup.edu
Address:	Jenin, Palestine
GSM	00972599374382
LinkedIn	Ahmad Ewais

Academic Qualifications

2004	Bachelor of Science (BSc) in Computer Science, Arab American University, Jenin Palestine
2008	Master of Science (MSc) in Computer Science, Vrije Universiteit Brussel, Belgium. (Master Thesis)
2013	PhD of Computer Science, Vrije Universiteit Brussel, Belgium. (Ph.D Thesis)
2015	Researcher ,Web & Information System Engineering Vrije Universiteit Brussel, Belgium

Employments

- July 2003 - August 2004
Software Developer
Hassib Sabbagh Information Technology Center of Excellence ([HSITCE](#)), Jenin, Palestine.
- September 2004 – April 2008
Teaching Assistant
Department of Computer Science, University of Arab American University, Jenin, Palestine.
- April 2009- December 2013
PhD Candidate (PhD scholarship)
Web & Information System Engineering
Vrije Universiteit Brussel, Belgium
- February 2014- February 2021

- Assistant Professor**
 Computer Science Department
 Arab American University-Jenin
- September 2014- September 2016
Head of Computer Science Department, Master of Computer Science Program Coordinator
 Computer Science Department in EIT Faculty, Graduate Studies Faculty
- April 2015 –September 2018
Post-Doc Researcher
 Web & Information System Engineering ([WISE](#))
 Vrije Universiteit Brussel, Belgium
- May 2019 till present
Researcher
 Web & Information System Engineering ([WISE](#))
 Vrije Universiteit Brussel, Belgium
- March 2020 till present
Head of e-learning Center
 Academic Affairs Office, Arab American University
- March 2021 till present
Associate Professor
 Computer Science Department
 Arab American University-Jenin

Academic Activities

- **Taught Courses:**
 Human Computer Interaction, Special Topics I in Computer Science (E-Learning, Virtual and Augmented Reality), Special Topics II in computer Science (UX & UI), Systems Analysis and Design, Computer Graphics, Game Programming, Introduction to Information Technology (+Lab), Programming Fundamentals I (+Lab), Principles of Object Oriented Programming (+Lab), Introduction to Database (+Lab), Algorithms and Data Structures, Special Topics 2 in Computer Information Technology, Mobile Programming, Social Media and Mobile Applications Development. Introduction to Information Technology, Introduction to Computers. Fundamentals of Research Methods.
- Member of Engineering and Information Technology Faculty Council at Arab American University-Jenin Palestine.
- Member of ACM competition Committee Engineering and Information Technology Faculty Council at Arab American University-Jenin Palestine.
- Committee Member of Master Program in Computer Science Committee
- Committee Member for Organizing the ACM Palestinian Collegiate Programming Contest (PCPC), The Arab American University
- Committee Member for Organizing the First Lego League (FLL), The Arab American University.

- Committee Member for Educational Outcomes of Courses, The Arab American University.
- Head of Committee for E-learning, The Arab American University.

Research Interest

- Usability, UX&UI
- Massive Online Open Courses (MOOCs)
- Adaptive 3D Virtual Learning Environments (3D VLE)
- E-learning and Enhanced Learning Technology
- Virtual Reality/Augmented Reality in educational context (VR&AR)
- Serious Game & Educational Game
- Mobile Learning (M-learning)
- Multimedia Learning Resources Retrieval
- Machine Learning and Artificial Intelligence

Projects

- **Generic Responsive Adaptive Personalized Learning Environment (GRAPPLE)** [EU FP7 STREP Project]: (2009-2011)
The GRAPPLE project aims at delivering to learners a technology-enhanced learning (TEL) environment that guides them through a life-long learning experience, automatically adapting to personal preferences, prior knowledge, skills and competences, learning goals and the personal or social context in which the learning takes place. The same TEL environment can be used/ accessed at home, school, work or on the move (using mobile/handheld devices). More information could be found in the following link: <http://grapple.win.tue.nl/home.html>.
- **Investigating the possible adaptation techniques for Multimedia Learning Resources inside 3D virtual Learning Environment** [SRC Deanship] (2015-2016)
This research aims to investigate the different adaptation techniques that can be applied to the audio and video learning resources which are considered as one of the important components of the 3D Virtual Learning Environments. As a result, such adaptation techniques can be used to improve the learning outcomes from a 3D Virtual Learning Environment. The project is funded by Scientific Research Department in Arab American University.
- **Improving Governance Practices at Palestinian Higher Education Institutions Unigov** [Erasmus +]: (2016-2019)
The project will initially seek to address weaknesses in the existing governance systems across HEIs in Palestine. By establishing a comparative study with European benchmark universities, we seek to establish a governance framework and then adopt innovative practices to improve existing structures. The partnerships between European universities and Palestinian universities is expected to continue effectively over 36 months.

- **Virtual Reality as an Innovative and Immersive Learning Tools for HEIs in Palestine / TESLA [Erasmus+]:** (2017-2020)
The project will focus on developing different modules in Virtual Reality in educational context for a number of courses such as Physics lab, Chemistry, Topology, and Geology. The project is funded by Erasmus+.
- **iTalent** (2017-2018)
The project is mainly helping talented people in reaching a wide range of fans using proposed web-based and mobile based application. Different services and digital marketing techniques are used in the application to achieve the ultimate goal. The project was submitted to [Ibdaa](#) organization in the second round of the competition in 2016, and it was accepted for financial support as a startup company.

Publications

1. Ewais, A., Hodrob, R., Maree, M., & Jaradat, S. (2021). Mobile Learning Application for Helping Pupils in Learning Chemistry. *International Journal Of Interactive Mobile Technologies (IJIM)*, 15(01), pp. 105-118. doi: <http://dx.doi.org/10.3991/ijim.v15i01.11897>
2. M. Fragkaki, S. Mystakidis, I. Hatzilygeroudis, K. Kovas, Z. Palkova, Z. Salah, G. Hamed, W.M. Khalilia, A. Ewais (2020) Tpack Instructional Design Model In Virtual Reality For Deeper Learning In Science And Higher Education: From “APATHY” TO “EMPATHY”, EDULEARN20 Proceedings, pp. 3286-3292.
3. Salameh, B., Ewais, A., & Salameh, O. (2020). Integrating M-Learning in Teaching ECG Reading and Arrhythmia Management for Undergraduate Nursing Students. *International Journal Of Interactive Mobile Technologies (IJIM)*, 14(01), pp. 82-95. doi: <http://dx.doi.org/10.3991/ijim.v14i01.11417>
4. Ewais, A., & Troyer, O. D. (2019). A Usability and Acceptance Evaluation of the Use of Augmented Reality for Learning Atoms and Molecules Reaction by Primary School Female Students in Palestine. *Journal of Educational Computing Research*, 57(7), 1643–1670. <https://doi.org/10.1177/0735633119855609>
5. Ewais A., De Troyer O., Arra M.A., Romi M. (2019) A Study on Female Students' Attitude Towards the Use of Augmented Reality to Learn Atoms and Molecules Reactions in Palestinian Schools. In: De Paolis L., Bourdot P. (eds) *Augmented Reality, Virtual Reality, and Computer Graphics. AVR 2019. Lecture Notes in Computer Science*, vol 11614. Springer, Cham. https://doi.org/10.1007/978-3-030-25999-0_26
6. Ahmed Ewais, Sireen Jarrar, Khaled Rabaya, Olga De Troyer. (2019), Usability Evaluation on the use of M-Learning in Elementary Schools in Palestine. *International Journal of Innovative Technology and Exploring Engineering*, Vol:9 Issue 1, *to be published*.

7. Ahmed Ewais, Duaa Abu Samara. (2019), Adaptive MOOCs based on Intended Learning Outcomes Using Naïve Bayesian Technique, International Journal of Emerging Technologies in Learning (iJET). *To be published*.
8. Ahmed Ewais, Mohammed Awad, Khetam AbuHadieh. (2019), Aligning Learning Materials And Assessment With Course Learning Outcomes In MOOCs Using Data Mining Techniques, Advances in Integration of Intelligent Methods, Smart Innovation, Systems and Technologies. *To be published*
9. Rami Hodrob Ahmed Ewais Mohammed Maree. (2019), On Developing A Framework For Knowledge-Based Learning Indicator System In The Context Of Learning Analytics, Intelligent Decision Technologies, 27-37. https://doi.org/10.1007/978-981-13-8311-3_3
10. Awad, M., & Ewais, A. (2018). Prediction of General High School Exam Result Level Using Multilayer Perceptron Neural Networks. International Journal of Applied Engineering Research 13(10), 7621-7630
11. Ashraf Amiraia, Ahmed Ewais, Rami Hodrob (2018), A Framework For Automatic Exam Generation Based On Intended Learning Outcomes, In Proceedings of the 10th International Conference on Computer Supported Education - Volume 1: CSEDU, ISBN 978-989-758-291-2, pages 474-480. DOI: 10.5220/0006795104740480.
12. Ewais, A., Samra, D.A. (2017). Adaptive MOOCs: A Framework for Adaptive Course based on Intended Learning Outcomes. In Proceeding of the 2nd International Conference on Knowledge Engineering and Applications (ICKEA 2017), IEEE, p.204-209.
13. Ahmed Ewais, Mohammed Maree, Olga De Troyer, Bayan Kharraz. (2017) "Audio and Video Adaptation Inside 3d Virtual Learning Environments", The 8th International Conference on eLearning (eLearning-2017), 28 - 29 September 2017, Belgrade, Serbia.
14. Mohammed Maree, Mohammed Belkhatir, Fariza Fauzi, Aseel Kmail, Ahmad Ewais, Muath Sabha. (2016) "Multiple Ontology-based Indexing of Multimedia Documents on the World Wide Web.", 8th International KES-Intelligent Decision Technologies - KES-IDT16 conference, Volume 57, pp 51-62.
15. Ewais, A., De Troyer, O, (2014) "Authoring Adaptive 3D Virtual Learning Environments". International Journal of Virtual and Personal Learning Environments (IJVPLE), volume 5, issue 1, 1-19.
16. Ewais, A., De Troyer, O, (2013). "Usability Evaluation of an Adaptive 3D Virtual Learning Environment ". International Journal of Virtual and Personal Learning Environments (IJVPLE), volume 4, issue 1. 16-31.
17. Ewais, A., De Troyer, O.: (2014). "A Usability Evaluation of Graphical Modelling Languages for Authoring Adaptive 3D Virtual Learning Environments", Proceedings of the 6th International Conference on Computer Supported Education (CSEDU 2014), pp. 459-466, Barcelona, Spain, published by SciTePress.

18. Ewais, A., De Troyer O.:” (2013). Authoring Story-based Adaptive 3D Virtual Learning Environments”, Proceedings of the 5th International Conference on Computer Supported Education 2013 (CSEDU 2013), Aachen, Germany, published by SciTePress.
19. De Troyer, O., Kleinermann, F., Ewais, A. (2010). “Enhancing Virtual Reality Learning Environments with Adaptivity: Lessons Learned, HCI in Work and Learning, Life and Leisure” , In proceedings of 6th Symposium of the Workgroup Human-Computer Interaction and Usability Engineering, USAB, Lecture Notes in Computer Science 6389, pp. 244-265, Eds. Leitner. G. et al, Publ. Springer, ISBN 978-3-642-16606-8, Klagenfurt, Austria.
20. De Troyer, O., Kleinermann, F., Pellens, B., Ewais, A. (2009). "Supporting Virtual Reality in an Adaptive Web-based Learning Environment, Learning in the Synergy of Multiple Disciplines", In proceedings of the 4th European Conference on Technology Enhanced Learning (EC-TEL), LNCS 5794, pp. 627-632, Eds. Cress. U. et al, Publ. Springer, ISBN 978-3-642-04635-3, Nice, France.

Research Activities

- **Paper Presentations:**

I have presented the following publications in corresponded conferences:

- “Enhancing Virtual Reality Learning Environments with Adaptivity: Lessons Learned” in HCI in Work & Learning, Life & Leisure [[USAB 2010](#)], Klagenfurt, Austria, 2010.
- “Authoring Storyline-based Adaptive 3D Virtual Learning Environments” in International Conference on Computer Supported Education 2013 conference [[CSEDU2013](#)].
- “A Usability Evaluation of Graphical Modelling Languages for Authoring Adaptive 3D Virtual Learning Environments” in International Conference on Computer Supported Education 2014 conference [[CSEDU2014](#)].
- **Session Chair**
The session chair in International Conference on Computer Supported Education 2014 conference [[CSEDU2014](#)].
- **Supervision**
 - Supervise Master thesis titled with “*Investigating adaptation techniques to multimedia resources inside 3D Virtual Learning Environments*”, Arab American University-Jenin, Palestine. 2016
 - Supervise Master thesis titled with “*Adaptive MOOCs based on Intended Learning Outcomes*”, Arab American University-Jenin, Palestine, 2017
 - Supervise Master thesis titled with “*Providing Adaptive Learning Content and Assessment in MOOCs, Using Classification Algorithms*“, 2018
 - Co Supervisor Master thesis titled with Developers-driven & Extensible Code Snippets Management Solutions 2020.
 - Supervise Senior Projects for Computer Science, Multimedia Technology and Computer Information Technology, Computer

Systems Engineering Students at the Arab American University- Jenin, Palestine

- **Jury Member**
 - External Examiner, Master Thesis titled with “*E-Learner Recommendation Model Based on Level of Learning Outcomes Achievements*”. Al Quds University-Jerusalem.2018
 - External Examiner, Master Thesis titled with “*Open and Negotiable learner Model for School Students Based on Multi Entries from Students, Parents and Instructors*”. Beirzeit University-Ramallah. 2016.
 - External Examiner, Master Thesis titled with “*Standard based exchange of Learning Objects: Towards Outcome Based Learning*”. Al Quds University-Jerusalem.2016
 - External Examiner, Master Thesis titled with “*Automatic Matching Engine: Towards Enhanced Finding of Jobs & Learning Opportunities*”, Al Quds University-Jerusalem. 2016
 - External Examiner, Master Thesis titled with “*Factors Affecting the Acceptance of E-health System-A Case Study of Nablus Governorate Hospitals*”, An-Najah National University. 2017.
 - Internal Examiner, Master Thesis titled with “*Optimized Machine Learning Based Feature Selection Methods for Sentiment Classification*”, Arab American University-Jenin. 2017
 - Internal Examiner, Master Thesis titled with “*Prediction of Stock Markets Price Using Hybrid Intelligent System*”, Arab American University-Jenin, 2019
 - [\[Digital Impact Awards Africa\]](#).
 - External Examiner, Palestine Science and Technology Fair-PSTF, Palestinian Ministry of Education and Higher Education, March 2017,2018,2019
 - External Examiner for Projects submitted to the Second Conference in Research and Innovation in Engineering and Information Technology, Palestine Technical University-Kadoorei, April 2017
- **Scholarships**
 - Erasmus Mundus II (2007-2008): *Master Degree Scholarship*
 - Erasmus Mundus II (2009-2012): *PhD Degree Scholarship*
 - Zamaleh Scholarship (2018): *Post-Doc Scholarship*
- **Reviewer:**
[\[Research in Learning Technology\]](#),[\[International Journal of Information and Communication Technology\]](#), [\[Zuhair Hijjawi Award\]](#), [\[International Journal of Web-Based Learning and Teaching Technologies\]](#).

Skills:

- Good knowledge of Software Requirements and Functional Analysis.
- Clear vision about the importance of user experience and Usability Engineering.
- Problem Solving and Process Improvement.

- Ability to manage and lead a team
- Research and attention to details.
- Good interpersonal and communication skills.
- Good Knowledge of Modeling Languages such as: UML, ORM, DSL, ER.
- Mobile Development (Android & IOS).
- Team player and ability to work under pressure and to a deadline.
- Conceptual Modeling and Design, Semantics, Reasoning on Designs, User Centered Design.
- Good knowledge about Virtual Reality and Serious Games in the context e-learning.

Languages

Arabic (mother tongue)

English (Excellent)

Dutch (Basic-working on it)