

## Academic Resume



### Lamya Daghestani

Assistant Professor, Computer Science Department

#### Contact Information.

Building 61, Room 137, ldaghestani@kau.edu.sa.

#### Highest Degree.

2012, Ph.D. in Computer Science, Computer Graphics, University of Huddersfield, UK.

#### Academic and Professional Experiences.

1. **2012 - Present**  
Assistant professor, Computer Science Department, King Abdulaziz University.
2. **2007 - 2012**  
Lecturer, Computer Science Department, King Abdulaziz University.
3. **1989 - 2007**  
Teaching Assistant, Computer Science Department, King Abdulaziz University.

#### Research Interests.

E-learning Technologies, Digital Media, Virtual & Augmented Reality, Data Science.

#### Teaching Interests.

Programming Courses, Virtual Reality, Augmented Reality.

#### Certifications and Trainings.

1. Introduction to Researcher ID Thomson Reuters Training Scientific & Scholarly Research, <http://thomsonreuters.com>.
2. Researcher ID: Promote your publications and more Thomson Reuters Training Scientific & Scholarly Research, <http://thomsonreuters.com>.
3. SEO and Website Hosting: What You Should Know Search Marketing Now (SMN) webcast, <http://searchmarketingnow.com>.
4. Integrating Web Analytics Into The Organization: Getting from "What Happened?" to "Why?" Search Marketing Now (SMN) webcast, (<http://searchmarketingnow.com/>).
5. KAUST Saudi Leadership Program.

#### Social, Scientific and Professional Affiliation.

1. -, Member, Member of the American Board of Accelerated Learning for professional trainers and educators.
2. 2023-Present, No Code AI and Machine Learning: Building Data Science Solutions, MIT Professional

Education.

3. 2022-, Leading Digital Transformation, Prince Mohammed Bin Salman College (MBSC).

## **Publications.**

1. Lamya F. Daghestani, Lamiaa F. Ibrahim, Reem S. Al-Towirgi, Hesham A. Salman, "Adapting Gamified Learning Systems Using Educational Data Mining Techniques", Computer Applications In Engineering Education, vol: 28, pp. 568-589, 2020.  
DOI: [10.1002/cae.22227](https://doi.org/10.1002/cae.22227)
2. Reem S. Al-Towirgi Lamya F. Daghestani, Lamiaa F. Ibrahim, "Increasing Students Engagement In Data Structure Course Using Gamification", International Journal Of E-Education, E-Business, E-Management And E-Learning, vol: 8, pp. 193-211, 2018.  
DOI: [10.17706/ijeeeee.2018.8.4.193-211](https://doi.org/10.17706/ijeeeee.2018.8.4.193-211)
3. Reem S., Lamya F., Lamiaa F., "Data Mining And Gamification Techniques In Adaptive E-Learning: Promises And Challenges", International Journal Of Computer Applications, vol: 180, pp. 49-55, 2018.  
DOI: [10.5120/ijca2018916275](https://doi.org/10.5120/ijca2018916275)
4. Asmaa Saeed, Lamya Foad, Lamiaa Fattouh, "Environments And System Types Of Virtual Reality Technology In Stem: A Survey", International Journal Of Advanced Computer Science And Applications, vol: 8, 2017.  
DOI: [10.14569/IJACSA.2017.080610](https://doi.org/10.14569/IJACSA.2017.080610)
5. Asmaa Saeed, Lamya Foad, Lamiaa Fattouh, "Techniques Used To Improve Spatial Visualization Skills Of Students In Engineering Graphics Course: A Survey", International Journal Of Advanced Computer Science And Applications, vol: 8, 2017.  
DOI: [10.14569/IJACSA.2017.080315](https://doi.org/10.14569/IJACSA.2017.080315)
6. Asmaa Saeed Alqahtani, Lamya Foad Daghestani, Lamiaa Fattouh Ibrahim, "Semi-Immersive Virtual Reality For Improving The Mental Rotation Skill For Engineering Students: An Experimental Study", Computer Engineering & Information Technology, vol: 06, 2017.  
DOI: [10.4172/2324-9307.1000180](https://doi.org/10.4172/2324-9307.1000180)
7. Abeer Alawad, Mohammed Aljoufie, Alok Tiwari, Lamya Daghestani, "Beyond Geographical And Cultural Barriers: The Concept Of A Virtual Gallery For Arts, Design & Architecture Schools In Saudi Arabia", Art And Design Review, vol: 03, pp. 87-93, 2015.  
DOI: [10.4236/adr.2015.34012](https://doi.org/10.4236/adr.2015.34012)
8. L. Daghestani, R.D. Ward, Z. Xu, H. Al-Nuaim, "Virtual Reality Potential Role In Numeracy Concepts Using Virtual Manipulatives", Advances In Computer Science And Engineering, 2010.  
DOI: [10.2316/P.2010.690-011](https://doi.org/10.2316/P.2010.690-011)
9. L. Daghestani, R. D. Ward, Z. Xu, H. Al-Nuaim, "The Design, Development And Evaluation Of Virtual Reality Learning Environment For Numeracy Concepts Using 3d Virtual Manipulatives", 2008 5th International Conference On Computer Graphics, Imaging And Visualisation (Cgiv), pp. 93-100, 2008.  
DOI: [10.1109/CGIV.2008.46](https://doi.org/10.1109/CGIV.2008.46)