Publications Template

#	Research Title	Field	Abstract	Year of Publication Publishing	Publishing Link "URL"
1	Adaptive Thresholds of EEG Brain Signals for IoT Devices Authentication	Internet of Things & Deep learning	In this paper, a new authentication method has been proposed for the Internet of Things (IoT) devices. This method is based on electroencephalography EEG signals, and hand gestures.	2021	https://ieeexplore.ieee.org/document/9467310/
2	On-Air Hand-Drawn Doodles for IoT Devices Authentication During COVID-19	Internet of Things & Deep learning	In this paper, a new natural human interaction authentication method is proposed for Internet of Things (IoT) devices. In this method, the user draws a doodle on the air for authentication. On-air drawing refers to virtually drawing free hand-drawn doodle passwords through hand gestures on the air without touching anything that is recommended during COVID-19.	2021	https://ieeexplore.ieee.org/document/9628085

3	Building Live Virtual Classroom System Using Software Agents and IP Multicast.	Complex Software Systems Design & Software Engineering	**The growing need for communication, visualization, and organization technologies in the field of e-learning environments has led to the application of virtual reality, and the use of collaborative virtual environments. But building of the synchronous collaboration learning software system – live virtual classroom – is very complex. This paper proposes for how to solve the previous problems of building complex software systems *(such as live virtual classroom system)* by using the integration of multicast technology, and software agents technique for designing software applications to manage the software complexity.**	2009	https://journals.ekb.eg/article_206149_0.html