

## Publications Template

| # | Research Title                                                           | Field                              | Abstract                                                                                                                                                                                      | Year of Publication | 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                | <a href="https://ieeexplore.ieee.org/document/9467310/">https://ieeexplore.ieee.org/document/9467310/</a> |
| 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. | 2021                | <a href="https://ieeexplore.ieee.org/document/9628085">https://ieeexplore.ieee.org/document/9628085</a>   |

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|   |                                                                                |                                                        | 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.                                 |      |                                                                                                           |
| 3 | Building Live Virtual Classroom System Using Software Agents and IP Multicast. | Complex Software Systems Design & Software Engineering | <b>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</b> | 2009 | <a href="https://journals.ekb.eg/article_206149_0.html">https://journals.ekb.eg/article_206149_0.html</a> |



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|  |  |  | <p>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 (<i>such as live virtual classroom system</i>) by using the integration of multicast technology, and software agents technique for designing software applications to manage the software complexity.</p> |  |  |
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