



KOLEJ UNIVERSITI ISLAM ANTARABANGSA SELANGOR
الكلية الجامعية الإسلامية العالمية سنڤالڤر
INTERNATIONAL ISLAMIC UNIVERSITY COLLEGE SELANGOR



CURRICULUM VITAE (CV)

Dr Noor Azli bin Mohamed Masrop

Department of IT & Multimedia,
 Faculty of Science dan Information Technology,
 Selangor International Islamic College University
 (KUIS), Bandar Seri Putra, Bangi, 43000 Kajang
 012-2928971
 noorazli@kuis.edu.my

PERSONAL DETAILS

IC Num : 710916-105889
 Gender : Male
 Date of Birth : 16th September 1971
 Nationality : Malaysia
 Marital Status : Married
 Permanent Address : 82 Jalan 7 Desa Mahkota Sungai Kembang Hilir Bangi 43000 Kajang Selangor

ACADEMIC QUALIFICATION

YEAR

PhD (Information Science), Universiti Kebangsaan Malaysia (UKM) Thesis: Digitla Games Based Learning for Jawi literacy based on Motivation model,	2014
MEd (Computer in Education), Universiti Malaya (UM)	2000
Bachelor of Science & computer with education, Universiti Teknologi Malaysia (UTM)	1995

FIELD OF SPECIALIZATION

Multimedia in Education, Computer in Education, Instructional Technology, Educational Technology, Computer Assisted Language Learning, Game-Based Learning

CURRENT EMPLOYER

Employer	Faculty of Science dan Information Technology, Selangor International Islamic College University (KUIS)
Position	Senior Lecturer
Date start	16 th Januari 1996
Address	Bandar Seri Putra, Bangi, 43000 Kajang
Marital Status	Married
Telephone	+603 8911 7000

WORKING EXPERIENCE	YEAR
Head of PhD IT Program Faculty of Science dan Information Technology, KUIS	Dec 2020-now
Member of Graduate Committee Faculty of Science dan Information Technology, KUIS	2019-now
Senior Lecturer, Faculty of Science dan Information Technology, KUIS Job description: <ol style="list-style-type: none"> i. Teaching subjects (student Master, Diploma and Degree): <i>Interaction Design, Game Design, Scripting in Authoring Application, Introduction to Graphic Design, Introduction to Multimedia, Visual Communication, Teknologi Pendidikan, Introduction to Animation, 3D Animation, Aplikasi Komputer, Introduction to Computer, Pusat Sumber Sekolah.</i> ii. Teaching subjects (student Master): Interaction Design, Interactive Game iii. Supervise Student PhD iv. Supervise Student Master (full Thesis) v. Supervise Final Year Project (Student Diploma, Degree and Master). vi. Research and Development vii. Publication 	Jan 1996– now
Internal Quality Auditor MS ISO	2004-now
Head Of “Sekretariat Penyelidikan, Penerbitan Dan Persidangan”, Faculty of Science dan Information Technology, KUIS	2019
Dean, Faculty of Science and Information Technology, KUIS Job descriptions: <ol style="list-style-type: none"> i. to assist the faculty and components of the faculty to achieve their agreed academic objectives as effectively as possible. 	I Okt 2013-Sept 2017

WORKING EXPERIENCE	YEAR
<ul style="list-style-type: none"> ii. to provide effective academic leadership and management of the faculty iii. to develop, implement and maintain an academic plan for the faculty iv. to prepare and present the faculty's submissions for resources, and to administer the resources provided v. to chair the faculty council vi. to represent the faculty in the University and externally vii. to ensure adherence to the policies of the University and the legal requirements placed on it viii. to encourage staff development and a high level of staff performance ix. to provide advice to the Deputy Rector (Academic) on matters relating to the faculty x. to assume administrative responsibility for other academic, and service facilities as may be required by the Deputy Rector (Academic) 	
Head of Internal Quality Auditor MS ISO, KUIS	2013-2018
Dean, Faculty of Science dan Information Technology, KUIS	2004- 2006
Library development committee, KUIS	2015-2017
Head of Department of Education and Main Subject	1999-2001
Web Mastering instructor, University Malaya (part time)	1999–2000
Judge Pertandingan Kemahiran Malaysia (WebDesign) and Pertandingan Kemahiran MySkills (WebDesign)	2004, 2005,2006,2007, 2008, 2009, 2010
Evaluator of internal research progress of KUIS	2018, 2019, 2020, 2021

PENASIHAT PERSATUAN/ KELAB/ KUMPULAN/ PROJEK PELAJAR
Penasihat persatuan PMFSTM 2015 (semasa menjadi dekan dan masih belum ada Timbalan Dekan Mahasiswa)
Penasihat persatuan Al Azhar Member jun 2012- Mei 2015 (automatic semasa menjadi Nazir Masjid Al Azhar)
Penasihat Biro Penyelidikan Majlis perwakilan Pelajar KUIS 1998

PENASIHAT PERSATUAN/ KELAB/ KUMPULAN/ PROJEK PELAJAR

Pembimbing Slot program taaruf pelajar baru 2009

Pembimbing Slot program taaruf pelajar baru 2010

Jawatankuasa bengkel Sahsiah Pelajar 2006

Penasihat program Minggu Jalinan Ukhwah Islamiyah MPP KUS 1996

Pensyarah penasihat kokurikulum (PBSM) KUIS 1998

Pengadil bertandingan reka cipta sempena EKSTIVAL anjuran MPP KUIS 2005

Penyampai slot resolusi Bersama pelajar baru 2010

PUBLICATION

2021

Jurnal

Hafawati Ishak, Noor Azli Mohamed Masrop (corospondent Author) (2021). Educational Software for Dyslexic Children : A Systematic Literature Review. Malaysian Journal of Information and Communication Technology Vol 6 2021, Issue 1

Prosiding

2020

Prosiding

Ghazali bin Zainuddin, Siti Rosilawati bt Ramlan, Noor Azli bin Mohamed Masrop, Muhammad Sabri bin Sahrir, Effendi bin Abdullah (2020) Teachers' Perspectives on Digital Game-Based Language Learning for Arabic Language in Malaysian Primary Schools, Advances in Social Science, Education and Humanities Research, volume 518

<https://doi.org/10.2991/assehr.k.210120.157>

2019

PUBLICATION

Journal

Noor Azli Mohamed Masrop, Hafawati Ishak, Ghazali Zainuddin, Siti Rosilawati Ramlan, Muhammad Sabri Sahrir, Harwati Hashim (2019) Digital Gamed Based Language Learning for Arabic Literacy Remedial, *Creative Education*, 2019, 10, 3213-3222. <https://www.scirp.org/journal/ce>

Phayilah Yama, Nur Saadah Hamisan, Mohd Norzi Nasir , Noor Azli Mohamed Masrop, Abdul Hadi Awang, Abdul Azis Awang Kechik, Siti Azwanie Che Omar, Nur Liyana Ahmad Nazir. (2019) membangun Aplikasi Mobil Untuk Pemetaan Syajarat Al-Asanid Dalam Kitab Sahih Muslim, e-Jurnal Penyelidikan Dan Inovasi , Vol. 6 No.1 (April 2019): Pp 157-175

Noor Azli Mohamed Masrop, Hafawati Ishak, Juzlinda Mohd Ghazali (2019) Games Based Learning for Computer Science Education: A Systematic Literature Review, *MyJICT - Malaysian Journal of Information and Communication Technology* Vol 4 2019, Issue 2

Mohamed Masrop, Noor Azli and Ishak, Hafawati and Zainuddin, Ghazali and Ramlan, Siti Rosilawati and Sahrir, Muhammad Sabri (2019) *Digital games-based language learning for Arabic literacy remedial*. *International Journal of Advances in Electronics and Computer Science*, 6 (9). pp. 7-11. ISSN 2394-2835.

Prosiding

Ghazali Zainuddin, Mohdshahrulnizam Danuri, Adnan Mat Ali, Nor Effendy Ahmad Sokri, Mohammad Imran Ahmad, Noor Azli Mohamed Masrop (2019) Trends In Massive Open Online Course For Language Learning: A Systematic Literature Review, *ISERD* 2019.

Haffa Isak, Noor Azli Mohamed Masrop (2019) Games Based Language Learning in Arabic for Dyslexia Children, *ICITS* 2019, Bangi

Buku berwasit

Syarbaini Ahmad, Mokmin Basri, Noor Azli Mohamed Masrop, Khirul Nizam Ab Rahman, (2019) Buku Penyelidikan “Pembangunan Dan Pengujian Aplikasi E-Fatwa Jabatan Mufti Negeri Selangor” Penerbit KUIS: Bangi

Phayilah Yama , Noor Azli Mohamed Masrop , Nur Saadah Hamisan@Khair , Mohd Norzi Nasir , Abdul Hadi Awang , Abdul Azis Awang Kechik (2019) Membangun Aplikasi Mobil Untuk Pemetaan Syajarat Al-Asanid Dalam Kitab Sahih Muslim, e-Jurnal Penyelidikan Dan Inovasi, Vol. 6 No.1 (April 2019): Pp 157-175, Kolej Universiti Islam Antarabangsa Selangor

Phayilah Yama, Mohd Norzi bin Nasir, Noor Azli bin Mohamed Masrop, Nur Saadah binti Hamisan@Khair, Abdul Hadi bin Awang, Abdul Azis bin Awang Kechik, Siti Azwanie Binti Che Omar, Nur Liyana binti Ahmad Nazir (2019) Buku Penyelidikan Perisian Kursus Pemetaan

PUBLICATION

Syajarat Al-Asanid Dalam Sahih Muslim Kitab Iman) Berasaskan Pembelajaran Mobil (M-Pembelajaran), Penerbit KUIS: Bangi.

2018

Syarbaini Ahmad, Khirul Nizam Ab Rahman, Mokmin Basri, Noor Azli Mohamed Masrop (2018) Development of Mobile Fatwa Application for the Selangor State of Mufti Department, Vol 4(1) Mar 2018, International Research Journal of Electronics & Computer Engineering,

Monograf laporan penyelidikan Faktor-faktor yang mempengaruhi pelaksanaan kaedah pembelajaran teradun di Institut Pengajian Tinggi Islam (IPTI) 2018-KUIS

Noor Azli bin Mohamed Masrop, Kalthom Husain, Puziah Abd Wahab, Azwarie Ahmad, Supyan Hussin, (2018) Persepsi Pensyarah Terhadap Pelaksanaan Kaedah Pembelajaran Teradun di Institut Pengajian Tinggi Islam, Proceeding of IC-ITS 2018, 4th International Conference on Information Technology & Society, October 30-31st, 2018

. Siti Rosilawati bt Ramlan, Ghazali Zainuddin, Noor Azli Mohamed Masrop, Muhammad Firdaus Abdul Manaf, Muhammad Sabri Sahrir (2018) Gamifikasi Untuk Pembelajaran Bahasa: Satu Tinjauan Literatur Sistematis, Prosiding Seminar Kebangsaan Majlis Dekan Pendidikan Universiti Awam 2018

Nur Saadah Hamisan@Khair, Phayilah Yama, Noor Azli Mohamed Masrop, Mohd Norzi Nasir, Abdul Hadi Awang, Abdul Azis Awang Kechik (2018) The Application Of Mobile Learning In The Study Of Hadith: A Study On Students' Understanding Of Syajarat Al-Asanid From Sahih Muslim, Prosiding Proceeding: International Research Conference on Humanities, Social Sciences and Technology (IRCHST 2018), Kota Bahru

Phayilah Yama, Noor Azli Mohamed Masrop, Nur Saadah Hamisan@Khair, Mohd Norzi Nasir, Abdul Hadi Awang, Abdul Azis Awang Kechik (2018) Membangunkan Aplikasi Mobil Untuk Pemetaan Syajarat Al-Asanid Dalam Kitab Sahih Muslim, 5th International Research Management & Innovation Conference (5th IRMIC 2018)

Persepsi Pensyarah Terhadap Pelaksanaan Kaedah Pembelajaran Teradun di Institut Pengajian Tinggi Islam, Innovation, Technology and Research Exhibition ITREX 2018.

2017

Noor Azli, Nor Azan (2017) Model Reka Bentuk dan Pembangunan Perisian Pembelajaran Berasaskan Permainan Digital (PBPD), Penerbit UKM: Bangi

PUBLICATION

2016

Noor Azli, etc. al. (2016) *Pendidikan Islam berasaskan permainan digital*. Paper presented at the International Conference of IT and Multimedia (IC-ITM 2016). Langkawi. Kolej Universiti Islam Antarabangsa Selangor, Malaysia.

Noor Azli, etc. al. (2016) *Aplikasi pedagogi dalam pembangunan perisian Pembelajaran Berasaskan Permainan Mudah alih*. Paper presented at the Global Conference On IT & Multimedia (IT-M 2016). Kolej Universiti Islam Antarabangsa Selangor, Malaysia.

M. Fuad, Noor Azli (2016) *Persepsi Guru Terhadap Penggunaan Permainan Aplikasi Pembelajaran Jawi Android Dalam Pengajaran Dan Pembelajaran Mata Pelajaran Jawi Di Sekolah*. Paper presented at the 3rd International Research Management & Innovation Conference (IRMIC 2016). Kolej Universiti Islam Antarabangsa Selangor, Malaysia.

M. Fuad, Noor Azli (2016). *Pembinaan Permainan Jawi melalui Aplikasi mudah Alih (Mobile Apps) bagi Pembelajaran Jawi*. Paper presented at the International Conference on Islamic Education and Research (ICIER2016

2014

Hairol Anuar, H. M. D., Ahmad Nazeer, B. Z. A., Noor Azli, M. M., Nur Muizz, M. S., & Intan Fadzliana, A. (2014). *Permainan Pendidikan Digital: Satu Tinjauan Awal*. *Jurnal Of Sultan Alauddin Sulaiman Shah*, 1(1).

Hairol Anuar, H. M. D., Ahmad Nazeer, Z. A., Noor Azli, M. M., Nur Muizz, M. S., & Intan, F. A. (2014). *Transformasi Pendidikan Melalui Pendekatan Permainan Digital Di Dalam Sistem Pembelajaran*. *Jurnal Pendidikan, Fakulti Pendidikan, Kuis*, 1(1).

Juzlinda, M. G., Noor Azli, M., Siti Noor, A., & Shakirah, M. S. (2014). *A Proposed Direction For An Integral ICT Curriculum Model: Anchored By The Islamic Education Philosophy*. Paper presented at the Seminar Teknologi Maklumat & Masyarakat 2014, Kolej Universiti Islam Antarabangsa Selangor, Malaysia.

Noor Azli, M. M., Nor Azan, M. Z. & Hasnuddin, A. R. (2014). *Rekabentuk Aras Kesukaran Cabaran Perisian Permainan Digital Bagi Pendidikan Membaca Awal Jawi*. Paper presented at the Prosiding Seminar Teknologi Maklumat & Masyarakat 2014, Kolej Universiti Islam Antarabangsa Selangor.

PUBLICATION

2013

Noor Azli, M. M., Nor Azan, M. Z. (2013) Penilaian Masalah Kebolehgunaan Perisian Permainan Pendidikan Membaca Awal Jawi Bagi Kanak-kanak, Prosiding Seminar International Conference in Artificial Intelligence in Computer Science and ICT (AICS2013)

Noor Azli, M.M, Sofi, A.Z.M., Mamat, M., Mohd, I. (2013) Effects Of Ram In Broyden Update Method, Prosiding Seminar International Conference in Artificial Intelligence in Computer Science and ICT (AICS2013)

2010

Noor Azli etc. Al. (2010) Rekabentuk Motivasi Di Dalam Perisian Permainan Pembelajaran Jawi Bagi Kanak-kanak: Pengintegrasian Di Antara Model Motivasi Barat Dan Islam, Prosiding Seminar INTEGRATION 2010

Nor Azan, M. Z. (correspondent Author), & Noor Azli, M. (2010). User Interface and Interaction Design Based on a Motivation Model for Digital Game-Based Jawi Learning Software. *Design Principles and Practices: An International Journal 4*

2008

2008 ITSIM08-IEEE-Prosiding Scopus Antarabangsa Digital Games Based Learning for Children

2008 Prosiding ICE08(dibentang) Antarabangsa Pendidikan Keusahawanan Berasaskan Permainan dan Simulasi Komputer

2008 Wacana P.Islam 08(dibentang) Kebangsaan Ciri-ciri Motivasi di Dalam pembelajaran berasaskan permainan digital bagi pendidikan Jawi

2008 Wac. P.Islam08(tidak dibentang) Kebangsaan Kajian Keperluan Perisian Pembelajaran Berbantuan Komputer (Courseware) Jawi Dalam Pendidikan

RESEARCH / INNOVATION

1 Oktober 2019-
30 September
2021

Gamifikasi Balaghah Untuk Pelajar Sekolah Menengah Agama Berasaskan Kurikulum Bersepadu Dini- Usim's Innovation Development Grant Application Form -Ahli Penyelidik

RESEARCH / INNOVATION

Nov 2020- Oct. 2022 (2 tahun)	A framework of Game-Based Arabic Learning Language for Dyslexia Children, FRGS- November/2020- October/2022 (2 tahun) RM92,200.00 — Ketua penyelidik
1/12/2019- 30/11/2021	Game Based Arabic Learning For Dyslexia Children. Geran Penyelidikan Siswazah (GPZ) KUIS- 1/12/2019-30/11/2021 rm45,000.00— Ketua penyelidik
Dis 2017-Mei 2019 (completed)	Rekabentuk dan Pembangunan Permainan Mobil Bahasa Arab Untuk Pelajar Sekolah Rendah Agama (SRA) Negeri Selangor Berasaskan Sukatan Pelajaran . JAIS- KUIS/P/GPPSTI/2017/007- RM53,00.00 – Ketua penyelidik. (completed).
01/12/2017 - 30/11/2018 (completed)	Rekabentuk dan Pembangunan Permainan Mobil Bahasa Arab untuk pelajar sekolah rendah di Malaysia berasaskan elemen EMK kurikulum Bahasa Arab KSSR.- RM8,825.00 – Ahli Penyelidik (completed).
1 Jan. 2018 - 31 Dis. 2018 (completed)	Pembangunan Dan Pengujian Tahap Mesra Pengguna Aplikasi E-Fatwa Jabatan Mufti Negeri Selangor- 2017/P/GPPSTI/PI-001- RM52,000.00-ahli penyelidik- (completed).
(completed)	Aplikasi Mobil Pemetaan Syajarat Al-Asanid Dalam Kitab Sahih Muslim - Geran Penyelidikan Dan Inovasi KUIS : Geran Penyelidikan Pertengahan (GPM) – amount:RM11,025.00 : ahli penyelidik- (completed).
(completed)	Faktor-faktor yang mempengaruhi Perlaksanaan Kaedah Blended Learning di Institut Pengajian Tinggi Islam (IPTI) . KUIS GPIK grant : RM11,000.00 (completed). Ketua penyelidik (completed)
(completed)	Pembangunan Perisian Permainan Mobile Bagi Pembelajaran Jawi . KUIS GPIK research grant : RM2,8282.00 2015/PGPIK/GPL-003(Completed). Ketua penyelidik (completed)
(completed)	Pembangunan Tadabbur Al-Quran Mobile Bagi Surah AL-FATIHAH Dan YASIIN. KUIS GPIK research grant : RM27,500.00 (Completed). Ahli Penyelidik
(completed)	Kajian Perbandingan Penggunaan Sistem Pengurusan Pembelajaran (LMS) di Beberapa IPT Islam dan Antarabangsa. KUIS GPIK research grant : RM5,500.00 (Completed). Ahli Penyelidik
(completed)	Faktor-Faktor Solat Berjemaah di Masjid Al Azhar(Completed) . Ketua Penyelidik

AWARDS

Anugerah Perkhidmatan Cemerlang KUIS, 2019,

Anugerah Perkhidmatan Cemerlang KUIS, 2019

Gold Medal: Pertandingan Inovasi Seminar Kebangsaan Majlis Dekan Pendidikan Universiti Awam 2020 (InnoMEDC 2020). Innovation Product: “MyArabiyGame: Digital Game Based Language Learning For Children”

AWARDS

Gold Medal: 6th International Research and Innovation Conference 2019 (IRMIC 2019). Innovation Product: “MyArabGame: Digital Game Based Language Learning For Arabic Literacy Remedial”

Gold Medal: International Language and Education Conference (ILEC’ 19). Innovation Product:: “MyArabGame: Aplikasi Permainan Pembelajaran Bahasa Arab”.

Tempat ke sepuluh di dalam Selangor R&D and Innovation Expo tahun 2019

Best Poster Award: 5th International Conference On Islamic Studies 2019 (IRSYAD 2019)

Bronze Medal Award - 10-11 Mac 2018/ 8th Exposition on Islamic Innovation (i-INOVA) 2018. Product : Aplikasi JawiKSSR Mobile berasaskan model motivasi,

Bronze Medal Award - PECIALTA 2017, UNIZA, Product: *Jawi Educational Game for standard one*

Pemenang tempat ke tiga - Penyelidik Utama (2015) anugerah inovasi Multimedia Pendidikan Islam. Hosted by - Kolej Universiti Perguruan Ugama Seri Begawan Brunei. **Exhibited Product : An Solat Jama’ and Qasar Mobile Game**

Main Winner Award– Principal Researcher (2016). Islamic Content Exhibition (ICE 2016)) at 3rd International Research Management & Innovation Conference (IRMIC 2016).. Hosted by RMC, KUIS. **Exhibited Product : An Jawi Educational Mobile Game.**

Bronze Medal Award – co- Researcher (2013). INOVA 2011. Hosted by USIM..

Gold Medal Award – Main-Researcher (2009). International Technology Exhibition (ITEX). Exhibited Product : Jawi Educational Game for preschool.

TEACHING EXPERIENCE

Bil	yEAR	Sesi	SubjeCT	LEVEL
	2020/2021	II	Interaction Design Scripting in Authoring Application Introduction to Graphic Design	Sarjana Ijazah Sarjana Muda Diploma
	2020/2021	I	Interaction Design Scripting in Authoring Application Introduction to Graphic Design Introduction to Multimedia	Sarjana Ijazah Sarjana Muda Diploma Ijazah Sarjana Muda

	2019/2020	II	Interaction Design Scripting in Authoring Application Introduction to Graphic Design Introduction to Multimedia	Sarjana Ijazah Sarjana Muda Diploma Ijazah Sarjana Muda
	2019/2020	I	Interaction Design Scripting in Authoring Application Introduction to Graphic Design Introduction to Multimedia Visual Communication	Sarjana Ijazah Sarjana Muda Diploma Ijazah Sarjana Muda Ijazah Sarjana Muda
	2018/2019	II	Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design Teknologi Pendidikan	Ijazah Sarjana Muda Diploma Diploma Diploma
	2018/2019	I	Interaction Design Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design Teknologi Pendidikan	Sarjana Ijazah Sarjana Muda Diploma Diploma Diploma
	2017/2018	II	Interactive game Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Sarjana Ijazah Sarjana Muda Diploma Diploma
	2017/2018	I	Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
	2016/2017	II	Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
	2016/2017	I	Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
	2015/2016	II	Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
	2015/2016	I	Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
	2014/2015	II	Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
	2014/2015	I	Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
	2013/2014	II	Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
	2013/2014	I	Scripting in Authoring Application	Ijazah Sarjana Muda

			Scripting in Multimedia Introduction to Graphic Design	Diploma Diploma
2012/2013	II		Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
2012/2013	I		Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
2011/2012	II		Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
2011/2012	I		Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
2010/2011	II		Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
2010/2011	I		Scripting in Authoring Application Scripting in Multimedia Introduction to Graphic Design	Ijazah Sarjana Muda Diploma Diploma
2006-2010			Cuti belajar (PhD) sepenuh masa	
2004/2005	II		Scripting in Multimedia Introduction to Animation Introduction to Animation	Diploma Diploma Ijazah Sarjana Muda
2004/2005	I		Scripting in Multimedia Introduction to Animation Introduction to Animation	Diploma Diploma Ijazah Sarjana Muda
2003/2004	II		Scripting in Multimedia Introduction to Animation Introduction to Animation	Diploma Diploma Ijazah Sarjana Muda
2003/2004	I		Scripting in Multimedia Introduction to Animation Introduction to Animation	Diploma Diploma Ijazah Sarjana Muda
2002/2003	II		Scripting in Multimedia Introduction to Animation Introduction to Animation	Diploma Diploma Ijazah Sarjana Muda
2002/2003	I		Scripting in Multimedia Introduction to Animation Introduction to Animation	Diploma Diploma Ijazah Sarjana Muda
2001/2002	II		Scripting in Multimedia Introduction to Animation Introduction to Animation	Diploma Diploma Ijazah Sarjana Muda
2001/2002	I		Scripting in Multimedia Introduction to Animation Introduction to Animation	Diploma Diploma Ijazah Sarjana Muda
2000/2001	II		3D Animation Introduction to Animation	Diploma Diploma

	2000/2001	I	3D Animation Introduction to Animation	Diploma Diploma
	1999/2000	II	3D Animation Introduction to Animation	Diploma Diploma
	1999/2000	I	3D Animation Introduction to Animation	Diploma Diploma
	1998/1999	II	3D Animation Introduction to Animation	Diploma Diploma
	1998/1999	I	3D Animation Introduction to Animation Aplikasi Komputer Teknologi Pendidikan	Diploma Diploma Diploma Diploma
	1997/1998	II	3D Animation Introduction to Animation Aplikasi Komputer Teknologi Pendidikan	Diploma Diploma Diploma Diploma
	1997/1998	I	3D Animation Introduction to Animation Aplikasi Komputer Teknologi Pendidikan	Diploma Diploma Diploma Diploma
	1996/1997	II	Aplikasi Komputer Teknologi Pendidikan Pusat Sumber Sekolah	Diploma Diploma Diploma
	1997/1996	I	Aplikasi Komputer Teknologi Pendidikan Pusat Sumber Sekolah	Diploma Diploma Diploma

..

SUPERVISION OF STUDENTS

COMPLETED PhD (MAIN SUPERVISOR)

-

COMPLETED PhD (CO-SUPERVISOR)

-

COMPLETED MASTER

Jahirah Juwariyah Binti Abdul Latif (18MC03003) Design And Development Of Mobile Game-Based Learning Arabic Numbers For Primary School Students 2019

Ph.D (ONGOING)

Shafinaz Binti Mohammad Niyaz Khan (19PT02001), Serious Game in Learning Programming for Multimedia Creative Students Base on Novel Framework

SUPERVISION OF STUDENTS

MASTER BY RESEARCH (ONGOING)

Siti Hafawati Binti Ishak, (940927-01-6324), GAME BASED ARABIC LANGUAGE LEARNING FOR DYSLEXIC CHILDREN

COMPLETED UNDERGRADUATE FINAL PROJECTS

2020/2021

Amirul Naim Bin Md Nor Shahar (17BT01002) Mobile Apps For Basic Japanese Language Learning, Sesi I 2020/2021

Muhammad Hidayat Bin Baharruddin (17BT01016) "Car Care Tips" Mobile Application, Sesi I 2020/2021

2019/2020

Muhammad Afifi Bin Mohd Nasir , Dokumentari : Mengenal Ulama' Ilmuan Hadis - Dato Mursyid Diraja, Dato Paduka Syeikh Muhamad Baderudin Bin Hj Ahmad (Mantan Mufti Kedah), Sesi II 2019/2020

Muhammad Nur Fawwaz Bin Abdul Jalil, Keperibadian Mukmin Berdasarkan Surah Al-Mukminun (Ayat 5-7) II 2019/2020

Mohammad Azrul Farehan Bin Abd Rasid (16bt01010), Augmented Reality (Ar) Bagi Pembelajaran Bahasa Arab Tahun Satu

2018/2019

Muhamad Aiman Asyraf Bin Mohd Nadzri, 16BT01030, Mobile Learning: Smart Study Technique

2016/2017

Muslihah Bt Osman (14bt01012) Mobile learning:Muwasafat Tarbiyah

ONGOING UNDERGRADUATE FINAL PROJECTS

Nurfitriah Binti Anuar (17BT01031) Digital Comic: "Second Chance"

Halimatus Saadiah Binti Abdul Rauf (18BT01025), Mobile Education Application: "Jom Belajar Tajwid"

Siti Norfarhana Binti M Junaidi (18BT01015) An Documentary of "Dunia Bahasa Arab Dalam Pendidikan"

Siti nur suhada mohamad (18BT01006), An An Documentary of Fisherman Life

Ikmal Ramadhan Bin Azhar (18BT01016) Mobile Games Based Learning: : "Hero Of Malaya:"

SUPERVISION OF STUDENTS

DIPLOMA SUPERVISION

2020/2021

Muhammad Iqmal Iman Bin Abdul Hadi (1836060) DIGITAL Game Based Learning:
Let's Learn Arabic Sesi I 2020/2021

Muhammad Syafiq Fikri Bin Mohammad Rafi ((1836055)) CLOCK: Digital Games Based Learning

2018/2019

Ammar Bin Ahmad Azuhairi, , (1736023), Digital Comic: "Kasih Sayang Keluarga"

Syed Ahmad Ikmal Bin Syid Abu Bakar (1636091) Basic Multiplication Number (Japanese Method) Mobile APPS

Muhammad Ehsan Bin Azahar Mobile Application: Mari Belajar Khat

Mohammad Afiq Bin Mohd Kharol Anuar Digital Comic: "Pilihan Hidup".

2017/2018

Muhammad Syamil Bin Yusof Mobile Application Sukan Sunnah Nabi Muhammad SAW

Iliya Hanis Binti Bahrawi Animal Paradise: Mobile Apps Of Animal Classes

Yasmin Binti Kamaruzzaman, 12BI0307, Stop Motion : Faktor Stres Dan Kesan Terhadap Individu

2016/2017

Muhammad Syamil Bin Yusof (1536059) Mobile Learning: Sukan

Muhammad Faris Bin Sha'ari (1536109) Keburukan Gajet

Ameerul Ashraf Bin Salim (1536110), Video Documentary of Sultan Muhammad Alfateh Abdulfatah Niwae (1536075)

Mohamed Razif Bin Ali (1436104) Mobile Learning : Fasli

Iliya Hanis Binti Bahrawi (1536097) Mobile Learning: Animal Classes

Nur Syuhada Akmar Bt Roslan (1536095) Mobile Learning Mari Belajar Solat

MUHAMMAD AMMAR ZARIQ BIN NORDIN E-LEARNING FOR BASIC ARABIC LANGUAGE MOBILE APPS

2015

Muhammad Nur Akbar B. Mohd Rozi , 12bt01004, Digital Storytelling: Folktale Of Sitanggang The Ungrateful Son