

PROF. MADYA DR. NORASIKIN BINTI FABIL

PENSYARAH UNIVERSITI DS14

CONTACT

PHONE
06-7986424

E-MAIL
norasikin.fabil@usim.edu.my

FACULTY
Fakulti Sains Dan Teknologi

SUPERVISION

PhD	8 COMPLETED	0 ONGOING
Master	1 COMPLETED	0 ONGOING

AREAS OF EXPERTISE

- Interactive Multimedia (multimodal Interaction, Adaptive Multimedia)
- Human Computer Interaction (hci), User Interface, User Experience (ux)
- Computing Animation And Digital Arts (including Information Processing Services, Integrated And Expert System For Designing, Multimedia Content)

ACADEMIC QUALIFICATION

2009 **PhD** - Information Science

2002 **Master** - Teknologi Maklumat

1998 **Bachelor** - Teknologi Maklumat

RESEARCH

1. MODEL DOMAIN KEMAHIRAN DIGITAL DAN KREATIVITI MAHASISWA BERLANDASKAN IMPAK FITUR KECERDASAN SPIRITUAL DAN FITUR GENERATIF KECERDASAN BUATAN

2024 | GERAN PENYELIDIKAN USIM | ON GOING | MAIN RESEARCHER

2. SEMIOTICS ICON:VISUAL INTERPRETOR FOR THE MEANING OF QURANIC VERSES

2015 | GERAN PENYELIDIKAN JANGKA PENDEK | COMPLETED | MAIN RESEARCHER

PUBLICATION

1. : MOTIVATION ELEMENTS IN GAME-BASED LEARNING (GBL) FOR TAJWEED LEARNING

JOURNAL OF ADVANCE RESEARCH IN APPLIED SCIENCES AND ENGENERING TECHNOLOGY ARSANET

2025 JOURNAL OTHER DATABASE MAIN AUTHOR

2. IMPAK GENERATIF AI (GAI) MELALUI PENGUKURAN KECERDASAN SPIRITUAL DALAM KALANGAN MAHASISWA BIDANG KREATIF

SEMINAR ANTARABANGSA ISLAM DAN SAINS 2025 (SAIS2025)

2025 PROCEEDING NON-INDEX MAIN AUTHOR

3. I-TAJWEED GAME: A SUSTAINABLE AND INTERACTIVE GAME FOR LEARNING TAJWEED AMONG CHILDREN

BRIDGING IDEAS TO IMPACT: A JOURNEY THROUGH DISCOVERY AND INNOVATION (SERIES 7)

2025 CHAPTER IN BOOK MAIN AUTHOR

4. GAME-BASED TECHNOLOGY FOR REHABILITATION

2023 BOOK MAIN AUTHOR

5. USABILITY EVALUATION OF EXERCISE GAMES FOR MEDICAL INTERACTIVE REHABILITATION ASSISTANCE (MIRA) SYSTEM FOR TELE-REHABILITATION

INTERNATIONAL CONFERENCE ON APPLIED SCIENCE AND TECHNOLOGY (ICAST)

2022 PROCEEDING SCOPUS MAIN AUTHOR

6. ASAS PEMBINAAN PERMAINAN DIGITAL MENGGUNAKAN SCRATCH

2020 BOOK MAIN AUTHOR

7. PEMBANGUNAN MODEL VISUALISASI ILMU HADIS BERDASARKAN DOMAIN ILMU HADIS

ONLINE JOURNAL OF ISLAMIC EDUCATION (O-JIE)

2019 JOURNAL MYJURNAL MAIN AUTHOR

8. SEMIOCONQURAN

INFOGRAPHICS OF INNOVATIVE DESIGNS IN EDUCATION

2019 CHAPTER IN BOOK MAIN AUTHOR

9. PERSEKITARAN DIGITAL ISLAMIK (IODE) DALAM MEREKABENTUK APLIKASI PENGAJARAN MELALUI PERMAINAN KOMPUTER

JUPIDI: JURNAL KEPIMPINAN PENDIDIKAN

2018 JOURNAL OTHER DATABASE MAIN AUTHOR

10. INDUSTRI HALAL TEKNOLOGI DAN PENGURUSAN MAKLUMAT

2018 BOOK MAIN AUTHOR

11. ISLAMIZATION OF DIGITAL ENVIROMENT (IODE) IN DESIGNING GAME APPLICATION

INTERNATIONAL SEMINAR ON EMPOWERING LOCAL CULTURAL SOVEREIGNTY AND ISLAMIC EDUCATION.

2016 PROCEEDING NON-INDEX MAIN AUTHOR

PUBLICATION

12. GAME DESIGN FEATURES FOR DEVELOPING RABBANI GENERATION

NATIONAL CONFERENCE ON MEDIA AND DAKWAH (SMED 2015)

2015 PROCEEDING NON-INDEX MAIN AUTHOR

13. PENGLIBATAN MURID PRASEKOLAH TERHADAP PEMBELAJARAN BERASASKAN BAHAN PENCERITAAN DIGITAL (DST)

JURNAL PENYELIDIKAN PENDIDIKAN UM

2014 JOURNAL OTHER DATABASE MAIN AUTHOR

14. IMPACT OF MOTIVATION TOWARDS LEARNING LANGUAGE ACHIEVEMENT THROUGH DST APPROACH

INTERNATIONAL TECHNOLOGY, EDUCATION AND DEVELOPMENT CONFERENCE (INTED 2014)

2014 PROCEEDING NON-INDEX MAIN AUTHOR

15. REKABENTUK 3D DALAM PENCERITAAN DIGITAL BAGI BAHAN PEMBELAJARAN MURID PRASEKOLAH

SEMINAR KEBANGSAAN ICT DALAM PENDIDIKAN 2013

2013 PROCEEDING NON-INDEX MAIN AUTHOR

16. INFORMATION VISUALIZATION (IV) APPLICATION FOR INFORMATION ACQUISITION BASED ON VISUAL PERCEPTION.

CREATIVE EDUCATION JOURNAL

2012 JOURNAL WOS MAIN AUTHOR

CONSULTATION

1. PAKAR RUJUK MAJLIS BERTINDAK E-REZKI YASNITA

YASNITA E-REZEKI ACTION COUNCIL

2016 NATIONAL

2. SECURE ICT FOR MUSLIM PROFESSIONAL DEVELOPMENT

KPT

2013 UNIVERSITY

AWARDS/RECOGNITION

1. ANUGERAH PENERIMA GERAN PENYELIDIKAN FST

2025 UNIVERSITY

2. ANUGERAH PENERIMA E-NILAI TERBAIK

2025 UNIVERSITY

3. ANUGERAH PENERBITAN JURNAL BERINDEKS WOS/SCOPUS/MYCITE

2025 OTHERS

AWARDS/RECOGNITION

4. **ANUGERAH PENERBITAN JURNAL BERINDEKS WOS/SCOPUS/MYCITE**

2025 OTHERS

5. **SILVER AWARD PAPER- SEMARAK INTERNATIONAL RESEARCH ARTICLE COMPETITION IN COMPUTER SCIENCES AND INFORMATION TECHNOLOGY.**

2025 INTERNATIONAL