



DR. NADIAH BINTI RAMLAN

PENSYARAH UNIVERSITI DS13

CONTACT

Phone: 0176163707

E-mail:
nadiahramlan@usim.edu.my

Faculty: Fakulti
Pengajian Quran Dan
Sunnah

SUPERVISION

PhD - Completed: 0, Ongoing: 0

Master - Completed: 0,
Ongoing: 0

AREAS OF EXPERTISE

Islamic Education

Other Computer Graphics, Image Processing, Multimedia
And E-games N.e.c

ACADEMIC QUALIFICATION

PhD in Science And Technology (2022)

Master in Instructional Technology (2015)

Bachelor in Pengajian Quran Dengan Multimedia (2009)

RESEARCH

1. REKA BENTUK UI/UX INKLUSIF PORTAL DAN APLIKASI HAB INFORMASI BERINTEGRASI UNTUK ORANG KURANG UPAYA (OKU)

2025 GERAN KPT ON GOING CO-RESEARCHER

2. REKA BENTUK UI/UX INKLUSIF PORTAL DAN APLIKASI HAB INFORMASI BERINTEGRASI UNTUK ORANG KURANG UPAYA (OKU)

2025 GERAN PENYELIDIKAN INDUSTRI ON GOING CO-RESEARCHER

3. DEVELOPMENT AND IMPLEMENTATION OF A TRANS-DISCIPLINARY TEACHING MODULE INTEGRATING BEHAVIORAL SCIENCE AND PROFESSIONAL DEVELOPMENT FOR MEDICAL STUDENTS

2025 GERAN PENYELIDIKAN PUSAT TANGGUNGJAWAB (PTJ) ON GOING
CO-RESEARCHER

4. AN INTERACTIVE TEACHING AIDS CALLED "SUSTAINABLE TAJWEED GAME" (STG) FOR HELPING AUTISM CHILDREN IN THEIR LEARNING STYLE

2024 GERAN PENYELIDIKAN USIM-INDUSTRI ON GOING MAIN RESEARCHER

5. PEMBANGUNAN APLIKASI EZ-QIRAAT AL-QURAN UNTUK PENGAJARAN DAN PEMBELAJARAN MASYARAKAT AWAM

2024 GERAN PENYELIDIKAN USIM-INDUSTRI ON GOING CO-
RESEARCHER

RESEARCH

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

2024

GERAN PENYELIDIKAN USIM

ON GOING

CO-RESEARCHER

7. MODEL REGULASI EMOSI KEIBUBAAPAN ANAK KURANG UPAYA BERASASKAN RISALAH ANNUR KE ARAH PEMERKASAAN KELUARGA SEJAHTERA

2024

GERAN KPT

ON GOING

CO-RESEARCHER

PUBLICATION

1. TAJWEED GAME FOR CHILDREN WITH AUTISM: AN INTERACTIVE GAME FOR AUTISM CHILDREN TO LEARN TAJWEED

JURNAL PENDIDIKAN BITARA

2025 JOURNAL OTHER DATABASE MAIN AUTHOR

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

JOURNAL OF ADVANCE RESEARCH IN APPLIED SCIENCES AND ENGINEERING TECHNOLOGY ARSANET

2025 JOURNAL OTHER DATABASE MAIN AUTHOR

3. ENHANCING INTEGRITY AMONG ACADEMICIANS IN SOCIAL MEDIA: EXPLORING CHALLENGES AND MANAGEMENT STRATEGIES IN THE REALM OF DIGITAL E

SEMARAK INTERNATIONAL JOURNAL OF ISLAMIC STUDIES AND CULTURE

2025 JOURNAL OTHER DATABASE CO-AUTHOR

4. INTEGRATING NAQLI AND AQLI THROUGH ISLAMIC ANIMATION: HARNESSING ARTIFICIAL INTELLIGENCE IN ISLAMIC EDUCATION

INTERNATIONAL JOURNAL OF ADVANCED RESEARCH AND SOCIETY

2025 JOURNAL OTHER DATABASE CO-AUTHOR

5. ?EVALUATING THE I-TAJWEED GAME PROTOTYPE: EXPERT INSIGHTS ON GAME-BASED LEARNING FOR SPECIAL NEEDS CHILDREN?

SEMINAR WARISAN ASAS TAMADUN(SWAT, 2025)

2025 PROCEEDING NON-INDEX MAIN AUTHOR

6. GAME-BASED LEARNING ON HALAL EDUCATION FOR GENERATION ALPHA

SEMARAK INTERNATIONAL RESEARCH INNOVATION SYMPOSIUM V

2025 PROCEEDING NON-INDEX MAIN AUTHOR

7. BUKU PROGRAM QURAN AS FOUNDATION OF CIVILIZATION SWAT X 2025

2025 BOOK

8. MSGA NEWS AND MAGAZINE

2025 BOOK

9. 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 CO-AUTHOR

10. THE STUDY ON MOTIVATION AND EMOTION MANAGEMENT AMONG UNIVERSITY STUDENTS FOR TIME MANAGEMENT BALANCE

INTEGRATING ARTIFICIAL INTELLIGENCE, SECURITY FOR ENVIRONMENTAL AND BUSINESS SUSTAINABILITY

2025 CHAPTER IN BOOK MAIN AUTHOR

11. GARIS PANDUAN PENGGUNAAN TEKNOLOGI KECERDASAN BUATAN GENERATIF BERTERASKAN ILMU NAQLI & AQLI DALAM PDP

2025 POLICY

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

JOURNAL OF ADVANCED RESEARCH IN APPLIED SCIENCES AND ENGINEERING TECHNOLOGY

2024 JOURNAL OTHER DATABASE CORRESPONDING AUTHOR

13. THE STUDY ON MOTIVATION AND EMOTION MANAGEMENT AMONG UNIVERSITY STUDENTS FOR TIME MANAGEMENT BALANCE

GLOBAL WELLNESS CONFERENCE

2024 PROCEEDING OTHER DATABASE MAIN AUTHOR

PUBLICATION

14. CABARAN DAN PELUANG PENGGUNAAN TEKNOLOGI KECERDASAN BUATAN (CHATGPT) DALAM PEMBELAJARAN SUBJEK HADIS DIKALANGAN PELAJAR UNIVERSITI

PASAK- PERSIDANGAN ANTARABANGSA SAINS SOSIAL DAN KEMANUSIAAN

2024 PROCEEDING NON-INDEX CO-AUTHOR

15. KEPENTINGAN MENGGUNAKAN TEKNOLOGI (GAME-BASED LEARNING) BAGI MENINGKATKAN NILAI-NILAI ISLAM DALAM KALANGAN PELAJAR UNIVERSITI

PASAK (PERSIDANGAN ANTARABANGSA SAINS SOSIAL DAN KEMANUSIAAN)

2024 PROCEEDING NON-INDEX CO-AUTHOR

16. THE POTENTIAL OF ANIMATED VIDEO IN PROMOTING HALAL EDUCATION ECOSYSTEM

INTERNATIONAL JOURNAL OF ACADEMIC RESEARCH IN PROGRESSIVE EDUCATION AND DEVELOPMENT

2023 JOURNAL ERA CORRESPONDING AUTHOR

17. I-TAJWEED: AN ISLAMIC SUSTAINABLE GAME TO LEARN TAJWEED

INTERNATIONAL UNIVERSITY CARNIVAL OF E-LEARNING

2023 PROCEEDING NON-INDEX MAIN AUTHOR

18. 10 ADAB PDP ONLINE

2023 BOOK MAIN AUTHOR

19. AMSYAR, ANAKKU YANG TERISTIMEWA

2023 BOOK MAIN AUTHOR

20. THE IMPORTANCE OF GAME DEVELOPMENT FRAMEWORK (GDF): PROPOSING AN ISLAMIC GAME DEVELOPMENT FRAMEWORK WITH SUSTAINABILITY FEATURES

INTERNATIONAL JOURNAL OF ACADEMIC RESEARCH IN BUSINESS AND SOCIAL SCIENCES

2020 JOURNAL ERA MAIN AUTHOR

21. DESIGN AND DEVELOPMENT OF AN ISLAMIC EDUCATION INSTRUCTIONAL MULTIMEDIA FOR MALAYSIAN SECONDARY SCHOOLS

INTERNATIONAL CONFERENCE ADVANCE BUSINESS AND SOCIAL SCIENCE

2016 PROCEEDING OTHER DATABASE MAIN AUTHOR

AWARDS/RECOGNITION

1. SILVER AWARD BEST PAPER

2025 OTHERS

2. TOP TEN FINALIST ON :2ND INTERNATIONAL DEVELOPMENT, RESEARCH AND INNOVATION EXHIBITION (IDRIVE) 2025.

2025 INTERNATIONAL

3. ACADEMIC ADVISOR

UITM JOHOR

2025 INTERNATIONAL

4. ACADEMIC ADVISOR

UMK

2025 INTERNATIONAL

5. ACADEMIC ADVISOR

UITM MELAKA

2025 INTERNATIONAL

6. TRAINER / FACILITATOR

USIM

2025 UNIVERSITY

7. ACADEMIC ADVISOR

UNIVERSITI TEKNOLOGI MARA, KELANTAN

2025 INTERNATIONAL

8. ACADEMIC ADVISOR

MNNF NETWORK

2025 INTERNATIONAL

9. ACADEMIC ADVISOR

USIM

2025 UNIVERSITY

10. ACADEMIC ADVISOR

FAKULTI PENGAJIAN QURAN DAN SUNNAH

2025 OTHERS

11. EL-KASYF

NATIONAL EDU E-GAMIFICATION CHALLENGE 2025

2025 KEBANGSAAN SILVER

12. MADANI MANDIRI 360 : A SUSTAINABLE SELF-SUFFICIENCY ECONOMIC MODEL FOR HOUSEHOLDS

INNOVATION BANK CHALLENGE 2025

2025 ANTARABANGSA GOLD

13. I-TAJWEED GAME: A SUSTAINABLE AND INTERACTIVE GAME FOR LEARNING TAJWEED AMONG STUDENTS

2nd INTERNATIONAL DEVELOPMENT, RESEARCH & INNOVATION EXHIBITION (iDRIVE'25)

2025 ANTARABANGSA GOLD

14. I-TAJWEED GAME: A SUSTAINABLE AND INTERACTIVE GAME FOR LEARNING TAJWEED

Pertandingan International Teaching & Learning Invention Innovation Competition (iTaLiC 2025)

2025 ANTARABANGSA GOLD

AWARDS/RECOGNITION

15. GRAMUNO: LEARN SYNTAX THE FUN WAY

INNOVATION BANK CHALLENGE 2025

2025 ANTARABANGSA SILVER

16. EZ-QIRAAT

INNOVATION BANK CHALLENGE 2025

2025 ANTARABANGSA BRONZE

17. AKSI E-KOMIK

FESTIVAL OF TEACHING AND LEARNING IDEAS (FoTLI 2025)

2025 KEBANGSAAN BRONZE

18. ANUGERAH STAF CONTOH JANUARI 2024

2024 OTHERS

19. ANUGERAH BEST PAPER AWARD (BRONZE) DI SWAN 2024

2024 INTERNATIONAL

20. TOP 5 PERTANDINGAN AKHIR MINECRAFT KAMPUS BARAKAH CHALLENGE

2024 UNIVERSITY

21. ACADEMIC ADVISOR

KOLEJ KOMUNITI BATU PAHAT

2024 NATIONAL

22. ACADEMIC ADVISOR

UPSI

2024 UNIVERSITY

23. ACADEMIC ADVISOR

FAKULTI PENGAJIAN QURAN DAN SUNNAH

2024 UNIVERSITY

24. ACADEMIC ADVISOR

UNISZA

2024 INTERNATIONAL

25. ACADEMIC ADVISOR

UNIVERSITI TEKNOLOGI MARA, KEDAH

2024 INTERNATIONAL

26. PEMBANGUNAN APLIKASI EZ QIRAAT

4TH INNOVATION BANK CHALLENGE 2024 (IBC 2024)

2024 UNIVERSITI SILVER

27. PROPOSING AN INTERACTIVE TECHNIQUE FOR AUTISM CHILDREN TO LEARN TAJWEED: USING COLOURING APPROACH IN MOBILE APPS

4TH INNOVATION BANK CHALLENGE 2024 (IBC 2024)

2024 UNIVERSITI GOLD

28. I-TAJWEED GAME:A SUSTAINABLE GAME FOR LEARNING TAJWEED

INTERNATIONAL VIRTUAL COMPETITION OF CREATIVE & INNOVATIVE IDEA (IVCCI) 2024

2024 ANTARABANGSA SILVER

AWARDS/RECOGNITION

29. HI-SAFIR: A MOBILE APPLICATION SUPPORTING CHILDRENS SPIRITUAL DEVELOPMENT DURING TRAVEL

Pertandingan Inovasi FKP 2024

2024 UNIVERSITI SILVER

30. INSHA: INTERACTIVE NARRATIVE SUPPORT FOR HARNESSING ARABIC

Pertandingan Inovasi FKP 2024

2024 UNIVERSITI SILVER

31. EMBEDDED FUZZY RAT SWARM OPTIMIZER (FRSO) FOR TEST CASE PRIORITIZATION

INTERNATIONAL RESEARCH AND INNOVATION SYMPOSIUM AND EXPOSITION 2024 (RISE 2024)

2024 ANTARABANGSA SILVER

32. PERTANDINGAN POSTER PENYELIDIKAN, PROGRAM MINDA SEJAHTERA

Pertandingan Poster Penyelidikan, Program Minda Sejahtera

2024 KEBANGSAAN SILVER

33. LIL-GENIUS APPS: AN INTERACTIVE MOBILE APPLICATION FOR LEARNING SOLAT

SCEINCE AND TECHNOLOGY RESEARCH EXPO (SCITEX)

2024 UNIVERSITI GOLD

34. ANUGERAH PEKERJA CONTOH MEI 2023

2023 OTHERS

35. ACADEMIC ADVISOR

FACULTY OF QURANIC SUNNAH AND STUDIES

2023 UNIVERSITY

36. ACADEMIC ADVISOR

FACULTY OF QURANIC SUNNAH AND STUDIES

2023 UNIVERSITY

37. ACADEMIC ADVISOR

FACULTY OF QURANIC SUNNAH AND STUDIES

2023 UNIVERSITY

38. (I-TAJWEED): AN ISLAMIC SUSTAINABLE GAME FOR MOTIVATING STUDENTS IN LEARNING TAJWEED

International University Carnival On E-Learning (IUCEL 2023)

2023 ANTARABANGSA GOLD

39. I-TAJWEED: AN ISLAMIC SUSTAINABLE GAME FOR LEARNING TAJWEED

The International E-Content Development Competition 2023 (eCONDEV 2023)

2023 ANTARABANGSA GOLD

40. I-TAJWEED: AN ISLAMIC SUSTAINABLE GAME FOR LEARNING TAJWEED

VIRTUAL INNOVATION CEMPETITION 2023

2023 KEBANGSAAN GOLD

41. I-TAJWEED GAMES: A SUSTAINABLE GAME FOR MOTIVATING STUDENTS IN LEARNING TAJWEED

SCIENCE AND TECHNOLOGY RESERACH EXPO (SCITEX@20TH FST)

2023 UNIVERSITI GOLD

42. EZ TARANUM: MOBILE APPLICATION FOR LEARNING TARANNUM

SCIENCE AND TECHNOLOGY RESERACH EXPO (SCITEX@20TH FST)

2023 UNIVERSITI SILVER