



**PROF. MADYA DR.
NORASIKIN BINTI FABIL**

PENSYARAH UNIVERSITI DS14

CONTACT

Phone: 06-7986424

E-mail:
norasikin.fabil@usim.edu.my

Address: Fakulti Sains Dan
Teknologi

SUPERVISION

PhD - Completed: 8, Ongoing: 0

Master - Completed: 1, Ongoing: 0

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)

BIOGRAPHY

A lecturer from Fakulti Sains Dan Teknologi. Holds a Phd in Information Science.

ACADEMIC QUALIFICATION

Phd in Information Science (2009)

Master in Teknologi Maklumat (2002)

Bachelor in Teknologi Maklumat (1998)

RESEARCH

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

2024

ON GOING

MAIN RESEARCHER

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

2015

COMPLETED

MAIN RESEARCHER

PUBLICATION

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

2025 JOURNAL

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

2025 PROCEEDING

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

2025 CHAPTER IN BOOK

4. GAME-BASED TECHNOLOGY FOR REHABILITATION

2023 BOOK

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

2022 PROCEEDING

6. ASAS PEMBINAAN PERMAINAN DIGITAL MENGGUNAKAN SCRATCH

2020 BOOK

7. PEMBANGUNAN MODEL VISUALISASI ILMU HADIS BERDASARKAN DOMAIN ILMU HADIS

2019 JOURNAL

8. SEMIOCONQURAN

2019 CHAPTER IN BOOK

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

2018 JOURNAL

10. INDUSTRI HALAL TEKNOLOGI DAN PENGURUSAN MAKLUMAT

2018 BOOK

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

2016 PROCEEDING

12. GAME DESIGN FEATURES FOR DEVELOPING RABBANI GENERATION

2015 PROCEEDING

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

2014 JOURNAL

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

2014 PROCEEDING

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

2013 PROCEEDING

2012 JOURNAL

CONSULTATION/ADULATION

1. PAKAR RUJUK MAJLIS BERTINDAK E-REZKI YASNITA

2016 NATIONAL YASNITA E-REZEKI ACTION COUNCIL

2. SECURE ICT FOR MUSLIM PROFESSIONAL DEVELOPMENT

2013 UNIVERSITY KPT

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

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