

CURRICULUM VITAE



NOR AZAN MAT ZIN

- Date and place of birth:** 9 March 1961; Bachok, Kelantan, Malaysia
- Corresponding address:** Research Centre for Software Technology and Management (SOFTAM)
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- Current Occupation/position:** Lecturer (Professor of Interactive computing)
Head of Game lab, SOFTAM
- History of formal education:** Universiti Kebangsaan Malaysia (2001-2005), (1995-1997), (1985-1986)
Florida Institute of Technology, Melbourne, Florida, USA (1981-1983)
Western Michigan University, Kalamazoo, Michigan, USA (1979-1981)
Sekolah Tun Fatimah, Johor Bahru (1974-1978)
- Academic Qualification :** Ph.D. (Information Science/Multimedia) (2005)
M.Ed (Resources and Information Technology) (1997)
Diploma in Education (1986)
B.Sc. with Honors (1983)
- Research interests** Serious games, Accessibility, Adaptive/intelligent web-based system, Multimedia instructional design, Affective computing
- Courses taught (main)** **Post-graduate:**
1. Interactive Games
2. Advanced Multimedia Technology

3. Multimedia Innovation

Undergraduate:

1. Game programming and the Malaysian Culture (CITRA)
2. Digital Audio-video Technology
3. Animation and Graphic technology
4. Instructional Design
5. Introduction to Multimedia

(Other courses):

1. Introduction to Social Sciences
2. Information and communication Skills

Supervision

118 under-graduate final year projects.
46 master students (41 as main supervisor)
29 PhD candidates, 14 graduated (12 as main supervisor).

Project leader

1. Development of Brass craft intangible heritage Knowledge-base and games. 1/02/2018 Hingga 31/01/202. DCP-2017-007/2
2. New game-based technique for measuring and visualising the effectiveness of Computer-aided Language and Speech Therapy (CALST). FRGS/1/2014/ICT05/UKM/02/1
3. A Framework for Adaptive Web-Based Multimedia (UKM-TT-02-FRGS0020-2006)
4. Intelligent Web Tutor (01-01-02-SF0490).
5. Edutainment Courseware For Teaching Moral Values (01-01-02-SF0324).
6. Multimedia Guide for the implementation of ISO 14000 for Small and Medium scale Industries (SMI)-IRPA
7. MyCommunity, Ministry of Higher Education. TT-2014-007. 25/11/2014 – 30/6/2016.
8. STEM Educational Game Framework using Participatory Design Approach to Facilitate Conceptual Understanding of Programming. GUP-2015-005. 1/6/2015 -31/5/2016.
9. Design and Usability Evaluation of Multimedia Systems. DPP-2014-019.
10. Mukim Bukit Serampang Community Management Portal and ICT Literacy Programme (KOMUNITI-2012-030); 2012-2014;
11. Design and Usability Evaluation Of Multimedia Applications. DPP-2013-015.
12. Children haptic Jawi handwriting recognition based on multiple classifiers; 2011-2012; UKM-GUP-2011-235.
13. Web problem-based learning system (Web-PBL) for medical education (UKM-PTS-128-2010).
14. Development and Evaluation of ICT Literacy enhancement program for rural Kundang Ulu community (UKM-GUP-KRIB-18/2008); 2008-2010
15. Web Medical Problem-Based Learning System (PTS-2012-066).
16. A Framework for Adaptive Web-Based Multimedia (UKM-TT-02-FRGS0020-2006)

Co-researcher

17. Affective User Modelling Using Brain Wave Electroencephalograph (EEG) Signals. Research Acculturation Collaboration Effort (RACE), Universiti Malaysia Pahang, RACE-2013/2015-039.
18. Pengajaran dan Pembelajaran Berasaskan Microsoft Kinect: Keberkesannya Terhadap Pelajar Subjek Animasi Permodelan 3D. PTS-2014-045. 1/8/2014 – 31/7/2015.
19. Serious Games for Cognitive Rehabilitation System. GUP-2015-004. 1/6/2015 -31/5/2016.
20. Design and Evaluation of Emotionally Intelligent Virtual Agent (EIVA) Framework for Virtual Learning Environment. FRGS/1/2014/SSI09/MMU/03/1.
21. Cuboid Type Panorama Virtual Reality in Virtual Museum environment, 2014-2016, (ETP-2013-057);
22. Ministry of Education – Department of Higher Education: PSPTN 2 Jangkauan Global Malaysia: Dimensi Baharu (MyCommunity programme), (304.CIPPTN.651001); 2012-2015;
23. A Semantic Approach to Collaborative Tagging in Medical Blogs, 2011-2013 (FRGS/1/2011/SG/UKM/02/6)
24. Construction of Structural Evaluation Model for Learning management systems for multi users' perspective. UKM-GGPM-ICT-116-2010.
25. Pelaksanaan Web-based PBL. PTS-2011-065.
26. Chemical Inventory Control Management System. UKM-PTS-0014-2009.
27. Development Of A Malaysian Sex Education Courseware (MSE) For Secondary School Based On 3D Animation Approach. (MOSTI) 01-01-02-SF0387.
28. Development Of Web Based User Interface Evaluation System. (MOSTI) (01-01-02-SF0089).
29. Multi-display Interactive Visualisation Environment on Haptic Horizontal Surface (Mi VH Tabletop). UKM-AP-ICT-16-2009.
30. Game based design and cognitive walkthrough evaluation approach for multimedia software, 2007-12011, UKM-GUP-TMK—03-037;
31. Framework of Visual Interface for Childrens' Digital Library, 2010-2012, (UKM-TT-07-FRGS0251-2010);
32. Information Policy Development in Malaysian Public Agency, 2006-2010, UKM-TT-05-FRGS0013-2006;
33. Development of application in Educational Environment: Animation of Great personality(TT001-2006).
34. Computer Literacy among UKM Students. National University of Malaysia(Y/5/99)
35. Software Development to motivate Literacy (MEL): A Multimedia Approach. IRPA no.04-02-02-0008

Publications

Scopus: H index = 10; total citations = 307

Google Scholar: H index = 15; i10-index = 24; total citations = 841

Journals

1. Ahmed Mohammed Elakloul and **Nor Azan Mat Zin***. 2019. A Rehabilitation Gaming System for Cognitive Deficiencies: Design and Usability Evaluation. International Journal on Advanced Science, Engineering and Information Technology, 9(1), pp. 181-187. [Online]. Available: <http://dx.doi.org/10.18517/ijaseit.9.1.6693>.

2. Wan Malini Wan Isa, **Nor Azan Mat Zin***, Fadhilah Rosdi and Hafiz Mohd Sarim. 2018. Digital Preservation of Intangible Cultural Heritage. *Indonesian Journal of Electrical Engineering and Computer Science*, 12 (3) pp. 1373-1379. DOI:10.11591/ijeecs.v12.i3.pp1373-1379
3. Noursilawati Ab. Halim, Zawiyah M. Yusof, and **Nor Azan Mat Zin**. 2018. The requirement for information governance framework in the Malaysian public sector, *International Journal of Engineering & Technology*, 7 (4.15):235-239.
4. Shahryan Abdulrahman Alserri, **Nor Azan Mat Zin***, Tengku Siti Meriam Tengku Wook. 2018. Gender-based engagement model for serious games. *International Journal on Advanced Science, Engineering and Information Technology*, 8(4):1350-1357.
5. Tengku Siti Meriam Tengku Wook, Intan Yusrina Zairon, Noraidah Sahari@Ashaari, Mushrifah Idris, **Nor Azan Mat Zin**, Hairulliza Mohamad Judi and Norleyza Jailani. Campus virtual tour design to enhance visitor experience and interaction in a natural environment, *The International Journal of Multimedia & Its Applications*, 10(1/2/3):77-92. 10.5121/ijma.2018.10307
6. Normala Rahim, Tengku Siti Meriam Tengku Wook and **Nor Azan Mat Zin**. 2017. Analysis on user Interaction in Virtual Heritage: Virtual Museum Environment. *Indian Journal of Science and Technology*, 10 (48): 1-10.
7. Rahmah Mokhtar, Nurshafiqah Sharif, **Nor Azan Mat Zin**, Siti Normaziah Ihsan. 2017. Assessing attention and meditation levels in learning process using brain computer interface. *Advanced Science Letters* 23 (6): 5569-5572.
8. Ratna Zuarni Ramli, **Nor Azan Mat Zin**, Noraidah Sahari Ashaari, Wan Zakiyatussariroh Wan Husin, and Salyani Osman. 2017. Measuring game interface design preferences based on players cultural values. *Advanced Science Letters*. 23(5): 4129 – 4131.
9. **Nor Azan Mat Zin*** and Ahmed Mohammed Elaklouk. 2017. Design Science Paradigm in the Development of Serious Game for Cognitive Rehabilitation. *International Journal on Advanced Science, Engineering and Information Technology (IJASEIT)*. 7(2017): 118-124.
10. Tze Wei Liew, **Nor Azan Mat Zin***, Noraidah Sahari and Su-Mae Tan. 2016. The Effects of a Pedagogical Agent's Smiling Expression on the Learner's Emotions and Motivation in a Virtual Learning Environment. *The International Review of Research in Open and Distributed Learning*. Q1(2015)/Q3 JCR (2012-2014). 17(5): 249-266.
11. Mohammed Ahmed Ghazal, **Nor Azan Mat Zin*** and Zurina Muda. 2016. Designing Domain Model For Adaptive Web-based Educational System According to Herrmann Whole Brain Model. *Journal of Engineering Research and Technology*. 3(3):66-72.
12. Zawiyah M. Yusof, Mokmin Basri, **Nor Azan M. Zin**, Abd Razak Hamdan, Aziz Deraman. 2016. Issues Underpinning Information Policy in Malaysia: An Articulated Holistic Model. *Malaysian Journal of Information and*

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- Communication Technology*. 1 (1):1-22.
13. Rahmah Mokhtar and **Nor Azan Mat Zin**. 2016. An Adaptive Intelligent Presentation Edugame for Fardu Ain Learning Using Production Rules Based on User Emotions. *International Journal of Future Computer and Communication*. 5 (4):176-179.
 14. Salyani Osman, Noraidah Sahari@Ashaari, **Nor Azan Mat Zin**, Ratna Zuarni Ramli, Nahdatul Akma Ahmad. 2016. The development and evaluation of w-songket courseware using cognitive apprenticeship strategy. *Asia-Pacific Journal of Information Technology and Multimedia*. 5 (2): 1-18.
 15. Normala Rahim, Tengku Siti Meriam Tengku Wook, **Nor Azan Mat Zin**, Norkhairani Abd. Rawi, and Roslinda Muda. 2016. Usability Evaluation of a Virtual Museum Environment: A Case Study in Terengganu State Museum, Malaysia. *Advanced Science Letters*. Q3, 22: 2780-2784.
 16. Mokmin Basri, Zawiyah M. Yusof and **Nor Azan M. Zin**. 2016. Basis for Information Policy: Views from Experts. *Malaysia Journal of Information and Communication Technology*. 1 (1) : 23-32.
 17. Norizan Mat Diah dan **Nor Azan Mat Zin***. 2016. Enjin aktiviti menyurih belajar menulis aksara jawi. *Asia-Pacific Journal of Information Technology and Multimedia*. 5 (1): 61-69.
 18. Norizan Mat Diah, Arie Pratama Sutiono, Long Zuo, Nathan Nossal, Hiroyuki Iida, **Nor Azan Mat Zin**. 2016. Expansion of Game Refinement Theory into Continuous Movement Games: A Comparison of Two Video Games. *WSEAS Transactions on Information Science and Applications*. Q4, 13(2016): 8
 19. Mohammed Ahmed Ghazal, **Nor Azan Mat Zin*** and Zurina Muda. 2015. Towards Applying a Brain-Based Learning Style Model to Improve Learner Modelling in an Adaptive Web-Based Educational Systems(AWBES). *International Journal of Digital Content Technology and its Applications*. 9 (2): 128-140
 20. Mohammed Ahmed Ghazal, **Nor Azan Mat Zin***, Zurina Muda. 2015. Relationship between brain-based learning styles and behavioural learning patterns in web-based educational systems. *Journal of Theoretical and Applied Information Technology*. 78 Q3, (2): 262-177
 21. Tengku Siti Meriam Tengku Wook, Hairulliza Mohd Judi, Noraidah Shaari @ Ashaari, **Nor Azan Mat Zin**, Zawiyah Mohd Yusof, Zurina Muda dan Zulaiha Ali Othman. 2015. ICT usage patterns among rural adolescents. *Journal of Theoretical and Applied Information Technology*. Q3, 76 (3) : 342-34
 22. Norizan Mat Diah, Nathan Nossal, **Nor Azan Mat Zin**, Tadaki Higuchi, and Hiroyuki Iida. 2014. A Game Informatical Comparison of Chess and Association Football ("Soccer"). *ACSIJ Advances in Computer Science: an International Journal*. 3 (4): 89-94.
 23. Azrulhizam Shapi'i, **Nor Azan Mat Zin***, and Ahmed Mohammed Elakloun. A Game System for Cognitive Rehabilitation. *BioMed Research International*. Q2, vol. 2015, Article ID 493562, 7 pages, 2015. doi:10.1155/2015/493562. IF: 2.134
 24. Ahmed Mohammed Elakloun, **Nor Azan Mat Zin***, Azrulhizam Shapii. 2015. Investigating therapists' intention to use serious games for acquired brain injury cognitive rehabilitation. *Journal of King Saud University* -

Computer and Information Sciences. 27(2): 160-169.

<http://dx.doi.org/10.1016/j.jksuci.2014.03.019>

25. Seyed Yashar Banihashem, **Nor Azan Mat Zin***, Noor Faezah Mohd Yatim & Norlinah Mohamed Ibrahim. 2014. Noor Faezah Mohd Yatim & Norlinah Mohamed Ibrahim. Mouse controlling and movement for people with Parkinson's disease and involuntary tremor using Adaptive Path Smoothing technique via B-Spline. *Assistive Technology: The Official Journal of RESNA*, 26(2): 96-104. DOI: 10.1080/10400435.2013.845271. Q2, ISI/SSCI (IF: 0.51). IF: 1.283
26. Ahmed elaklouk, **Nor Azan Mat Zin*** & Azrulhizam Shapii. 2013. A Conceptual Framework for Designing Brain Injury Cognitive Rehabilitation Gaming System. *Journal of Digital Content technology and its Applications (JDCTA)* 7(15): 31-41.
27. Ratna Zuarni Ramli, **Nor Azan Mat Zin***, Noraidah Sahari @Ashaari, & Salyani Osman. 2013. Designing Game Interface Model with Cultural Elements. *Journal of Digital Content technology and its Applications (JDCTA)* 7(13): 41-52.
28. Mohd Zaliman Mohd Yusoff & **Nor Azan Mat Zin***. 2013. Exploring Suitable Emotion-Focused Strategies in Helping Students to Regulate Their Emotional State in a Self-Regulated Tutoring (SRT)_{SEP} System: Malaysian Case Study. *Electronic Journal Of Research In Educational Psychology*, Q3, 11 (3) : 717-742. (Q3).
29. Norizan Mat Diah & **Nor Azan Mat Zin***. 2013. Interactive Writing Tool for Jawi Literacy. *Journal of Digital Content technology and its Applications (JDCTA)* 7(14): 48-57.
30. Ratna Zuarni Ramli, **Nor Azan Mat Zin*** & Noraidah Sahari. 2013. Development And Validation Of A Questionnaire To Measure Game Interface Preferences Based On Cultural Values. *Journal of Theoretical and Applied Information Technology (JATIT)*, Q3, 56(1): 100-105.
31. **Nor Azan Mat Zin** & Wong Seng Yue. 2013. Design and Evaluation of History Digital Game Based Learning (DGBL) Software. *Journal of Next Generation Information Technology (JNIT)*, Q4, 4(4): 9-24.
32. Seyed Yashar Banihashem, **Nor Azan Mat Zin***, Noor Faezah Mohd Yatim & Norlinah Mohamed Ibrahim. 2013. Real Time Break Point Detection Technique (RBPD) in Computer Mouse Trajectory. *TELKOMNIKA*, Q3, 11(5): 2710 - 2715.
33. Salyani Osman, Noraidah Sahari@Ashaari, **Nor Azan Mat Zin**, Ratna Zuarni Ramli, Norazimah Awang & Siti Rosni Mohamad Yusoff. 2013. Development and Evaluation of Model for Teaching and Learning Traditional Craft Courseware. *Journal of Theoretical and Applied Information Technology*, Q3, 47(3): 952-959.
34. Ibrahim Almarashdeh; Nur Fazidah Elias; Noraidah Sahari & **Nor Azan Mat Zain**. 2013. Development of an interactive learning management system for malaysian distance learning institutions. *Middle East Journal of Scientific Research*, Q3, 14(11): 1471-1479.
35. Sarah Farhana Juhari & **Nor Azan Mat Zin***. 2013. Educating Children of Internet Safety through Digital Game Based Learning. *International Journal in Interactive Digital Media (IJIDM)* 1(1): 65-70.
36. Salyani Osman, Noraidah Sahari & **Nor Azan Mat Zin**. 2012. Development of Interactive Multimedia Courseware (E-Craft) For Craft

- Education. *Turkish Online Journal of Distance Education*, Q3, 13(4): 36-54.
37. Salyani Osman, **Nor Azan Mat Zin***, Noraidah Sahari@Ashaari, Yuhanis Omar, Ratna Zuarni Ramli & Norazimah Awang. 2012. New model for teaching and learning traditional craft courseware: Analysis and design phase. *Journal of Theoretical and Applied Information Technology*. Q3, 40(1): 29-38.
 38. Saman Shishehchi, Seyed Yashar Banihashem, **Nor Azan Mat Zin*** & Shahrul Azman Mohd. Noah. 2012. Ontological Approach in Knowledge Based Recommender System to Develop the Quality of E-learning System. *Australian Journal of Basic and Applied Sciences*, Q3/Q4, 6(2):115-123.
 39. Juhana Salim, Zaiha Nadiyah Zainal Abidin, Hazilah Mohd Amin, Onn Azraai Puade, **Nor Azan Mat Zin**, Salmijah Surif & Osman Hassan. 2012. Framework Of Chemical Inventory Management System Based On Ethnographic Research. *Journal of Theoretical and Applied Information Technology*. Q3, 36(1);118-128.
 40. Rahmah Mokhtar, **Nor Azan Mat Zin*** & Siti Norul Huda Sheikh Abdullah. 2012. Model Pengguna K-Stailo Melalui Teknik Petua Mudah Jurnal *Teknologi Maklumat & Multimedia*. (10): 43-51.
 41. Siti Rosni Mohamad Yusoff & **Nor Azan Mat Zin***. 2012. Activity Theory to Guide Online Collaborative Learning Instructional design. *International Journal of Systems and Service-Oriented Engineering* 3(2): 15-29.
 42. Siti Rosni Mohamad Yusoff & **Nor Azan Hj Mat Zin***. 2013. Penerapan Kemahiran Berfikir Kreatif Melalui Model Kir-Kat Pembelajaran Kolaboratif Atas Talian Dalam Kalangan Guru Pelatih. *Jurnal Penyelidikan Pendidikan Guru* 7(2012): 1234-1234.
 43. Ahmad Althunibat, **Nor Azan Mat Zin*** & Noraidah Sahari @ Ashaari. 2012. Pemodelan Faktor Penerimaan perkhidmatan Kerajaan mudah alih (M-Kerajaan). *Asia-Pacific Journal of Information Technology and Multimedia* (1): 21-37.
 44. Ahmed M. Elaklounk & **Nor Azan Mat Zin***. 2012. Requirements for Game Based Cognitive Intervention System for Acquired Brain Injury. *Journal on Computing* 2(3): 25-31.
 45. Mokmin Basri, Zawiyah M. Yusof & **Nor Azan M. Zin**. 2012. Information Policy: The Diminishing Role of Library. *International Journal of Humanities and Social Science* 2(19):317-327.
 46. Azizah Jaafar, Chan Siew Lee & **Nor Azan Mat Zin**. 2012. Pembangunan dan Penilaian Kepenggunaan Perisian Kursus Pendidikan Seksualiti. *Jurnal Teknologi Maklumat dan Multimedia Asia-Pasifik* 1(1): Jun 2012.
 47. Ahmad Althunibat, **Nor Azan Mat Zain*** & Noraidah Sahari @ Ashaari. 2011. Modelling the factors that influence mobile government services acceptance. *African Journal of Business Management*, Q3, 5(34):13030-13043. Doi: 10.5897/AJBM11.2083
 48. Almrashdeh, I.A., Sahari, N., **Zin, N.A.M.** & Alsmadi, M. 2011. Requirement analysis for distance learning management system students in Malaysian universities. *Journal of Theoretical and Applied Information Technology*, Q3, 24(1):17-27.
 49. Ibrahim Abood Almarashdeh, Noraidah Sahari, **Nor Azan Mat Zin** & Mutasem Alsmadi, 2011. Acceptance of Learning Management System: A Comparison between Distance Learners and Instructors. *Advanced in Information Sciences and Service Sciences*, Q4, 3(5):1-9.

50. Saman Shishehchi, Seyed Yashar Banihashem, **Nor Azan Mat Zin*** & Shahrul Azman Mohd Noah. 2011. Learning Content Recommendation for Visual Basic.Net Programming Language based on Ontology. *Journal of Computer Science*, Q3, 7(2):188-196.
51. Ahmad Althunibat, **Nor Azan Mat Zain*** & Noraidah Sahari@Ashaari. 2011. The effect of Social Influence on Mobile Government Adoption in Malaysia. *Journal of Theoretical and Applied Information Technology (JATIT)*, Q3, 25(2):103-110.
52. Ahmad Al Thunibat, **Nor Azan Mat Zin*** & Noraidah Sahari @ Ashaari. 2011. Mobile Government User Requirements Model. *Journal of E-Governance*. 4(2):104-111.
53. Ahmad Al Thunibat, **Nor Azan Mat Zin*** & Noraidah Sahari. 2011. Identifying user requirements of Mobile Government Services in Malaysia using focus group method. *Journal of e-Government Studies and Best Practices*. Article ID 141651.
54. Zawiyah M. Yusof, Mokmin Basri & **Nor Azan Mat Zin**. 2010. Classification of Issues Underlying the Development of Information Policy. *Information Development*, Q2, 26(3):204-213.
55. Ibrahim Abood Almarashdeh, Noraidah Sahari, **Nor Azan Mat Zin** & Mutasem Alsmadi. 2010. The Success of Learning Management System Among Distance Learners In Malaysian Universities. *Journal of Theoretical and Applied Information Technology*, Q3, 21 (2).
56. **Nor Azan Mat Zin*** & Noor Azli Mohamed Masrop. 2010. User Interface and Interaction Design Based on a Motivation Model for Digital Game-Based Jawi Learning Software. *DESIGN Principles & Practices: an International Journal*, Q2, 4(2): 293-321
57. Zawiyah M. Yusof, Mokmin Basri & **Nor Azan Mat Zin**. 2010. Polisi maklumat: Model, isu, dan pengkelasan, *Jurnal Teknologi Maklumat & Multimedia* 9:41-56.
58. Zawiyah M. Yusof, Mokmin Basri & **Nor Azan M. Zin**. 2010. Pembangunan polisi maklumat di Malaysia: peranan perpustakaan. *Sekitar Perpustakaan* (40): 29-40.
59. Wong Seng Yue and **Nor Azan Mat Zin**. 2009. Usability evaluation for history educational games. Proceedings of the 2nd international Conference on interaction Sciences: information Technology, Culture and Human. Pp. 1019-1025
60. **Nor Azan Mat Zin***, Zulaiha Ali Othman and Wong Seng Yue. 2009. LAE-LMS: Applying Pedagogical Aspect of Learning Activity in E-Learning System. *Asian Journal of Information Technology*. 8(3): 74-83, 2009.
61. **Nor Azan Mat Zin***, Azizah Jaafar and Wong Seng Yue. 2009. Digital Game-Based Learning (DGBL) Model and Development Methodology for Teaching History. Published in the *WSEAS TRANSACTIONS ON COMPUTERS* 8 (2), February 2009.
62. **Nor Azan Mat Zin**. 2009. A-MathS Multimedia Courseware for Effective Mathematic Learning: Matching Instructions to Student's Learning Style. *Journal of Applied Sciences* 9(8): 1510-1516, 2009.
63. **Nor Azan Mat Zin*** and Halimah Badioze Zaman. 2009. Designing multimedia courseware for Personalized Learning. *DESIGN Principles & Practices: an International Journal*. 3(2); 97-111.

64. **Nor Azan Mat Zin***, Halimah Badioze Zaman and Shahrul Azman Mohd Noah. *Jurnal Teknologi Maklumat dan Multimedia* 6 (2009); 61-78.
65. Hazilah Mohamad Amin, Juhana Salim, Salwani Abdullah, Hairulliza Mohd. Judi dan **Nor Azan Mat Zin**. Tahap Kepentingan Kemahiran Komputer Mengikut Fungsi Pekerjaan di Malaysia. *International Journal of Information Technology and Multimedia* 1(Disember 2001).
66. **Nor Azan Mat Zin***, Halimah Badioze Zaman, Norhayati Abdul Mokti, Hairulliza Mohd Judi, Hazilah Mohd Amin,Shahnorbanun Sahran, Kamsuriah Ahmad, Masri Ayob, Salwani Abdullah dan Zuraidah Abdullah . Gender Differences In Computer Literacy Level Among Undergraduate Students in Universiti Kebangsaan Malaysia. *Electronic Journal of Information System in Developing Countries, EJISDC(2000)* 1, 3:1-8. <http://www.ejisdc.org> .
67. Halimah Badioze Zaman, Norhayati Abdul Mokti, **Nor Azan Mat Zin**, Munir, Tengku Mohd Tengku Sembok, Mohamed Yusoff. Motivating Literacy through MEL: a multimedia based tutoring system. *The New Review of Children's Literature and Librarianship* 6, 2000; 125-135.
68. Halimah Badioze Zaman, Tengku Mohd Tengku Sembok, Mohamed Yusoff, Azizi Abdullah, Azlina Ahmad, Azizah Jaafar, Belal Abu Ata, Marini Abu Bakar, Md. Jan Nordin, Muriati Mukhtar, Norhayati Abdul Mokti, Norleyza jailani, **Nor Azan Mat Zin**, Nazlia Omar, Nor sakinah Muhammad, Sufian Idris, Salha Abdullah, Siti fadzilah Mat Noor and Zuraidah Abdullah. 1999. Maximizing Returns on New Courseware Development. *Malaysian Management Review*, 1-30.

Book

69. **Nor Azan Mat Zin** dan Noraidah Sahari@Ashaari. 2017. Reka Bentuk dan Kebolegunaan Sistem Multimedia. Bangi: Penerbit UKM.
70. **Nor Azan Mat Zin**, Siti Fadzilah Mat Nor dan Zurina Muda. 2016. Keletarian Warisan Budaya melalui Teknologi Maklumat dan Komunikasi (TMK). Bangi: Penerbit UKM
71. Mokmin Basri, Zawiyah Mohd Yusof and **Nor Azan Mat Zin**. 2013. Polisi Maklumat Kebangsaan (National Information Policy). Bangi: Penerbit UKM.

Book Chapter

72. Norizan Mat Diah and **Nor Azan Mat Zin**. 2017. Reka Bentuk dan Kebolegunaan Sistem Multimedia , 1, 18 195.
73. NoorAzli Mohamad Masrop and **Nor Azan Mat Zin**. 2017. Model reka bentuk dan pembangunan perisian pembelajaran berasas permainan digital (PBPD) dlm. Reka Bentuk dan Kebolegunaan Sistem Multimedia : 82-95.
74. Siti Rosni Mohd Yusof and **Nor Azan Mat Zin** .2017. Reka Bentuk dan Kebolegunaan Sistem Multimedia , 1, 15
75. Ratna Zuarni Ramli, **Nor Azan Mat Zin** and Noraidah Sahari @ Ashaari. 2017. Reka bentuk model antara muka permainan komputer berasaskan budaya dlm Reka Bentuk dan Kebolegunaan Sistem Multimedia:45-62.
76. Salyani Osman, Noraidah Sahari @ Ashaari and **Nor Azan Mat Zin**. 2017. Reka bentuk model pembelajaran kemahiran kraf tradisional mengguna kaedah perantisan kognitif dlm. Reka Bentuk dan Kebolegunaan Sistem Multimedia: 96-128.

77. **Nor Azan Mat Zin**, Siti Fadzilah Mat Nor dan Zurina Muda. 2016. Bab1: Teknologi Maklumat dan Komunikasi (TMK) untuk Pemuliharaan dan Pemeliharaan Warisan Budaya Digital. Dlm. Keletarian Warisan Budaya melalui Teknologi Maklumat dan Komunikasi (TMK). Bangi: Penerbit UKM
78. Abdullah Nasih Isa, Zurina Muda dan **Nor Azan Mat Zin**. 2016. Kelestarian Warisan Budaya Melalui Teknologi Maklumat dan Komunikasi dlm. Nor Azan Mat Zin, Siti Fadzilah Mat Noor dan Zurina Muda. 2016. *Kelestarian Warisan Budaya Melalui Teknologi Maklumat dan Komunikasi*. Bangi: Penerbit UKM.
79. Yusoff, S.R.M. and **Mat Zin, N.A.** 2014. Design and evaluation of Collaborative Learning Management System (CLMS) framework for teaching technical subject. Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics). (7697) : 79-89
80. Ahmed Mohammed Elaklouk, **Nor Azan Mat Zin**, & Azrulhizam Shapii. 2013. Game Design for Acquired Brain Injury Cognitive Rehabilitation: A Conceptual Framework. *Advances in Visual Informatics. Lecture Notes in Computer Science*. 8237 (2013): 218-230. http://dx.doi.org/10.1007/978-3-319-02958-0_21. [27 Mac 2014].
81. Normala Rahim, Tengku Siti Meriam Tengku Wook & **Nor Azan Mat Zin**. 2011. Developing conceptual model of virtual museum environment based on user interaction issues. *Visual Informatics: Sustaining Research and Innovations, Lecture Notes In Computer Science*. (7067): 253-260. Doi: 10.1007/978-3-642-25200-6_24. [27 Mac 2014].
82. Diah, N.M. & **Mat Zin, N.A.** 2011. Digital training tool framework for Jawi character formation. *Visual Informatics: Sustaining Research and Innovations, Lecture Notes In Computer Science*. (7066): 164-175. 10.1007/978-3-642-25191-7_16. [27 mac 2014].
83. **Nor Azan Mat Zin**, Nur Yuhanis Mohd Nasir and Munirah Ghazali. 2009. Promoting Socio-Cultural Values Through Storytelling Using Animation an Game-Based Edutainment Software in Crisan, M. *Convergence and Hybrid Information Technologies*; Olajnia: Croatia. ISBN 978-9533070650.

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Other publications

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176. Nurul Izzah Othman dan Nor Azan Mat Zin. 2016. Framework of Visual Interaction: Accessibility Design Elements and Guidelines of Serious Game Review for Visually Impaired People. Technical Report.
177. Zawiyah M. Yusof, Hazura Mohamed, Jamaiah Yahaya, Kamsuriah Ahmad, Muriati Mukhtar, **Nor Azan Mat Zin**, Ravie Chandren Muniyandi, Rossilawati Sulaiman, Siti Fadzilah Mat Noor. 2014. 2014 Softam Postgraduate Seminar : Book of Abstract
178. Mohana Muniandy, **Nor Azan Mat Zin** & Azrulhizam Shapii`. 2014. Speech-Based Natural User Interface in Participatory Computer Game Design for Speech Therapy. 2014 SOFTAM Postgraduate Seminar.
179. Liew Tze Wei, **Nor Azan Mat Zin** & Noraidah Sahari @ Ashaari. 2014. Facial and vocal expressions of virtual agent in virtual learning environment. 2014 Softam Postgraduate Seminar.
180. Wong Seng Yue dan **Nor Azan Mat Zin**. 2013. Penggunaan ICT dalam pengajaran dan pembelajaran Sejarah. Kertas kerja jemputan yang dibentang di Sidang Kemuncak Sejarah Malaysia 2013 (History Summit). 17-18 Disember 2013, Kuala Lumpur.
181. Halimah Badioze Zaman, **Nor Azan Mat Zin** and Siti Fazilah. 2007. End of Report Multimedia system based on learning Styles. (**Monograf**).
182. Zawiyah Mohammad Yusof, Shahrul Azman Mohd. Noh, **Nor Azan Mat Zain**, Juhana Salim & Azizah Jaafar. 2005. *Prosiding Seminar Capaian Maklumat dan Pengurusan Pengetahuan. Bangi: Jabatan Sains Maklumat, Fakulti Teknologi dan Sains Maklumat. (edited book)*
183. **Nor Azan Mat Zin**. 2005. Pembangunan dan Kepenggunaan Perisian Kursus Adaptif Multimedia (A-MathS): Reka Bentuk Berasaskan Stail Pembelajaran. Tesis PhD. Bangi: UKM. (**PhD thesis**)
184. **Nor Azan Mat Zin**. Laporan Akhir Projek: IRPA 04-02-02-0023 Multimedia Guide for ISO 14000 Implementation in Small and Medium Scale Industries (SMIs). 2001. Siri laporan Teknikal, FTSM, UKM. (**technical report**)
185. **Nor Azan Mat Zin**, Hairulliza Mohd Judi, Hazilah Mohd Amin dan Salwani Abdullah. Employers' Expectation of Graduates ICT Literacy. 2000. Proceedings of the International Forum cum Conference on Information Technology and Communication at the Dawn of the New Millenium. Bangkok, Thailand. 1-4 August. (**paper presented at seminar**)
186. **Nor Azan Mat Zin**, Mohamad Pauzi Zakaria, Hairulliza Mohd Judi dan Siti Fadzilah Mat Noor, 2000. Development of ISO 14000 Multimedia Courseware. Paper presented at the Conference on Environmental Issues and Challenges in Malaysia. UKM Bangi, 25-26 July 2000 ((**paper presented at seminar**))
187. **Nor Azan Mat Zin**, Hairulliza Mohd Judi, Hazilah Mohd Amin dan Salwani Abdullah dan Juhana Salim. Employers' expectation of graduates' s computer skills. FTSM/September 2000/LT 100 (**technical report**)
188. Hairulliza Mohd Judi, Halimah Badioze Zaman, Hazilah Mohd Amin, **Nor Azan Mat Zin**, Shahnorbanun Sahran, Kamsuriah Ahmad, Norhayati Abdul Mokti, Salwani Abdullah dan Zuraidah Abdullah. Kebolehan Komputer dan

- Sikap Pelajar Fakulti Teknologi dan Sains Maklumat, Universiti Kebangsaan Malaysia.FTSM/Disember 1999/LT 82. (**technical report**)
189. Hairulliza Mohd Judi, Halimah Badioze Zaman, Hazilah Mohd Amin, **Nor Azan Mat Zin**, Shahnorbanun Sahran, Kamsuriah Ahmad, Norhayati Abdul Mokti, Salwani Abdullah dan Zuraidah Abdullah. Kebolehan Komputer dan Sikap Pelajar Fakulti Teknologi dan Sains Maklumat, Universiti Kebangsaan Malaysia.FTSM/Disember 1999/LT 82. (**technical report**)
190. Hairulliza Mohamad Judi, Hazilah Mohd. Amin dan **Nor Azan Mat Zin**. Jangkaan Majikan Terhadap Kebolehan Komputer Graduan UKM. FTSM/Disember 1999/LT 83 (**technical report**)
191. Mohamad Pauzi Zakaria, Hideshige Takada and **Nor Azan Mat Zin**. Environmental Management of Petroleum Pollution: Molecular Markers Approach for Source Identification of Oil Pollution in Malaysia. Paper presented at Seminar on Environmental Quality: 25 Years Of Endeavour in Malaysia. 22-23 March 1999. Kuching, Sarawak. (**paper presented at seminar**)
192. **Nor Azan Mat Zin**. A Survey on Computer (Information Technology) Literacy of University Students. Asian Literacy and Reading, IDAC Bulletin No. 12. September 1999.
193. Halimah Badioze Zaman, Tg. Mohd Tg. Sembok, Mohammed Yusoff, Azizi Abdullah, Azizah Jaafar, Nazlia Omar, Belal Abu Ata, **Nor Azan Mat Zin**, Nor Sakinah Mohamad. 1998. ME: Multimedia Based Tutoring System for Mathematics FTSM/Julai 1998/LT 53 (**technical report**)
194. Mohamad Pauzi Zakaria and **Nor Azan Mat Zin**. Pencemaran laut. Era Hijau. Keluaran 3, 1998 (**popular media**)

Invention & awards

Gold medal

1. MyJawi Game: Educational software for Jawi Literacy, 15-17 May 2009 ITEX2009.
2. Multimedia Courseware MEL-e, UKM Research & Innovation Exhibition Exhibition 2004, 14-16 July 2005.

Silver medal

1. Jawi Writing Game App, 7-9 Oct 2017.Pecipta 2017
2. Central Chemical Inventory Control Management System in Pemacuan Kegemilangan Warisan Ilmu UKM, 3-5 Mei 2011. Dewan Canselori Tun Abdul razak UKM.
3. Central Chemical Inventory Control Management System (CCIMS) Architecture. ITEX2010, Kuala Lumpur
4. **K-Stailo**: A Learning Styles Identification Expert System for E-Learning. Malaysian Technology Expo 2010

Bronze medal

1. Jawikssrgame, 7-9 Oct 2017. Pecipta 2017
2. MATA, 7-9 Oct 2017. Pecipta 2017
3. MyEduTale: 2D animation edutainment software based on Malaysian folk stories, **National**, 21-23 Feb 2008 Malaysia Technology Expo (MTE) 2008.

Intellectual Property (IP)

1. UKM3.2.29/108/2/631; HMIEG – History Multimedia Interactive Educational Game
2. UKM3.2.29/108/2/569; MudahKiu (accessible multimedia courseware)
3. UKM3.2.29/108/2/449; Muzium Maya (virtual museum)
4. UKM3.2.29/108/2/449; MedicWEB PBL
5. UKM3.2.29/108/2/290; MyJawiGame : An Educational Game Software Based On A Malay Folk Tale For Promoting Jawi Literacy
6. UKM3.2.29/108/2/294; MyEdu-Tale (animation)
7. UKM3.2.29/108/2/289; K.Stailo: A Learning Styles Identification Expert System For E-Learning

Administration/services/Community engagements

- Visiting Professor, KUIS (1/9/2017- 31/8/2019)
- Research fellow JAIST (2016) dan National Yunlin University of Science & Technology (2017)
- Associate editor
 - International Journal of Interactive Digital Media
 - Asia Pacific Journal of Information Technology and Multimedia
 - Journal of Theoretical and Applied Information Technology (JATIT), Scopus-indexed
 - Asian Literacy and Reading, Bulletin No. 12, September 1999
- Head of Multimedia Studies, 1/3/2010-28/2/2013
- Coordinator for BIT (multimedia studies) programme, Center for Education Extension (Pusat Kembangan Pendidikan, PKP) , 15/9/2009 - 28/2/2010
- Head of committee for Development of new Program –Bachelor in Software Engineering (Multimedia development) dan Master of IT (mUltimedia System) –offered in 2013/2014 session, 2006-2012
- Head of Multimedia & Usability Research group, 5/9/2011 to date
- UKM Panel assessor for FRGS and ERGS, 2013; 2014
- Panel member of judges for International Invention, Innovation and Technology Exhibition (ITEX2011, ITEX2012, ITEX2015) and i-Inova13, i-Inova14 – Ekspo Inovasi Islam 1434H & 1435H (USIM)
- Thesis oral examination Chairperson for graduate studies program
- Chief editor for Buletin Pusat Penyelidikan SOFTAM (FIGURA)
- Evaluator for CITRA competency: HC9201 session 2014-2015, 16-10-2014 to 16-1-2015
- Main Committee/Committee member /technical committee
 - Proceedings chair, ICEEI2017
 - Lets Create Apps Programme – PERINTIS & AKADEMI SAINS MALAYSIA; 01-08-2014 to 28-02-2015
 - ASEAN-JAPAN Workshop on Information Science and Technology (10-11 June 2014)
 - International Conference on Interactive Digital Media (ICIDM 2012, 2013)
 - International Visual Informatics Conference (IVIC'11)
 - Semantic Technology And Information retrieval International conference 2011 (STAIR'11)
 - Multi-Conference on AI Technology (M-CAIT 2011)
 - Artificial Intelligence Technology Doctoral Seminar (CAIT 2010)
 - Information Retrieval and Knowledge Management Seminar (CAMP05)

- ADHOC Committee to evaluate degree qualification for computer science (Hons) from Universiti Teknologi MARA (UiTM), 2010, Public Service Department (PSD/JPA)
- Sponsored research visit and invited talk, 2013, Japanese Advance Institute of Science and Technology (JAIST)- 17/3-22/3/2013 –talk on Research in FTSM UKM
- First International Conference: Muslim action on climate change and Declaration Of Bogor As A Green City, 9th – 10th April 2010, BOGOR – Indonesia.
- Invited panelist/speaker, Istanbul, Turkey “Climate change and the role of women in the Muslim World”, 2009, Islam & environment: The Declaration of M7YAP- dealing with the climate change
- Invited speaker & trainer: Module development workshop –community engagement module development and communication (3/2014)
- Reviewers – journal and conference papers (e.g.Computers in Education, Learning and Individual Differences Journal, The Malaysian Journal of Computer Science, Malaysian Journal of Learning and Instruction, MARA Educational & Training Journal/Mara Innovation Journal, etc; ICEEI, ICeL, IVI etc)
- External examiners (PhD/Masters theses) –UM, UUM, UTM, USM, USIM, UNITEN, MMU
- MQA auditor (IT and multimedia/ IT and Animation)
- Academic Program auditor/ assessor (AIS, UTM; OUM)
- Board of Study (UIAM, USIM)
- Panel of Assessors (external experts) for MARA research grant

Network and linkages

International:

1. Prof. Hiroyuki Iida, Game Lab, Japan Advanced Institute of Science and Technology (JAIST), Japan.
2. Prof. Wang, College of Design, Yunlin National University of Science and Technology, Taiwan.

National:

3. KLMotion Pictures Company Sdn. Bhd.
4. FAMA – Pn. Mardziah Ismail
5. Terengganu State Board of Museum.
6. Assoc. Prof. Dr. Mohd Shahrizal Sunar, Head of MAGIC-X, Universiti Teknologi Malaysia.
7. Roslan Mohamad, Malaysian Communications and Multimedia Commission (MCMC).
8. Sekolah Menengah Kebangsaan Tun Sri Lanang, Feld Sri Jaya, Mukim Bukit Serampang, Jementah, Johor.
9. MyCommunity, Malaysia Global Outreach, Education Malaysia, Ministry of Higher Education Malaysia

Membership of professional bodies

- MITS (Malaysian Information Technology Society)
- AIED (Artificial Intelligence in Education Society); since 2000
- APSCE (Asia-Pacific Society for Computers in Education); since 2004

Professional courses

1. MDec Creative Workshop on Effective & efficient game development with Unity 3D and UE4 101. 19-20 Nov 2014.
2. Android Application development training; 25-08-2014 - 29-08-2014
3. Adobe Multimedia: Premiere Pro CS5 ; 25-06-2012 - 27-06-2012
4. Adobe Multimedia: Adobe After Affect ; 11-06-2012 - 13-06-2012,
5. Usability Week Amsterdam Training Course, 22/04/2012 - 27/04/2012, Amsterdam, Netherland
6. Adobe Multimedia:Flex, 09/04/2012 - 12/04/2012
7. Interactive 3D Application Development. 6-7 April 2010.
8. Multimedia and photography (2010).
9. Workshop on data Mining with Practical Experiences and Applications Using WEKA (2008)
10. Workshop on Flash Game Design and development (2007)

11. Course on User Interface Design and Usability Testing, Nielsen Group of companies (2007)
12. WinProlog Workshop (2001)
13. Professional Development Course on Intelligent Systems and Soft Computing (2001)

Selected Seminars /workshop/conference

- International Conference of Information Technology and Multimedia (ICITM 2016) (keynote speaker)
- The Symposium of ICT and Heritage, SICTH 2016 & Terengganu virtual museum launching. Forum panel member and presenter.
- Workshop on Sustainable Community Engagement Program In Timor Leste : Ict Literacy And Science For Youth Projects, 8-10-2014, University National Timor Leste
- Community Engagement for Malaysia Global Reach Workshop, 14-15 May 2014, USM, Pulau Pinang
- History Summit, 17-18 Dis 2013, Kuala Lumpur (invited speaker)
- ACIS2013, Collaboration-Workshop with JAIST, 31 Oct-2 Nov, Merlin Beach Resort, Phuket, Thailand
- SKMM Networked Media Content Focus Group Retreat 201, 1-2 April 2013, Cyberview Lodge
- Workshop –evaluation of ERGS proposal 2013 UKM, 28 Feb. & 1-2 Mac 2013, Equatorial Hotel, Bangi
- Workshop on re-evaluation of ERGS proposal –UKM, 11-12 Mac 2013, Puri Pujangga
- Workshop –evaluation of FRGS proposal 2013 UKM (ICT cluster), 18,19 & 20 January 2013, Kelab Golf Danau, UKM Bangi
- UKM Teaching and Learning Congress 2012, 15-18/12/2012 (**Best poster award**), Awana Genting Highland Resort, Pahang
- 1st International Conference on Interactive Digital Media, , 3-4 /12/2012, Bay View Hotel, Langkawi, Malaysia.
- Conference on games and allied technology (CGAT2012), 07/05/2012 - 08/05/2012, Bandung, Indonesia
- Classification Of Knowledge In Islam: An Islamic Architecture In Knowledge, 07/03/2012 - 07/03/2012, FTSM, UKM
- Outcome based UKM program evaluation, 03/10/2011 - 03/10/2011, Equatorial Hotel, Bangi
- PBL workshop/, 24/05/2011 - 24/05/2011, Nilai Springs Resort Hotel, Putra Nilai, Negeri Sembilan
- Workshop documentation of self-evaluation based on COPPA, 10/2/2011-10/2/2012, Danau Golf club, UKM
- Curriculum review workshop, 18/02/2011 - 18/02/2011, Puri Pujangga, UKM
- Post-graduate curriculum review workshop, 10/02/2011 - 10/02/2011, PURI PUJANGGA UKM, UKM
- FRGS workshop, 24/11/2010 - 24/11/2010, Kelab Golf Danau, UKM
- FTSM Transformation Plan and the way forward, 07/05/2010 - 09/05/2010, Allson Klana Resort
- Workshop on internal institution audit training MQA, 16/01/2010 - 16/01/2010, Bangi – Putrajaya Equatorial Hotel
- Workshop on Flash animation, 13-14/11/2009, Computer class, KEMAS kg. Sri Batu, jalan Ipoh, Kuala Lumpur

- International Conference on Convergence and Hybrid Information Technology (ICCIT09), 24-26/11/2009, Seoul, Korea
- International Conference on electrical engineering and Informatics (ICEEI'09), 05/08/2009-07/08/2009, FTSM/UKM
- Islam & environment : The Declaration of M7YAP- To deal with the climate change, 06-07/07/2009, Istanbul, Turkey
- The 7th WSEAS International Conference on E-ACTIVITIES 08), 28/12/2008 - 01/01/2009, Cairo, Egypt
- International Conference on Convergence and Hybrid Information Technology (ICCIT08), 9-16 /11/2008, Busan, Korea
- ITSIM08, 26-29 /08/2008, Kuala Lumpur, Malaysia
- The 7th WSEAS International Conference on APPLIED COMPUTER SCIENCE (ACS `07) 21-23/11/2007, Venice, Italy
- 1st International Malaysian Educational Technology Convention, 02-11-2007 - 05-11-2007, Sofitel Palm Resort, Senai, JOHOR
- International Conference On Electrical Engineering And Informatic (ICEEI 2007), 17-06-2007 - 20-06-2007, ITB, Bandung.
- New Curriculum workshop for FTSM (cooperation with Media Prima), 24-04-2007, Danau Golf Club, UKM
- Workshop on design and development of Flash games, 10-12-2007-14-12-2007, Makmal 7, FTSM
- Workshop on graduate students supervision, 01-08-2007 - 02-08-2007, Hotel Equatorial Bangi-Putrajaya
- Seminar percambahan pemikiran islam hadari peringkat ipta/ipts 2005, 14/06/2005, UKM
- Integrating Technology in the Mathematical Sciences, 14-04-2003- 16-04-2003, USM, Pulau Pinang
- International Conference on Computers in Education, Auckland, New Zealand, 12-03-2002 - 12-06-2002, Auckland, New Zealand
- International Conference on Computers in Education (ICCE2001), 12-11-2001 – 16-11-2001, Seoul, Korea
- IRPA Seminar RMK-7, 20-22/10/2000, Melaka
- Simposium Teknologi Maklumat 2000 (IT Sim 2'K), 11-04-2000 –12-04-2000, UKM
- 3th National Seminar on ISO 14000 Series of Environmental Management Standards and MPOB Transfer of Technology Seminar, 10/08/2000, Equatorial Hotel, Bangi
- International Conference Education and ICT in new Mullenium, 27-10-2000 – 28-10-2000, The Mines, Sungai Besi
- International Conference on Information Communication Technology at the dawn of the new millennium, 01-08-2000 – 04-08-2000, Bangkok, Thailand
- Conference on Information Technology in Asia:99 (CITA'99), 16-17 /9/1999, Kuching, Sarawak