

I. BIODATA				
Nama		Siti Fadzilah Mat Noor		
Alamat		Research Center for Software Technology and Management FTSM, UKM.		
No Tel		03-89216673		
Fax		03-89256732		
Email		fadzilah@ukm.edu.my,sitifadzilahukm@gmail.com		
II. ACADEMIC QUALIFICATION				
INSTITUTION & LOCATION		DEGREE	YEAR	FIELD OF STUDY
1.	UNIVERSITI TEKNOLOGI MALAYSIA	Diploma Sains Komputer	1995	Sains Komputer
2.	UNIVERSITI TEKNOLOGI MALAYSIA	Sarjana Muda Sains Komputer	1997	Sains Komputer
3.	UNIVERSITI KEBANGSAAN MALAYSIA	Sarjana Teknologi Maklumat	1999	Teknologi Maklumat
4	UNIVERSITI TEKNOLOGI MALAYSIA	Ijazah Doktor Falsafah	2013	Sains Komputer
III. FIELD OF SPECIALISATION				
1. E-Learning 2. Digital Learning Object Repository 3. Multimedia in Education 4. Usability On Learning Application				
IV.RESEARCH ACTIVITIES (Amaun Dana – sama ada Antarabangsa dan Nasional)				
1. Permainan Digital Untuk Kesedaran Bencana, 01/08/2018-31/07/2019, KRA-2018-025, RM20,000. Ketua Projek. 2. Model M-Pembelajaran Berasaskan Latihan Teknikal & Pendidikan Vokasional, 01/05/2016-30/04/2018, GUP-2016-004, RM67,400. Ketua Projek. 3. Teknik Gerakan Sentuhan Sistem Interaksi Multimodal untuk Kanak-kanak, 01/12/2014-30/04/2017, FRGS/2/2014/ICT05/UKM/02/2, RM61,600. Ketua Projek. 4. Peningkatan Kualiti Projek Bagi Program Multimedia Melalui Repositori Objek Pembelajaran Boleh Guna Semula (Reusable Learning Object) (PTS-2013-109), RM10,000, Ketua Projek. 5. Teknik Panorama Realiti Maya (PRM) Jenis Kubus dalam Persekitaran Muzium Maya. Skim Dana Penyelidikan ETP (Economic Transformation Programme) ETP-2013-057, RM210,000. 03/02/2014-02/02/2016. Penyelidik Bersama. 6. Pengajaran dan Pembelajaran Berasaskan Microsoft Kinect : Keberkesanannya Terhadap Pelajar Subjek Animasi Permodelan 3D. Projek Tindakan/Strategik, RM20,000 . 01/08/2014-31/07/2015, Penyelidik Bersama. 7. Design and Usability Evaluation of Multimedia Applications, 01/01/2013 – 31/12/2013, Dana Pembangunan Penyelidikan Kumpulan Penyelidikan, DPP-2013-015, RM37,000, Penyelidik Bersama. 8. Pendekatan Hibrid (Persidangan Video) Dalam Pemantauan Projek Berkumpulan Secara Berkesan Bagi Program Multimedia, FTSM, 01/06/2012- 01/06/2013, Projek Tindakan/Strategik, PTS-2012-132, RM11,000, Penyelidik Bersama. 9. Framework of Visual Interface for Childrens' Digital Library , 27-12-2010 , 26-12-2012 Fundamental , UKM-TT-07-FRGS0251-2010 , RM49000.00 ,Penyelidik Bersama, . 10. Kajian pengukuran Tingkah laku, emosi dan menjejak gerak mata dalam makmal kepenggunaan , 01-07-2010-31-12-2011, Penyelidikan Tindakan/Strategi , UKM-PTS-017-2010 RM30000.00. Penyelidik Bersama . 11. Game-based Design and Cognitive Walk-through Evaluation Approach for Multimedia Software , 01-10-2007-31-03-2011 Geran Universiti Penyelidikan (GUP) , UKM-GUP-TMK-07-03-037 RM500000.00				

Penyelidik Bersama .

12. Content and template based for multimedia information retrieval system , 01-04-2002 - 01-09-2005 , 04-02-02-0036-EA103 , RM200000.00 , Penyelidik Bersama .
13. Development of a voice recognition system for learning disabilities : A multimedia approach , 01-04-2002 - 01-05-2005 , 04-02-02-0035-EA102 , RM189608.00 , Penyelidik Bersama .
14. Development Of An Intelligent Literacy System Based On Learner Profile And Learning Styles : A Multimedia Approach , 01-01-2002 - 01-01-2006 , 04-02-02-0003-EA003 , RM324500.00 , Penyelidik Bersama .
15. Development of an intelligent internet search engine. , 16-12-1999 - 31-01-2003 , 0402020037 , RM198000.00 , Penyelidik Bersama.

V.PUBLICATION (Indeks dan Tak Berindeks)

Book

1. Nor Azan Mat Zin, **Siti Fadzilah Mat Noor** & Zurina Muda (2016).Kelestarian Warisan Budaya Melalui Teknologi Maklumat dan Komunikasi. Penerbit UKM, Bangi. ISBN 978-967-41-2399-4.

Book Chapter

1. Nur Faiezah Mohamad Hanafiah, **Siti Fadzilah Mat Noor** & Hazura Mohamed (2016) *Teknologi maklumat dan komunikasi dalam pendidikan warisan seni silat*. In: Kelestarian Warisan Budaya Melalui Teknologi Maklumat dan Komunikasi. Penerbit UKM, Bangi, 65-76, ISBN 978-967-41-2399-4.
2. **Siti Fadzilah Mat Noor**, Norazah Yusof and Siti Zaiton Mohd. Hashim (2008) *Learning object reusability in e- learning*. In: E-Learning Technologies and Applications. Penerbit UTM , Johor, 201-218 . ISBN 978-983-52-0630-6.
3. Tg Siti Meriam Tg Wook, Siti Norul Huda Sheikh Abdullah, Nazlena Mohd Ali, **Siti Fadzilah Mat Noor**, Saidah Saad. Pengenalan Teknologi Maklumat. 2001. Univision, Kuala Lumpur.
4. Muhsin Azman, **Siti Fadzilah Mat Noor**, Hairulliza Mohamad Judi , 2013 , Ikhtisar Projek Tahun Akhir , 158-173.
5. Ong Shi Ying, Nur Fazidah Elias, **Siti Fadzilah Mat Noor** , 2013 , Ikhtisar Projek Tahun Akhir , 292-308.

Journal Publications

1. Nur Atiqah Zaini, **Siti Fadzilah Mat Noor**, Tengku Siti Meriam Tengku Wook, 2019. Evaluation of API interface design by applying cognitive walkthrough. *International Journal of Advanced Computer Science and Applications*. 10(2): 306 – 315.
2. Saffa Raihan Zainal Abidin, **Siti Fadzilah Mat Noor**, Noraidah Sahari @Ashaari , 2019. Low-fidelity prototype design for serious game for slow-reading students . *International Journal of Advanced Computer Science and Applications*. 10(3): 270 – 276.
3. Hairulliza Mohamad Judi, **Siti Fadzilah Mat Noor**, Noor Syafawati Rahim, 2019. Visualisation method for effective presentation of hadith commentary using cone tree. *Journal of Engineering and Applied Sciences*. 14(1): 62 – 67.
4. Syazwani Azmi, **Siti Fadzilah Mat Noor**, Hazura Mohamed, 2018. Kebolegunaan aplikasi m-pembelajaran TVET. *SkillsMalaysia Journal*. 4(1): 34-46.
5. Nuratiqah Zaini, **Siti Fadzilah Mat Noor**, Tengku Siti Meriam Tengku Wook, 2018. The user requirements of game-based learning in fire safety for preschool children. *Advanced Science Letters*. 24 : 7795 – 7799.
6. **Siti Fadzilah Mat Noor**, Hairulliza Mohamad Judi, Noor Syafawati Rahim, 2018. Teknik visualisasi maklumat syarah hadis. *Journal of Hadith Studies*. 3(1): 19-35.

7. Nor Hidayah Hussain, Tengku Siti Meriam Tengku Wook, **Siti Fadzilah Mat Noor**, Hazura Mohamed, 2018. Speech input as an alternative mode to perform multi-touch gestures. *Telkomnika*. 3(16): 1367 – 1375.
8. Syazwani Azmi, **Siti Fadzilah Mat Noor**, Hazura Mohamed, 2017. A proposed model of m-learning for Technical and Vocational Education Training (TVET) students. *Journal of Theoretical and Applied Information Technology*. 12(95) :2803 – 2813.
9. Rasyiqah Rusdi, Noraidah Sahari Ashaari, **Siti Fadzilah Mat Noor**, 2017. Usability guidelines for elderly website interface. *Asia-Pacific Journal of Information Technology and Multimedia*. 6 (2): 1-14.
10. Tengku Siti Meriam Tengku Wook, Hairulliza Mohd Judi, Noraidah Shaari@Ashaari, Hazura Mohamed, **Siti Fadzilah Mat Noor** dan Normala Rahim, 2016. Interaction Design Model Virtual Museum Environment. *Asia Pacific Journal of Information Technology and Multimedia*. 1(5):71-81.
11. Nadiah bt Yusof, Tengku Siti Meriam bt Tengku Wook, **Siti Fadzilah bt Mat Noor**, 2014. Comparison Result of Songket Motives Retrieval through Sketching Technique with Keyword Technique. *International Journal of Computer Science and Network*. 3(2):70-76. IF 0.274.
12. **Siti Fadzilah Mat Noor**, Norazah Yusof & Siti Zaiton Mohd Hashim, 2013. Usability of the Granular Reusable Learning Object Framework. *Journal of Convergence IT*. 8(17):1-11. (SCOPUS)
13. **Siti Fadzilah Mat Noor**, Norazah Yusof & Siti Zaiton Mohd Hashim, 2013. Rangka Kerja Objek Pembelajaran Boleh Guna Semula: Pengujian Pendekatan Kejuruteraan Perisian. *Jurnal Teknologi*, 65(1):15-22. (SCOPUS)
14. Hazura Mohamed, Hairulliza Mohamad Judi, **Siti Fadzilah M. Nor** & Zawiyah M. Yusof. 2012. Bridging digital divide: a study on ict literacy among students in Malaysian rural areas. *Australian Journal of Basic and Applied Sciences*, 6(7): 39-45. (SCOPUS).
15. Hazura Mohamed, Hairulliza Mohamad Judi, **Siti Fadzilah M. Nor** & Zawiyah M. Yusof. 2012. Jurang digital dan pendidikan di luar bandar: tahap literasi teknologi maklumat dan komunikasi pelajar. 2012. *Jurnal Teknologi Maklumat dan Multimedia Asia-Pasifik*.1(2).
16. Halimah Badioze Zaman, Tengku Mohd Tengku Sembok, Mohammed Yusoff, Azizi Abdullah, Azlina Ahmad, Azizah Jaafar, Belal Abu Ata, Marini Abu Bakar, Md. Jan Nordin, Muriati Muktar, Norhayati Abd Mukti, Norleyza Jailani, Nor Azan Mat Zin, Nazlia Omar, Nor Sakinah Muhamad, Sufian Idris, Salha Abdullah, **Siti Fadzilah Mat Noor** and Zuraidah Abdullah.1999. Maximizing Returns on New Courseware Development, *Malaysian Management Review*, : 1-30.

Conference Papers

1. Nuratiqah Zaini, Siti Fadzilah Mat Noor & Tengku Siti Meriam Tengku Wook, 2018, “The usability of API game based learning”. *International Conferences on Science and Engineering 2018*.
2. Saffa Raihan Binti Zainal Abidin, **Siti Fadzilah Mat Noor**, Noraidah Binti Sahari @ Ashaari, 2017, “Guidelines of Brain-based Learning through Serious Game for Slow Reader Students” *The 6th International Conference on Electrical Engineering and Informatics 2017*.
3. Syazwani Azmi, **Siti Fadzilah Mat Noor**, Hazura Mohamed, 2017, “KEBOLEHGUNAAN MODEL M-PEMBELAJARAN TVET”, *Conference in Education On Technical and Vocational Education and Training 2017*.
4. Atifah Marzuki, **Siti Fadzilah Mat Noor**, Tengku Siti Meriam Tengku Wook, Wan Salwina Wan Ismail, 2017 “Review of Computerized Cognitive Behavioral Therapy for Depression in Adolescents”, *The 6th International Conference on Electrical Engineering and Informatics 2017*.

5. Nur Atiqah Zaini, **Siti Fadzilah Mat Noor**, Tengku Siti Meriam Tengku Wook, 2017 "The User Requirements of Game-Based Learning In Fire Safety For Preschool Children *The 5th International Conference on Software Engineering & Computer Systems (ICSECS) 2017*.
6. Nor Hidayah Hussain, Tengku Siti Meriam Tengku Wook, **Siti Fadzilah Mat Noor** and Hazura Mohamed, 2017, "Multi-Touch Gestures in Multimodal Systems Interaction among Preschool Children " *The 2017 6th International Conference on Electrical Engineering and Informatics (ICEEI)*.
7. Shah Mohd Irwan Mat Ishak & **Siti Fadzilah Mat Noor**, 2017, "Heuristic evaluation of learning object repository interfaces" ,*3rd International Conference on Science in Information Technology (ICSITech 2017.)*
8. Syazwani Azmi, **Siti Fadzilah Mat Noor**, Hazura Mohamed, 2016, "User requirements for the development of an m-learning system for technical and vocational education and training students", 2016 International Conference on Applied Computing, Mathematical Sciences and Engineering (ACME). (IEEE Computer Society).
9. Nor Hidayah Hussain , Tengku Siti Meriam Tengku Wook, **Siti Fadzilah Mat Noor** and Hazura Mohamed, 2016, "Theoretical Framework of multi touch gestures in multimodal systems interaction for children" , 2016 International Conference on Applied Computing, Mathematical Sciences and Engineering (ACME). (IEEE Computer Society).
10. Tengku Siti Meriam Tengku Wook, **Siti Fadzilah Mat Noor**, Nor Azan Mat Zin, Hazura Mohamed, Noridah Sahari @ Ashaari, Hairulliza Mohd Judi, Zurina Muda, Noorazeen Mohd Ali, Amirah Ismail, Lailatul Qadri, 2016, "Tugas Dan Gaya Interaksi Pengguna Dalam Persekitaran Muzium Maya". Simposium ICT Dalam Warisan Budaya (SICTH 2016).
11. Nadiah bt Yusof, Tengku Siti Meriam bt Tengku Wook and **Siti Fadzilah bt Mat Noor** , 2013, International Conference on Electrical Engineering and Informatics 2013 (ICEEI 2013) , Songket motives retrieval through sketching technique. (Scopus).
12. **Siti Fadzilah Mat Noor**, Norazah Yusof & Siti Zaiton Mohd Hashim, 2011. " Creating Granular Learning Object Towards Reusability of Learning Object In E-learning Context". International Conference on Electrical Engineering and Informatics 17-19 July 2011, Bandung, Indonesia.(SCOPUS)
13. Tengku Siti Meriam Tengku Wook, Noraidah Sahari, **Siti Fadzilah Mat Noor**, Nor Azan Mat Zin, Azizah Jaafar, 2011. "Framework of Visual Interface for Children's Digital Library". International Conference on Electrical Engineering and Informatics 17-19 July 2011, Bandung, Indonesia.(SCOPUS)
14. Tengku Siti Meriam Tengku Wook, Nazlena Mohamad Ali, Masnizah Mohd, Saidah Saad, Juhana Salim, Aidanismah Yahya, Shereena Mohd Arif, Lailatul Qadri Zakaria, Amirah Ismail, **Siti Fadzilah Mat Noor**, Nor Azan Mat Zin, 2011. Trends In The Final Year Project For Multimedia Undergraduate Programme: Supervisory Experience. Kongres Pengajaran dan Pembelajaran UKM 2011.
15. **Siti Fadzilah Mat Noor**, Norazah Yusof & Siti Zaiton Mohd Hashim, 2009. 'A Metric Suite for Measuring Reusability of Learning Objects' 2009 Ninth International Conference on Intelligent Systems Design and Applications 30 Nov – 2 Dis 2009, PISA Italy.
16. **Siti Fadzilah Mat Noor**, Norazah Yusof & Siti Zaiton Mohd Hashim, 2007. ' Determining Important Metadata for Accessibility & Reusability of Learning Object' 1st International Malaysian Educational Technology Convention 2007 (IMET 2007), 2-5 November 2007, Sofitel Palm Resort, Senai, Johor

Bahru, Malaysia.

17. **Siti Fadzilah Mat Noor**, Norazah Yusof & Siti Zaiton Mohd Hashim, 2006. 'Issues of Reusability of Learning Objects in Web-based Environment', Malaysian Software Engineering Conference 2006 (MySec06) 11& 12 Disember 2006, Kuala Lumpur.
18. Azizah Jaafar, Norfaezah Mohd Yatim, **Siti Fadzilah Mat Noor**, Juhana Salim, Chan Siew Lee, Ismail Bahari & Khatijah Husin Keberkesanan Reka Bentuk Antara Muka Sistem Penilaian Pengajaran Kursus (SPPK), Kongres Pengajaran & Pembelajaran UKM 2010. 13-15 Disember 2010, Everly Resort Hotel Melaka.

VI.SUPERVISION OF POSTGRADUATE STUDENT

Phd Supervision:

1. Saffa Raihan Bt Zainal Abidin, Model Permainan Serius Serasi Pembelajaran Berasaskan Otak Murid Lambat Membaca, (Penyelia Utama).
2. Zain Hazmi Bin Zain Baharin, Model E-Pembelajaran Latihan Pembangunan Professional Guru Dan Kesannya Ke Atas Perkembangan Pembelajaran Mendalam.(Penyelia Utama).
3. Nor Hidayah Binti Hussain, Kesesuaian Pertuturan Sebagai Input Mod Alternatif bagi Gerak Isyarat Multi Sentuh untuk Kanak-Kanak.(Penyelia Kedua)
4. Atifah Binti Mohd Marzuki, Model Keterlibatan Terapi Kognitif Berkomputer untuk kemurungan remaja.(Penyelia Utama).
5. Abdullatif Saleh M. Alfaqiri, Gamification in Online Training to improve employees engagement.(Penyelia Utama).
6. Nur Fadhilah Binti Abdul Jalil, Pendekatan Pendidikan STEM Berdasarkan Teknologi Sel Fuel Melalui Kaedah Mobile Games untuk Peringkat Menengah Rendah di Sarawak.(J/kuasa Penyeliaan)
7. Arfan Bin Abdul Rashid, Gamifikasi dalam pembelajaran. (Penyelia Utama).

Masters Supervision:

1. Nur Atiqah Bt Zaini,2019. Model Pembelajaran Permainan Keselamatan Kebakaran Untuk Kanak-Kanak Prasekolah. Kerja Kursus dan Penyelidikan .(Tamat).
2. Syazwani Bt Azmi, 2018. Model M-Pembelajaran TVET. Kerja Kursus dan Penyelidikan .(Tamat).
3. Nur Faiezah Bt Mohamad Hanafiah,2018. Imej 360 dalam Perisian Kursus Silat. , Kerja Kursus dan Penyelidikan .(Tamat).
4. Noor Shafawati Binti Rahim, 2017. Syarah Hadis Menggunakan Teknik Visual Hirarki Pohon Kon, Kerja Kursus dan Penyelidikan .(Tamat).
5. Shah Mohd Irwan Bin Mat Ishak, 2016. Pemeriksaan Heuristik Terhadap Kebolegunaan Reka Bentuk Antara Muka Repositori Objek Pembelajaran. , Kerja Kursus dan Penyelidikan .(Tamat).
6. Nur Afifah Bt Mohd Saufi, 2016. Faktor Penentu Kesedaran Masyarakat Terhadap Perkongsian Maklumat di Media Sosial, Kerja Kursus. (Tamat)
7. Nadiah Bt. Yusof, 2014. Pencarian Dan Pelayaran Motif Songket Dalam Repositori Perpustakaan Digital Warisan Melayu, Kerja Kursus dan Penyelidikan. (Tamat)
8. Aidil Fitriansyah ,2012. Mobile Paddy Diagnosis System, Kerja Kursus dan Penyelidikan .(Tamat)

VII.AWARDS RECEIVED

Competition/Exhibition:

1. Pemenang Pingat Emas, Karnival Inovasi Pengajaran dan Pembelajaran (K-NOVASI) 2019, UKM.
2. Pemenang Pingat Perak, Karnival Inovasi Pengajaran dan Pembelajaran (K-NOVASI) 2019, UKM.
3. Anugerah Perkhidmatan Cemerlang FTSM, UKM, 2017.
4. Pembangunan sistem pengecaman suara untuk pembelajar kurang upaya penglihatan (V-VISI):

Pendekatan Multimedia, 15-07-2004, Universiti, UKM.

5. Pembangunan sistem literasi berasaskan profil dan stail pembelajaran pembelajar: Pendekatan multimedia (MEL-e), 15-07-2004, Universiti, UKM.
6. Pingat Gangsa, Pertandingan Inovasi Pengajaran & Pembelajaran, Peringkat Universiti 2016.
7. Best Presenter, Persidangan Antarabangsa anjuran Institute of Electrical and Electronics Engineers.
8. Pemenang Best of The Best, UMP TVET Exposition 2017 anjuran Kementerian Pendidikan Tinggi dan MBOT.
9. Pemenang Pingat Emas, UMP TVET Exposition 2017 anjuran Kementerian Pendidikan Tinggi dan MBOT.
10. Pemenang Pingat Perak, Karnival Inovasi Pengajaran dan Pembelajaran (K-NOVASI) 2017, UKM.
11. Pemenang Pingat Perak, Karnival Inovasi Pengajaran dan Pembelajaran (K-NOVASI) 2017, UKM.

VIII.PROFESIONAL MEMBERSHIP & OTHER ACTIVITES

Professional/Academic Association (Committee Member)

1. Ahli Teknologis Berijazah, Malaysian Board Of Technology.
2. Ahli Persatuan Teknologi Maklumat (MITS).
3. Ahli Persatuan Kakitangan UKM (PKAUKM).

International Referee/Reviewer

1. Reviewer for Asia Pacific Journal of Information Technology and Multimedia (APJITM) Ogos 2013.
2. Reviewer for ICEEI 2013..
3. Reviewer for International Visual Informatic Conference 2013.

Internal Examiner

1. Ijazah Doktor Falsafah Hazalina Hashim
2. Ijazah Doktor Falsafah Ghazal
3. Ijazah Doktor Falsafah Hoo Meei Hao
4. Ijazah Sarjana Teknologi Maklumat (S.P Vanisri A/P S.P Batemanazan (P57675))
5. Ijazah Sarjana Teknologi Maklumat (Zuhri Arafah Binti Zulkifli (P63380))

Membership of Commitees at Department/Faculty/University

1. Ketua Program Kejuruteraan Perisian, 2017-2019.
2. Ketua Program Kejuruteraan Perisian (Pembangunan Sistem Multimedia) , 2016-2017.
3. Jawatankuasa Program Kejuruteraan Perisian, FTSM.
4. Jawatankuasa Semakan Program Kejuruteraan Perisian, FTSM.
5. Jawatankuasa Program untuk Simposium ICT Dalam Warisan Budaya (SICTH 2016).
6. Jawatankuasa Program untuk ICEEI 2017.
7. Jawatankuasa Program Malaysia untuk Persidangan Antarabangsa Informatik Visual 2013 (IVIC' 13).
8. Jawatankuasa Program dan Protokol program Minggu Mesra FTSM 2013 (MMFTSM 2013).
9. Jawatankuasa Pengajian Sarjana Fakulti Teknologi dan Sains Maklumat 2013 -2015.