

IMETC2019 PRESENTATION SCHEDULE

26 August 2019 (Monday) (Parallel Presentation 1) Room 1 (12:00 pm – 1:00 pm)

Session Chair: Associate Professor Dr Mona Masood

1	12.00pm – 12.15pm	Bavani Raja Pandian Hema Subramaniam	Usability Study in Moodle LMS at Higher Learning Institution
2	12.20pm – 12.35pm	Mona Masood James Ussher	Learning and Cognitive Style Flexing Instructional Framework
3	12.40pm – 12.55pm	Mohd Hafiz Shafiq Zulkifli Mariam Mohamad	Preliminary Study of M-Learning Module Design in History Subject for Lower Secondary School In Malaysia: A Delphi Study

26 August 2019 (Monday) (Parallel Presentation 1) Room 2 (12:00 pm – 1:00 pm)

Session Chair: Dr. Nurullizam Jamiat

4	12.00 pm – 12.15 pm	Jeya Amantha Kumar, Mageswaran Sanmugam, Li Min Ng, Yie Darren Lim, Elis Zulaikha Badrul Hisham, Siaw Kiong Ling, Jia Qi Yang And Khairulnisak Mohamad Zaini	The Design and Development of “Hang Tuah: Laksamana Melaka”: A History Multimedia Application for Primary Students in Malaysia
5	12.20 pm – 12.35 pm	Najihah Mustaffa, Mageswaran Sanmugam, Zaidatun Tasir, Mohd Nihra Haruzuan Mohamad Said And Zaleha Ismail	Frameworks of Algebraic Thinking for Secondary School Students in Learning Algebra: A Review Paper
6	12.40 pm – 12.55 pm	Wan Ahmad Jaafar Wan Yahaya Khairulnisak Mohamad Zaini	The Effects of A Mobile App With Tutorial Learning Strategy in Reducing Anxiety

26 August 2019 (Monday) (Parallel Presentation 2) Room 1 (3:30 pm – 5:00 pm)

Session Chair: Ts. Dr. Jeya Amantha David P. Kumar

7	3.30 pm – 3.45 pm	Keri Duncan	Examining The Effects of Immersive Game-Based Learning on Student Engagement and The Development of Collaboration, Communication, Creativity, and Critical Thinking
8	3.45 pm – 4.00 pm	Siti Nazleen Abdul Rabu Nor Shahida Badlishah	Levels of Students’ Reflective Thinking Skills in A Collaborative Learning Environment Using Google Docs
9	4.00 pm – 4.15 pm	Ghazi Alrakas, Mona Masood Alaa J. Kadi	The Effects of Adopting Tablets on Students’ Engagement: A Systematic-Bibliometric Study.
10	4.15 pm – 4.30 pm	Yun Yi Tan, Mohammad Dzulsyafiq Mohammad Yusoff	Player-Centred Design Process for Gamification
11	4.30 pm – 4.45 pm	Ismail Zain	Education 4.0: A Need For Unpacking The Curriculum in Designing Instruction for Best Classroom Practices
12	4.45 pm – 5.00 pm	Mageswaran Sanmugam Jeya Amantha Kumar Fatini Mohd. Zamzuri Nur Farah Izzati Abd Razak Nur Izzati Sahidi Nur Muzfirah Mazni Nur Sarah Rosman Khairulnisak Mohamad Zaini	Design and Development of A Game-Based Approach into Learning Science Among Primary School Students In Malaysia

26 August 2019 (Monday) (Parallel Presentation 2) Room 2 (3:30 pm – 5:00 pm)**Session Chair: Assoc. Prof. Dr. Mahizer Hamzah**

13	3.30 pm – 3.45 pm	Basuki Wibawa Seipah Kardipah	Flipped-Blended Learning Model and Problem Based Learning Strategies To Enhance Students' Computer Skills
14	3.45 pm – 4.00 pm	Wan Ahmad Jaafar Wan Yahaya	Digital Persuader@PMLE (3-Dimensional) as Extended of An Innovation Tool in Reducing of Children Dental Anxiety
15	4.00 pm – 4.15 pm	Yunea Kusuma Winanti Hartati Muchtar Robinson Situmorang	The Development of Interactive Multimedia Based Learning Model to Stimulate English Communication Skills of The Kindergarten Students
16	4.15 pm – 4.30 pm	Kien Tsong Chau, Danial Aizat Bin Zainuddin, Siaw Kiong Ling, Li Min Ng And Jiaqi Yang	The Perception of Teachers Towards Smart Board: A Case Study in SJK(C) Yeok Chee
17	4.30 pm – 4.45 pm	Anirut Satiman Pariapat Nusrikaew	The Development of Learning Activities By Using Open Educational Resources in Science Subject to Enhance Information Literacy and Collaborative Science Project of Secondary School Grade 9 Students
18	4.45 pm- 5.00 pm	Chin Da Bunting Mariam Mohamad	Authentic Learning Strategies in Mobile Cloud Computing Environment: Can It Be Made A Reality?

27 August 2019 (Tuesday) (Parallel Presentation 3) Room 1 (10:30 am – 12:00 pm)**Session Chair: Ts. Dr. Irwan Mahazir Bin Ismail**

19	10.30 am – 10.45 am	Surapon Boonlue	The Development of Creation Intervention's Ability Through Teaching and Learning Focusing on Innovative Thinking on Cloud Computing
20	10.45 am – 11.00 am	Siti Nazurah Hashim, Mona Masood And Mohd Razif Mustapha	Learning The OSI Layer Among Polytechnic Students: The Possibility of Using An Immersive Virtual Reality Environment
21	11.00 am – 11.15 am	Norazla Mustafa, Mohd Nihra Haruzuan Mohamad Said, Zaleha Ismail, Zaidatun Tasir And Mageswaran Sanmugam	The Impacts of STEM Integration Approach Towards Mathematical Problem Solving Among Form Four Students
22	11.15 am- 11.30 am	Ro'azeah Md Napeah, Wan Ahmad Jaafar Wan Yahaya And Siti Nazleen Abdul Rabu	The Effects of Using Signaling Principle in Mobile Application on Malay Language For Linus Pupils in Primary School Study
23	11.30 am – 11.45 am	Abdullahi Abubakar Yunusa Irfan Naufal Umar	The Role of Quality Factors, Interaction and Motivation on Satisfaction and Perceived Learning In E-Learning Environment
24	11.45 am- 12.00 pm	Nurullizam Jamiat Nur Aadila Ahmad Razi	Augmented Reality Research Trends in Early Childhood Education

27 August 2019 (Tuesday) (Parallel Presentation 3) Room 2 (10:30 am – 12:00 pm)**Session Chair: Dr. Mageswaran Sanmugam**

25	10.30 am – 10.45 am	Salihuddin Md Suhadi Mageswaran Sanmugam	Potensi Kaedah Sokratik Atas Talian dalam Penguasaan Subjek Stem
26	10.45 am – 11.00 am	Sarvana Prelatha	Artificial Intelligence In Education, Myths Vs Reality
27	11.00 am – 11.15 am	Reem Sulaiman Baragash	Learning Delivery Modes Framework for Investigating Engagement In Blended Learning Environment
28	11.15 am- 11.30 am	El Gamillo Habibun Tan	Aplikasi Pendidikan: Trend Pendidikan Guru Masa Kini (Educational Applications: Current Teacher Education Trend)
29	11.30 am – 11.45 am	Irfan Naufal Umar Mohd Hafiz Kamilin	Learner Characteristics, Types Of Interaction And Satisfaction In A Learning Management System Environment
30	11.45 am- 12.00 pm	Nur Azlina Mohamed Mokmin Mohamad Ikram Mohd Farzee	Augmented Reality Information For Food (Arif): Design and Development

27 August 2019 (Tuesday) (Parallel Presentation 4) Room 1 (3:30 pm – 5:00 pm)**Session Chair: Dr. Siti Nazleen Abdul Rabu**

31	3.30 pm – 3.45 pm	Rotimi-Williams Bello Auwal Shehu Ali	Combining Traditional Face-To-Face Classroom Practices with Computer Mediated Activities for Meaningful Learning Experience
32	3.45 pm – 4.00 pm	Abdul Hadi Mat Dawi, Yahya Osman, Zulkufli Mahayuddin, and Zain Hazmi Zain Baharin	Cloud-Based Tools and Applications in Enhancing Deep Learning Progression Among Pre-Service Teachers
33	4.00 pm – 4.15 pm	Muhammad Lulu Latif Usman, Fifing, Asep Adang Supriyadi, and Rudy Agus Gumilang Gulthom	Data Collection Application To Assist in Disaster Mitigation
34	4.15 pm – 4.30 pm	Nurul A'Syiqin Haris, Helmi Norman And Mohd Jasmy Abd Rahman	Penerimaan Dan Kesiediaan Guru Terhadap Pengintegrasian Teknologi Digital Revolusi Industri 4.0
35	4.30 pm – 4.45 pm	Anishametra Saravanan Saravanan, Wardatul Hayat Adnan and Chan Choi Sim	Celebrity Cosmetic Brand Content Analysis of Social Media Engagement: Consumer Perspectives
36	4.45 pm- 5.00 pm	Mohd Hairil Fitri Jaafar	e-RPH 4.0 - Dimensi Baru Penulisan Rancangan Pengajaran Harian

27 August 2019 (Tuesday) (Parallel Presentation 4) Room 2 (3:30 pm – 5:00 pm)**Session Chair: Dr. Reem Baragash**

37	3.30 pm – 3.45 pm	Norhasimah Binti Mohd Yusof, Maizatul Hayati Binti Mohamad Yatim	The Effectiveness of Using The Plickers Application on Student Interests and Achievement in The Learning of Form Two Science Subjects On Ecosystem Topics
38	3.45 pm – 4.00 pm	Norhayati Mohd Ali	Class and Sequence Diagram Tool to Support Learning Activity In Software Modeling.
39	4.00 pm – 4.15 pm	Abudhahir Buhari, Tadiwa Elisha Nyamasvisva, Fares Anwar Salem, and Hafiza Ahmad	A Hybrid Mapping Techniques to Map Undergraduate IT Programs Towards Commercialization Outcomes: A Conceptual Framework On Development of Commercialization Oriented Course Curriculum (COCC).
40	4.15 pm – 4.30 pm	Nor Dlyian Fazlina Fazlishah, Hannyyzura Affal, Nor Aniza Abdullah, and Mas Idayu Md Sabri	Analysing Potential Gamification Design for Learning Management System To Improve Lifelong Learning Experience
41	4.30 pm – 4.45 pm	Muhammad Izzat Azri Zainal Abidin Mohammad Nizam Ayub	Comparative Study In Improving Attention Span for ADHD Using Brain-Controlled Interface (BCI) Methods.
42	4.45 pm- 5.00 pm	Fengfeng Du	Research on Gamification-based Collaborative Programming Process Design - Take The Minecraft Game As An Example
		Norfaiza Mohd Zuki Hafsah Taha Che Soh Said	I-Think Virtual Classroom In Electrochemistry: Effect on Higher Order Thinking Skills and Interest Among Students with Low and High Spatial Ability
		Norfaiza Mohd Zuki Hafsah Taha, Che Soh Said	Development of Virtual Classroom Based on I-Think Learning Tools – Need Analysis
		Norfaridatul Akmar Binti Hasim, Mohd Mustamam Bin Abd Karim, Nurulhuda Binti Abd Rahman	<ul style="list-style-type: none"> • Dioramas In Physics: The Effects on Students Motivation • Development of Phyker Games and Its Effect on Students' Achievement

