



Muhamad Fairus Hj Kamaruzaman (Dr.)

Contact

Position: Pensyarah Kanan | Senior Lecturer
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Profile

- [UiTM Pure](#)
- [Google Scholar](#)
- [Researchgate](#)
- [Scopus ID \(55434044800\)](#)
- [ORCID ID](#)

Qualification and Granting Institution

- PhD in Art & Design, Universiti Teknologi MARA (UiTM), Malaysia (2018)
- MA in Visual Communication & New Media, Universiti Teknologi MARA (UiTM), Malaysia (2005)
- Bach. Of Multimedia, Swinburne University of Technology, Victoria, Australia (2002)
- Diploma Multimedia, Akademi TV3, Malaysia

Area of Expertise

- Multimedia Design
- Instructional Design
- Instructional Technology (ICT)
- Mobile Learning
- Human Performance

Teaching Interest

- Multimedia Design, Education Technology, Instructional Design, Instructional Technology, Mobile Learning, Human Performance, New Media Studies.

Research Interest

- Computer Aid Design, Dynamic Visual, Mobile Learning, Human Behavior, Perception and Engagement.

Professional Affiliation

- Institute of Electrical and Electronics Engineers (MIEEE) – 92246685
- The Association for Science, Education and Technology (TASET)
- Majlis Rekabentuk Malaysia (MRM) – 1-B-000067

Achievements

- Diamond Award, Invention, Innovation and Design, (InDES) UiTM Perak, Malaysia – 2016
- Best of The Best Award, Invention, Innovation and Design, (InDES) UiTM Perak, Malaysia – 2016 3) Gold Award, Invention, Innovation and Design, (InDES) UiTM Perak, Malaysia – 2016
- Gold Award, Invention, Innovation and Design Expositions, UiTM Malaysia – 2016.
- Bronze Award, Invention, Innovation and Design Exposition, UiTM, Malaysia - 2014
- Diamond Award, Invention, Innovation and Design Special Edition, UiTM, Malaysia – 2010
- Gold Award, Invention, Innovation and Design Special Edition, UiTM, Malaysia -2010 8) Most Dynamic Lecturer (e-learning), UiTM, Malaysia – 2009

Panel of Reviewer

1. International Journal of Interactive Mobile Technologies (iJIM) 2016 – present Scopus Index Journal
2. IEEE Transactions on Education (2016) – Scopus Index Journal
3. IEEE 8th International Conference on Engineering Education (ICEED2016)
4. 2016 International Conference on Education (ICOED 2016)
5. Art and Design International Conference (AnDIC 2016)
6. 2016 IEEE Industrial Electronics and Applications Conference (IEACon 2016)
7. 8th International Conference on University Learning and Teaching (InCULT 2016)
8. The 7th International Congress on Engineering Education (ICEED 2015)
9. 5th International Conference on Marketing and Retailing. Businesses (INCOMAR 2015)
10. International Conference on Science and Social Research (CSSR) 2015
11. International Colloquium of Art and Design Education Research 2015 (i-CADER 2015)
12. 2015 International Symposium on Social Sciences, Arts and Humanities (SYSSARM 2015)
13. International Conference on Technology, Informatics, Management, Engineering and Environment 2015 (TIME-E 2015)
14. International Symposium on Research of Arts, Design and Humanities (ISRADH 2014)
15. International Colloquium of Art and Design Education Research 2014 (i-CADER 2014)
16. 2013 IEEE Symposium on Business, Engineering & Industrial - Application (ISBEIA 2013) Design Management & Planning.
17. IEEE Symposium on Humanities Science & Engineering Research (SHUSER 2013)
18. The Fourth International Conference on e-Learning (ICEL2013)
19. The Second International Conference on E-Learning and E-Technologies in Education, IEEE Poland (ICEEE2013)
20. The 4rd International Congress on Engineering Education (ICEED 2012)
21. 2012 IEEE International Colloquium on Humanities, Science and Engineering (CHUSER 2012)
22. 2012 IEEE Symposium on Business, Engineering & Industrial Application (ISBEIA 2012)
23. The 2012 IEEE Symposium on Industrial Electronics & Applications (ISIEA 2012)
24. The 2012 IEEE Symposium on Computer Applications & Industrial Electronics (ISCAIE 2012)
25. IEEE International Colloquium on Humanities, Science and Engineering (CHUSER 2014)
26. 2012 IEEE Symposium on Wireless Technology & Applications (ISWTA 2012)
27. The 2012 IEEE Student Conference on Research and Development (SCORED 2012)

Research Grants

1. Developing A Mobile Learning Calculation Apps for Children with Autism – Project Leader.
- 2017. Internal Grant - Universiti Teknologi MARA. (600-RMI/DANA 5/3/LESTARI (50/2015)) 2) Brain Respond Through Humanoid Robots Interaction – Project Member.
- 2018. Internal Grant - Universiti Teknologi MARA. (600-IRMI/MyRA 5/3/LESTARI (0163/2016))
2. Modelling Dynamic Interactive Technology in Novella Learning Environment – Project Member
– 2017. Ministry of Higher Education Malaysia (600-RMI/RAGS 5/3 (65/2015))
3. Modelling Digital Educational Games Design Learning Environment – Project Member 2014 – 2017. Ministry of Higher Education Malaysia (600-RMI/RAGS 5/3 (127/2014))
4. Scaffolded Autistic Mobile Organizer Design Model – Project Member
– 2017. Ministry of Higher Education Malaysia (600-RMI/RAGS 5/3 (129/2014))
5. Modelling Muwajjah Form Design Pattern – Project Member
– 2017. Ministry of Higher Education Malaysia (600-RMI/RAGS 5/3 (123/2014))
6. Quest Identity Multicultural Influences on Sarongs Design – Project Member
– 2017. Ministry of Higher Education Malaysia (600-RMI/RAGS 5/3 (124/2014))
7. Bio-Mimicry Method in Furniture Design Model. – Project Member
– 2017. Ministry of Higher Education Malaysia. (600-RMI/RAGS 5/3 (130/2014))
8. FORMGIVING - Internal Grant - Universiti Teknologi MARA. (600-RMI/DANA 5/3/REI (9/2014))
9. Dynamic Visual Reminiscent Therapy Theory in Alzheimer Psychosocial Treatment – Project Leader
- 2012 – 2014. Ministry of Higher Education Malaysia (600-RMI/ERGS 5/3 (74/2012))
10. Collaborative Malay Conceptual Wudhu' Tub Future Trends – Project Member
-2012 – 2015. Ministry of Higher Education Malaysia. (600-RMI/RAGS 5/3 (199/2012))
11. Mobile Education Game Design Framework – Project Member
- 2013 – 2016. Ministry of Higher Education Malaysia. (600-RMI/RAGS 5/3 (162/2013))
12. MASMED UiTM – *Projek Keusahawanan Sosial UiTM 1Malaysia "Rumah Gemilang"* for Ministry of Higher Education Malaysia – Project Member. 2013 – 2015.
13. Conceptual Model in Designing a Visual Application for Mental Therapy: Focusing on Muslim Bipolar Disorder Patients – Project Member. 2012 – 2015.
14. Internal Grant - Universiti Teknologi MARA (600-RMI/DANA 5/3/CG (7/2012))
- Digital Visual Aid on Basic Counting Skills for Autism Students Development – Project Member. 2012 – 2014. Internal Grant - Universiti Teknologi MARA. (600-RMI/DANA 5/3/RIF (338/2012))
- Mobile Game Technology as an Educational Tool to Engage Students Learning Development – Project Member. 2012 – 2014. Internal Grant - Universiti Teknologi MARA. (600-RMI/DANA 5/3/RIF (335/2012)) 17) Synthetic Material of Bagasse (Sugarcane Fiber) as an - - Alternative Matrix Relief Print block – Project Member. 2012 - 2014. Internal Grant - Universiti Teknologi MARA. (600-RMI/DANA 5/3/RIF (334/2012))
- Muwajjah Decorations as A New Dimension in The Quran Value From The Perspective Of Malay World – Project Member. 2012 - 2014. Internal Grant - Universiti Teknologi MARA. (600-RMI/DANA 5/3/RIF (481/2012))
15. The Corporate Image for Public Bus Service – Project Member. 2012 - 2014.
16. Internal Grant - Universiti Teknologi MARA. (600-RMI/DANA 5/3/RIF (704/2012))
- Portrayal of Malay Women Through Advertisement in Malaysian Magazine – Project Member. 2012 - 2014. Internal Grant - Universiti Teknologi MARA. (600-RMI/DANA 5/3/RIF (703/2012))

List of Publications

A. Journal Papers (Scopus Index)

1. **Kamaruzaman, M. F.**, Noor, H. M., & Azahari, M. H. H. (2017). Role of Tablet Technology Towards Children with Autism Learning Development: A Study on the Acceptance of Special Education Teachers. *Turkish Online Journal of Educational Technology*, 2017 November, Special Issue), 856-864
2. **Kamaruzaman, M. F.**, Noor, H. M., & Azahari, M. H. H. (2016). Developing TaLNA: A numeracy learning application for children with autism. *Turkish Online Journal of Educational Technology*, 2016 (November, Special Issue), 654-662
3. **Kamaruzaman, M. F.**, Nor, H. M., & Azahari, M. H. H. (2016). Using touchscreen technology to support basic numeracy learning process for high functioning children with autism. *Turkish Online Journal of Educational Technology*, 2016 (July), 632 - 639
4. Rani, N. M., Ramli, S. H., Legino, R., Azahari, M. H. H., & **Kamaruzaman, M. F.** (2016). Comparative study on the engagement of students with autism towards learning through the use of mobile technology based visual schedule. *Turkish Online Journal of Educational Technology*, 2016 (July), 132-138.

B. Journal Papers (Index by Malaysian Citation Centre)

1. **Kamaruzaman, M. F.**, Mohd Noor, H., Azahari, H., & Halabi, M. (2017). Modelling basic numeracy learning application for children with autism: a pilot study. *Social and Management Research Journal*, 14(2), 126-141

C. Selected Book Chapters (Scopus Index)

1. **Muhamad Fairus Kamaruzaman**, Riaza Mohd Rias. A Randomized Pilot Study to Determine the Effectiveness of Assistive Technology Based Dynamic Visual in Cognition Stimulation towards Alzheimer's Patients. International Colloquium of Art and Design Education Research (i-CADER 2014) ISBN: 978-981-287-331-6.
2. Nurul Akma Abdul Wahab, **Muhamad Fairus Kamaruzaman**. Visual Advertisement Images in the *Wanita* Magazine; an Empirical Study towards Women Stereotype. International Colloquium of Art and Design Education Research (i-CADER 2014) ISBN: 978-981-287-331-6.
3. Fatin Atirah Aidi, Ida Hartini Zainol, **Muhamad Fairus Kamaruzaman**. Role of Mobile Web-Based Technology Towards Online Grocery Shopping in Malaysia. International Colloquium of Art and Design Education Research (i-CADER 2014) ISBN: 978-981-287-331-6.
4. Nurdalilah Mohd Rani, Mohd Fairus Yusof, **Muhamad Fairus Kamaruzaman**. Theoretical Framework Study on Formgiving Mobile Education Game Design Technology. International Colloquium of Art and Design Education Research (i-CADER 2014) ISBN: 978-981-287-331-6
5. Nurdalilah Mohd Rani, **Muhamad Fairus Kamaruzaman**. Empirical Study on Game-based Learning Phenomenon Through Mobile Design Technology. International Colloquium of Art and Design Education Research (i-CADER 2014) ISBN: 978-981-287-331-6
6. Rosmahani Mat Hussain, Rusmadiyah Anwar, **Muhamad Fairus Kamaruzaman**. Rafeah Legino. Framework Muwajjah as an Islamic Art Decoration Through Formgiving Process. International Colloquium of Art and Design Education Research (i-CADER 2014) ISBN: 978-981-287-331-6
7. Anis Hashim , Riaza Mohd. Rias, **Muhamad Fairus Kamaruzaman**. The Use of Personalized Digital Memory Book as a Reminiscence Therapy for Alzheimer's Disease (AD) Patients. Advances in Visual Informatics, 2013. Springer International Publishing. ISBN: 978-3-319-02957-3

C. Conference Proceeding Papers (ISI / Scopus Index)

1. Legino, R., Sajar, N., Nawawi, N. M., **Kamaruzaman, M. F.**, & Ba'ai, N. M. (2017). Malaysian Batik Sarong Layout Design. *Advanced Science Letters*, 23(11), 10726-10728. (*Scopus Index*).
2. **Kamaruzaman, M. F.**, Noor, H. M., Hanapiah, F. A., & Azahari, M. H. H. (2016). Efficacy of DTT by using touchscreen learning numeracy app for children with autism. *2016 IEEE 8th International Conference on Engineering Education*, (pp. 198-201). (*IEEE Explore, Scopus*).
3. Azman, F. Z. R., & **Kamaruzaman, M. F.** (2016). Integration of traditional music through mobile game in inspiring Malaysian youths' enthusiasm. In *2016 IEEE 8th International Conference on Engineering Education*, (pp. 115-119). (*IEEE Explore, Scopus*).
4. **Kamaruzaman, M. F.**, Rani, N. M., Nor, H. M., & Azahari, M. H. H. (2016). Developing user interface design application for children with autism. *Procedia-Social and Behavioral Sciences*, 217, 887-894.
5. Rani, N. M., Legino, R., Mudzafar, N., & **Kamaruzaman, M. F.** (2014). Embedded visual schedule application towards autistic children development: A preliminary study. In *2014 IEEE 6th Conference on Engineering Education*, (pp. 129-132). (*IEEE Explore, Scopus*).
6. **M.F.**, Azahari M.H.H. (2014). Form design development study on autistic counting skill learning application. *2014 International Conference on Computer, Communications, and Control Technology*. (*IEEE Explore, Scopus*).
7. **M.F.**, Zainol.I.H. (2014). The role of mobile advertising technology towards millennial social behavior. *2014 International Conference on Computer, Communications, and Control Technology*. (*IEEE Explore, Scopus*).
8. S.H.A., Rani. N.M., Abdullah.K.Z, **Kamaruzaman.M.F.** (2013). Color Cognition Framework for Autistic Children Development. *Paper presented at ISBEIA 2013*, September 22nd – 24th, Pullman Hotel,Kuching Malaysia, (*IEEE Explore, Scopus*).
9. K.Z., Rahman.S.H.A., Rusman. M.S., Anwar, R., **Kamaruzaman.M.F.** (2013). Synthetic Material from Sugarcane Bagasse as an Alternative Relief Print Block. *Paper presented at ISBEIA 2013*, September 22nd – 24th, Pullman Hotel,Kuching Malaysia. (*IEEE Explore, Scopus*).
10. Johari, Anwar, R., **Kamaruzaman.M.F.**, (2013). *A Behaviour Study on Ablution Ritual Among Muslim in Malaysia*. *Paper presented at ISBEIA 2013*, September 22nd – 24th, Pullman Hotel,Kuching Malaysia, (*IEEE Explore, Scopus*).
11. **Muhamad Fairus Kamaruzaman**, Rusmadiyah Anwar, Mustafa Halabi Haji Azahari. (2013). Role of Dynamic Visual as a Mode to Enrich Reminiscence Therapy for Patient with Dementia. *Asia Pacific International Conference on Environment-Behaviour Studies*. University of Westminster, London. UK. 4-6 September 2013. (*ELSEVIER / ISI*)
12. Zulhabri Bin Ismail (Dr), Narehan Binti Hassan (Dr), **Muhamad Fairus Bin Kamaruzaman**, Mohd Azizul Bin Sulaiman. (2013). Relationship on Technology Acceptance Towards Job Performance. *Paper presented at SHUSER 2013*, June 23rd – 26th, Hard Rock Hotel, Penang Malaysia, (*IEEE Explore, Scopus*).
13. M.F., Masod, M.Y.B, Zainol.I.H, Hashim.S.F.S.M., **Kamaruzaman.M.F.** (2013). Role of Mobile Advertising on Millennial Social Behavior. *Paper presented at SHUSER 2013*, June 23rd – 26th, Hard Rock Hotel, Penang Malaysia, (*IEEE Explore, Scopus*).
14. **M.F.**, Riaza Perveen Mohd Riaz. (2013). Conceptual Framework Study on Dynamic Visual Reminiscent Therapy in Alzheimer Psychosocial Treatment. *Paper presented at BEIAC 2013*, April 7th – 9th, Bayview Hotel Langkawi, Malaysia, Malaysia. (*IEEE Explore, Scopus*)
15. **M.F.**, Rahman.S.H.A. Abdullah.K.Z., R. (2013). Anwar, Conceptual Framework Study of Basic Counting Skills Based Dynamic Visual Architecture towards Autistic Children's Development. *Paper presented at BEIAC 2013*, April 7th – 9th, Bayview Hotel Langkawi, Malaysia, Malaysia. (*IEEE Explore, Scopus*)
16. M.S., Natrina Mariane P. Toyong, K.N Mohammad Yusuff, **Kamaruzaman. M.F.** (2013). Role of Bicycle as a Sustainable Transportation in Universiti Teknologi MARA. *Paper presented at*

- BEIAC 2013*, April 7th – 9th, Bayview Hotel Langkawi, Malaysia, Malaysia. (*IEEE Explore, Scopus*).
17. Yahya, R.Anwar, **Kamaruzaman. M.F.** (2013). *Local Peat Soil as Ball Clay Replacement in Earthenware. Paper presented at BEIAC 2013*, April 7th – 9th, Bayview Hotel Langkawi, Malaysia. (*IEEE Explore, Scopus*).
 18. Johari, R.Anwar, **Kamaruzaman. M.F.** (2013). Human Behaviours Influence Framework of the Ablution Tub Design. *Paper presented at BEIAC 2013*, April 7th – 9th, Bayview Hotel Langkawi, Malaysia. (*IEEE Explore, Scopus*)
 19. **M.F.**, M.H.H Azahari, R. Anwar. (2012). Role of Video Application as an Instructional Strategy for Students Learning Development. *Paper presented at SHUSER 2012*, Jun 24th – 27th, Renaissance Kuala Lumpur Hotel, Malaysia. (*IEEE Explore, Scopus*).
 20. **M.F.**, Zainol, I.H. 2012). Behavior Response among Secondary School Students Development towards Mobile Learning Application. *Paper presented at CHUSER 2012*, December 3rd – 4rd, Magellan Sutera Resort, Sutera Harbour Resort, Kota Kinabalu, Malaysia. (*IEEE Explore, Scopus*)

Workshop and Training (Development Programme)

- Research Grant Workshop, UiTM, Malaysia – Speaker and Facilitator 2014
- Bicara Sifu, Galeri Petronas, Malaysia 2011
- Sana'a Through the Eyes of Malaysian Artists, Sana'a Republic of Yemen, 2008