

Curriculum Vitae



- i. Full Name: Cheng Kin Meng
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ii. Academic Qualifications

No	Academic level	Field	University	Date of award
1	Bachelor Degree (Bsc)	Multimedia Technology	Universiti Malaysia Sabah	November 2012
2	Master Degree (Msc)	Multimedia Technology	Universiti Malaysia Sabah	November 2015
3	Doctorate Degree (PhD)	Creative Multimedia	Multimedia University	September 2022

iii. Current Professional Membership

No	Body name	Period of membership		Type of member	Position
		Start	End		
1	MBOT	2020	-	Normal	Profesional Technologist
2.	MYHCI-UX	2019	-	Normal member	
3.	GRAM (Qualitative Research Association of	2018	-	Normal member	

	Malaysia)				
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iv. Conferences and Training

No	Topic	Year	output
1	IBIMA - Proceedings of the 23rd International Business Information Management Association (IBIMA) Title: A Gamification Model to Motivate Lecturers towards a Satisfied Job Performance	2014	Conference (proceeding) As a presenter
2	4th. International conference on education, islamic studies and social sciences research & international conference on science and technology Title: An Empirical Validation of Serious Game and Learning Game Engagement among College youth : Impact on Learning and Understanding.	2019	Conference (proceeding) As a presenter
3	International Conference on Computers in Education (ICCE) ICCE Title: Affective role of video content in recycle learning	2020	Conference (proceeding) as a presenter
4	International Conference on Computers in Education (ICCE) ICCE Title: Online collaborative workflow for creating learning videos on mental health	2020	Conference (proceeding) as a presenter
5	National Symposium on Human Computer Interaction Title: Online Visual Thinking Strategies for Vocational College Student Learning	2021	Proceeding
6	IBIMA - Proceedings of the 23rd International Business Information Management Association (IBIMA) Title: The Effectiveness of Incorporating Augmented Reality in Print Design Course	2022	Conference (proceeding) As a presenter

7	<p>International Academic Symposium of Social Science 2022,</p> <p>Title: The Preliminary Exploration of Multimedia Effects in Sculpture Creation Inspired by Maslow's Hierarchy of Needs</p>	2022	Conference (proceeding)
8	<p>International Conference of Information and Communication Technology (ICoICT)</p> <p>Title: A Framework of Student's Learning Motivation in Virtual Reality in the History of Animation</p>	2022	Conference (proceeding) As a presenter
9	<p>International Visualization, Informatics & Technology Conference (IVIT2022)</p> <p>Title: The Exploration of Emotions from Print Design Learning Course using Augmented Reality</p> <p>Title: Application and study of neo-pop art in art toys: Monkey King</p>	2022	Conference (proceeding) as a presenter

v. Research and Publications

No	Title	Year	
1	Gamification for Workplace: MoNoe Application to Motivate Lecturers towards a Satisfied Job Performance	2015	Australian Journal of Basic and Applied Sciences
2	A Gamified Classroom with Technical and Vocational Education and Training (TVET) Students using Quizziz.	2018	International Journal of Education, Islamic Studies and Social Sciences
3	Educational Crafting (Edcraft): A gamified Classroom for Recycling Intention	2020	Journal of e-Learning and Higher Education
4	Playing Edcraft at Home: Gamified Online Learning for Recycling Intention during Lockdown	2021	f1000 research

5	A Review of Future Household Waste Management for Sustainable Environment in Malaysian Cities	2022	Sustainability, mdpi
6	Exploring pandemic-related stress and resilience among digital workers: A basic interpretive qualitative study	2022	F1000 research
7	An Evaluation of Online Edcraft Gamified Learning (EGL): Understanding Motivation and Intention of Recycling Among Youth During COVID-19 Period	2022	Scientific reports
8	The Effectiveness of Incorporating Augmented Reality in Print Design Course	2022	Journal of e-Learning and Higher Education 2020, 11
9	Socioeconomic Changes of the Orang Asli Community after Resettlement at Kampung Pertak and Gerachi Jaya, Selangor	2022	Malaysian Journal of Social Sciences and Humanities
10	Assessment of Glacier Mass Balance in the Himalayan-Karakoram Region	2022	Quantum Journal of Social Sciences and Humanities)
11	ESS-IoT: The Smart Waste Management System for General Household	2022	Pertanika Journal of Science & Technology

vi. Consultancy

No	Title	Year	Output
1	How to write research topic	2021	Guide and coach on research and academic writing

vii. Community Service

No	Title	Year	Output
1	Focus Group study – “Promoting Green Volunteerism among Malaysian Youth”	2020	Facilitate for Green volunteerism’s Focus group research on CSR’s personnel

viii. Awards and Recognition

No	Title	Year
1	Winner for Postgraduate society PGS Research Excellence Award-2019 (PhD- FCM)	2019
2	RICES 2019, Edcraft – A waste to craft Application (Mobile application for waste management training via gamification framework) (Bronze)	2019
3	RICES 2020 – Social innovation project – Edcraft Gamified Learning (EGL) – (Bronze)	2020
4	RICES 2021 – Research Project - ESS-IoT – The Smart Waste Management System for General Household (GOLD)	2021

ix. Grant

No	Title	Year
1	Research and innovation of private higher education network (RIPHEN). (Member)	2019 - 2020
2	Malaysia Sustainable University Campus network (MYSUN) (Member)	2021 - 2022
3	Research Excellence and Innovation Grant (REIG) 2022 (Co-PI)	2022 - 2023

x. Other Relevant Information

No		
1	Workshop on PLS-SEM Path Modeling	2020
2	Elsevier's Research Writing and Publication Workshop Webinar: How to get published in an international energy journal?	2020
3	Developing entrepreneurial mindset through intergenerational	2020

	projects	
4	Pathway in Tertiary Education Teaching: Reading materials and workbook	2022

xi. Research Profile

Orcid: <https://orcid.org/0000-0002-9111-3988>

Google Scholar: <https://scholar.google.com.my/citations?user=lqvNcF8AAAAJ&hl=en>

Scopus: <https://www.scopus.com/authid/detail.uri?authorId=57221606995>

Researchgate: <https://www.researchgate.net/profile/Cheng-Meng-9>