

CURRICULUM VITAE



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ACADEMIC QUALIFICATION

Doctor of Philosophy	: Ph.D (Educational Technology)
University	: Universiti Teknologi Malaysia (UTM) 2020
Master	: Master of Education (Educational Technology)
University	: Universiti Teknologi Malaysia (UTM) 2012
Bachelor	: Bachelor of Information Technology with Honours (E-Commerce)
	Universiti Malaysia Sabah (UMS) 2009

SERVICE DATE AT UNIVERSITI PENDIDIKAN SULTAN IDRIS, PERAK, MALAYSIA

Date : **4.1.2021-current**

EXPERTISE

Mobile Apps, Augmented Reality, Digital Content, Digital Technology, Online learning, online social learning, educational technology, design & development research (DDR), assessment and evaluation, teaching and learning, Facebook for teaching and learning, Rasch Model Analysis, Confirmatory Factor Analysis, Structural Equation Modelling (SEM), Fuzzy Delphi Method, Research Method in Education & Innovation in Education

TEACHING SUBJECTS (2021-2023)

No	Subject	Credit Hour	Level
1.	Web Development	8 Credit hours per week	Diploma
2.	Teaching, Technology and Assessment	12 credit per week	Degree
3.	Teaching Information Technology	6 credit per week	Degree
4.	Final Year Project 1	2 credit per week	Degree
5.	Final Year Project 2	4 credit per week	Degree
6.	Professional Teacher	3 credit per week	Degree
7.	Instructional Design Theory	4 credit per week	Master
8.	Seminar Refleksi Latihan Mengajar	2 credit per week	Degree
9.	Kemahiran Bakat Digital	2 credit per week	Degree
10.	Cybersecurity Awareness	3 credit per week	Degree

POSTGRADUATES STUDENTS' SUPERVISION (2022-2025)

No	Level	Status
1.	PhD	On going (Writing discussion)
2.	PhD	On going
3.	PhD	On going
4.	PhD	On going
5.	PhD	On going
1.	Master	Completed
2.	Master	Completed
3.	Master	Completed
4.	Master	Completed
5.	Master	On going (Data collection)
6.	Master	On going (Data collection)
7.	Master	On going (Data collection)

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| 8. | Master | On going (Data collection) |
| 9. | Master | On going |

LIST OF GRANTS (LEADER)

No	Year	Type of Grant	Title	Amount	Status
1	2024	Prototype Development Research Grant Scheme (PRGS)	Development Of Mobile Application That Integrate Artificial Intelligent For Learning Educational Computing Subject Among Pre-Services Teachers	RM149,460	On going
2	2022	Fundamental Research Grant Scheme (FRGS)	The New Integrated Collaborative Social Online Learning Model for Holistic Learning In Higher Education Institutions In Malaysia	RM128, 710	On going
3	2022	Geran Strategik RMIC, UPSI	Pembangunan Inovasi Penambahbaikan Sistem MyRIMS UPSI	RM22,410	Completed with KPI achieved
4	2021	University Grant	Development Of the Computer-Based Subject Module for Students' Performance And Social Presence in Higher Education During Covid-19 Pandemic Via Facebook	RM9,548	Completed with KPI achieved
TOTAL				RM310,148	

LIST OF GRANTS (MEMBER)

No	Year	Type of Grant	Title	Amount	Status
1	2022	International Grant	How Extrovert and Introvert Roles The Effect Of Cognitive Load And Pre-service Teachers' Professional Vision On Their Digital Competence Scale (DiCos): The Case Of Using Online Collaboration	RM11,536.29	On going

2	2022	University Grant-GPUSIG	Pelajar Orang Asli Dan Pendidikan: Pendekatan Pembelajaran Diperibadikan Dengan Penambahan Algoritma Untuk Pembelajaran Atas Talian	RM65,000	On going
3	2021	Fundamental Research Grant Scheme (FRGS)	Pembangunan Kerangka Pembelajaran Pengajaran Jarak Jauh Kecemasan Di Kalangan Pelajar Di Institusi Pengajian Tinggi di Malaysia	RM75,000	Completed with KPI achieved
4	2021	Fundamental Research Grant Scheme (FRGS)	Pembinaan Kerangka Analitik Penyelesaian Masalah Matematik Berasaskan Permainan Digital Yang Menerapkan Kemahiran Berfikir Aras Tinggi	RM66,820	Completed with KPI achieved
5	2021	University Grant	Development And Integration of Gamification in IOT Introductory Lesson for Middle School Stem Education in Malaysia	RM8,665	Completed with KPI achieved
6	2021	University Grant	Pembangunan dan Keberkesanan Penceritaan Digital Dengan Elemen Gamifikasi Terhadap Kemahiran Membaca Bahasa Melayu Dalam Kalangan Murid SJKT	RM9,990	Completed with KPI achieved
TOTAL				RM237,011.29	

PUBLICATION AWARDS

Year	Awards	Level
2023	: Anugerah Penerbitan Artikel Jurnal Berimpak Tinggi	University
2022	: Anugerah Penerbitan Artikel Jurnal Berimpak Tinggi-Sempena Anugerah Bitara Penyelidikan & Inovasi 2021 (AURA 2021)	University

SPECIAL INNOVATION AWARDS

Year	Awards	Level
2023	: ANUGERAH BINTANG @PORTFOLIO PENYELIDIKAN DAN INOVASI 2023	University
2023	: Special Award in Malaysia Technology Expo Sustainable Development Goals (MTE SDG) 2023 for MANDARIN GURU	International
2022	: Special Awards in Human Capital Category National STEM Association	International

INOVATION AWARDS

No	Year	Awards	Product	Competitions	Level
1.	2024	: Gold Award	RESEARCH INTEGRATED MANAGEMENT SYSTEM (MyRIMS)	INNOZILLA 2024	International
2.	2024	: Gold Award	Collaborative Social Online Learning E- Module for Educational IT Subject (COSLEM)	INNOZILLA 2024	International
3.	2024	: Gold Award	INTUIAPP: INTERACTIVE MOBILE APPLICATION TO LEARN WEB DEVELOPMENT	International Jasin Multimedia & Computer Science Invention And Innovation Exhibition	International
4.	2023	: Silver Award	MANDARIN GURU	Malaysia Technology Expo Sustainable Development Goals (MTE SDG) 2023	International
5.	2023	: Gold Award	SignLanguageGO	International Education Innovation Expo (EDU@Innovate) 2023	International

6.	2023	: Silver Award	Research Integrated Management System (MyRIMS)	International Education Innovation Expo (EDU@Innovate) 2023	International
7.	2023	: Silver Award	An Integrated Collaborative Social Online Learning Model for Higher Education	International Education Innovation Expo (EDU@Innovate) 2023	International
8.	2023	: Silver Award	Kerangka Pengajaran dan Pembelajaran Jarak Jauh Kecemasan untuk Pelajar Teknologi Maklumat di Peringkat Pendidikan Tinggi (KPPJK)	International Education Innovation Expo (EDU@Innovate) 2023	International
9.	2023	: Gold Award	Xuexi Hanyu: The Development of Mobile Application for Learning Mandarin	8 th International Exhibition of research, idea and innovation (ie-RIICH 2023)	University
10.	2023	: Gold Award	Hooray! Hooray! ABC: The Development Of Mobile Application For Pre-School Students	8 th International Exhibition of research, idea and innovation (ie-RIICH 2023)	University
11.	2023	: Silver Award	Problem Solving Oriented E-Module in Learning Audio Video Techniques via Facebook (PSOMODULE)	The International Invention, Innovation & Technology Exhibition (ITEX 2023)	International
12.	2022	: Gold Award	Problem Solving Oriented E-Module in Learning Audio Video Techniques via Facebook for Higher Education Students	International Virtual Educational Design, Invention and Innovation Competition 2022- (iVEDIIC2022)	International

13.	2022	: Gold Award	Problem Solving Oriented E-Module in Learning Audio Video Techniques via Facebook for Higher Education Students	Sustainable Education 2022 (SUSED)	International
14.	2022	: Gold Award	Algo-Thief Game For Learning Algorithm In Basic Computer Science For Secondary School Student	International Virtual Educational Design, Invention and Innovation Competition 2022- (iVEDIIC2022)	International
15.	2022	: Gold Award	Algo-Thief Game For Learning Algorithm In Basic Of Computer Science For Students' Performance Among Malaysian Secondary School Students	International Research & Innovation Carnival for Social Science i-RiCH 2022	International
16.	2022	: Gold Award	Koswer Pendidikan Algorithmvio untuk Pembelajaran Subjek Asas Sains Komputer bagi Murid Sekolah Menengah	Sustainable Education 2022 (SUSED)	International
17.	2022	: Gold Award	Product Pitching : Koswer Pendidikan Algorithmvio untuk Pembelajaran Subjek Asas Sains Komputer bagi Murid Sekolah Menengah	International Virtual Educational Design, Invention and Innovation Competition 2022- (iVEDIIC2022)	International
18.	2022	: Gold Award	Product Pitching : Algo-Thief Game For Learning Algorithm In Basic Computer Science For Secondary School Student	International Virtual Educational Design, Invention and Innovation Competition 2022- (iVEDIIC2022)	International
19.	2022	: Gold Award	FLEXIO: Flexible, Inclusive And Open	International invention &	International

			Educational Resources Virtual Technoprenurship Incubator	innovative competitive 2022 (InIIC Series 2/2022)	
20.	2022	: Silver Award	Pitching product: Problem Solving Oriented E-Module in Learning Audio Video Techniques via Facebook	International Virtual Educational Design, Invention and Innovation Competition 2022- (iVEDIIC2022)	International
21.	2022	: Silver Award	Perisian Pendidikan Algorithmvio Untuk Pembelajaran Subjek Asas Sains Komputer Bagi Murid Sekolah	International Research & Innovation Carnival for Social Science i-RICH 2022	International
22.	2022	: Silver Award	Perisian Pendidikan Algorithmvio Untuk Pembelajaran Subjek Asas Sains Komputer Bagi Murid Sekolah	International Virtual Educational Design, Invention and Innovation Competition 2022- (iVEDIIC2022)	International
23.	2022	: Silver Award	Algo-Thief Game For Learning Algorithm In Basic Computer Science For Secondary School Student	Sustainable Education 2022 (SUSED)	International
24.	2020	: Gold Award	CAPTYCS: Enhancing Students' Problem- Solving Process And Higher Order Thinking Through Online Learning Activities	New Academia Learning Innovation- Future Ready Educators- UTM	International
25.	2018	: Gold Award	Collaborative Online Social Learning Activities (COSLA)	New Academia Learning Innovation for Education 4.0 (NALI)	National

26.	2017	: Bronze Award	Collaborative Online Social Learning Elements (COSLE)	1 st Graduate Research Exhibition Competition (GREx)-UTM	University
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	Date Issues	Details	Registered Number
1.	10/2/2025	VOCABBOOST KIDS	CRYL2025W00672
2.	10/2/2025	BIOVISTAAR	CRYL2025W00671
3.	7/2/2025	An Integrated Collaborative Social Online Learning Model And its Effect Towards Students' Performance, Engagement and Motivation for Higher Education	CRYL2025W00634
4.	06/11/2023	An Integrated Collaborative Social Online Learning Model for Higher Education (I-COSHE)	CRLY2023W05570
5.	06/11/2023	SIGN LANGUAGE GO	CRLY2023W05569
6.	17/10/2023	MyRIMS USER MANUAL VIDEO	CRLY2023W05059
7.	17/10/2023	MyRIMS User Manual (pdf)	CRLY2023W05060
8.	17/10/2023	My Research Integrated Management System (MyRIMS)	CRLY2023W05061
9.	17/10/2023	Kerangka Pengajaran Pembelajaran Jarak Jauh Kecemasan Dalam Kalangan Pelajar Teknologi Maklumat Di Peringkat Pendidikan Tinggi (KPPJK)	CRLY2023W05062
10.	20/09/2023	MANDARIN GURU	CRLY2023W04537
11.	08/05/2023	AUDIO VIDEO TECHNIQUES MODULE	CRLY2023W01779

SPEAKERS

Date	Topic	Event	Venue
8-9 Feb 2024	: Workshop on Effective Writing for Publication in High Impact Journal	Postgraduate Students UPSI-META	Bilik Seminar, UPSI Proton City
11 Jun 2023	: Workshop Data Analyses: Quantitative	8 th International Exhibition of Research, Idea & Innovation on Creativity and Human 2023	Dewan Kuliah 8, UPSI Proton City
6 Mac 2019	: Content Analysis with Nvivo	Postgraduate Colloquiums	Postgraduate Lab (C14, Level 2) School of Education, UTM JB
23 May 2018	: Exploratory Factor Analysis (EFA) and Confirmatory Factor Analysis (CFA)	Postgraduate Colloquiums	Postgraduate Lab (C14, Level 2) School of Education, UTM JB
20 May 2020	: Rasch Model Analyses	Postgraduate Colloquiums	UTM, Online

JOURNAL EDITOR

2022	: Journal of ICT in Education (JICTIE)
2021	: Journal Persatuan Pendidikan Teknik dan Vokasional Malaysia 2021 Jabatan Pendidikan Teknikal & Kejuruteraan Universiti Teknologi Malaysia. (JILID 10)

JOURNAL ARTICLE EDITOR

2023- Current	: SAGE Open (Web of Science, Impact Factor : 2.2, Q2)
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JOURNAL REVIEWER

- 2021-Current : Cogent Education (Web of Science, Impact Factor: 2.0, Q2)
- 2023 : Educational Research (Web of Science, Impact Factor: 3.5, Q2)
- 2022- Current : SAGE Open (Web of Science, Impact Factor: 2.2, Q2)
- 2021- Current : Journal of ICT in Education (JICTIE)
- 2019 : Psychological Reports (Web of Science , Impact Factor: 1.023, Q2)
SAGE Publication
- 2021-2022 : Jurnal Pendidikan Teknik dan Vokasional Malaysia (PTVM)
- 2022 : Education Research International (Hindawi)
- 2022 : Asian Journal of Vocational Education and Humanities (AJVAH)

JURY

- 2024 : INNOZILLA 2024
- 2024 : Juri Program Ceritera Artsience Bersempena Dengan Minggu Sains Negara 2024
- 2024 : Juri 9th Virtual Exhibition of Research, Idea & Innovation on Creative and Humanizing, 2024 (9th ViE-RIICH'24)
- 2023 : **Ketua Juri** bagi 4th Digital Technology, Innovation, Idea & Exhibition (4th DTiiX 2023)
- 2023 : Juri Pertandingan Kemahiran Kolej Vokasional (KVSKILLS) Peringkat Kebangsaan Kali Ke-7 Tahun 2023
- 2023 : Juri Program Ceritera Sc/Art Bersempena Dengan Minggu Sains Negara 2023
- 2023 : International Exhibition of Research, Idea & Innovation on Creativity and Human (8th Ie-Riich 2023)
- 2022 : 5th Virtual Exhibition of Research, Idea & Innovation on Creative and Humanizing, 2022 (5th ViE-RIICH'22)
- 2022 : Diploma Innovative & Creative Project Exhibition

- 2022 : International Exhibition of Research, Idea & Innovation on Creativity and Human
- 2021 : Diploma Innovative & Creative Project Exhibition

ACADEMICS POSITION (MANAGEMENT)

- 2024-Current : Penyelaras RISE & Inovasi
Research Management Innovation Center UPSI
- 2024 : Committee Member for Doctor of Education, EdD-META
- 2023-Current : Coordinator for Online Distance Learning-META
- 2023-Current : Taskforce MyRA-META
- 2021-Current : Committee Member of Publication & Grant
4P Faculty
Faculty computing and Meta-Technology
Universiti Pendidikan Sultan Idris
- 2022-2023 : Coordinator of Final Year Project
Faculty computing and Meta-Technology
Universiti Pendidikan Sultan Idris
- 2022-2023 : Coordinator of Massive Open Online Courses (MOOC)
Faculty computing and Meta-Technology
Universiti Pendidikan Sultan Idris
- 2021-2023 : Coordinator of Academic Advisory (Mentor-mentee)
Faculty computing and Meta-Technology
Universiti Pendidikan Sultan Idris
- March 2021- : Secretary
March 2022 : International Conference on ICT in Education (ICTE) 2021
Faculty of Art, Computing and Creative Industry
Universiti Pendidikan Sultan Idris

PUBLICATIONS

WEB OF SCIENCE (WOS) JOURNALS

1. Ahmad Shazli, I. F., **Che Lah, N. H.**, Hashim, M., Mailok, R., Saad, A., & Hamid, S. (2023). A Comprehensive Study of Students' Challenges and Perceptions of Emergency Remote Education During the Early COVID-19 Pandemic: A Systematic Literature Review. *SAGE Open*, 13(4), 21582440231219152.

(Q2, Impact Factor : 2.2)

2. **Che Lah, N. H.**, Tasir, Z., & Jumaat, N. F. (2022). An Evaluation of the Online Social Learning Environment Instrument (OSLEI) Using Rasch Model Analysis. *SAGE Open*, 12(2), 21582440221104083.

(Q3, Impact Factor : 2.032)

3. **Che Lah, N. H.**, Tasir, Z., & Jumaat, N. F. (2023). Applying alternative method to evaluate online problem-solving skill inventory (OPSI) using Rasch model analysis. *Educational Studies*, 1-23.

(Q2, Impact Factor : 1.8)

SCOPUS JOURNAL

1. **Lah, N.H.C.**, Senu, M.S.Z.M., Jumaat, N.F., Phon, D. N. E., Hashim, S., Zulkifli, N.N. (2024). Mobile augmented reality in learning chemistry subject: an evaluation of science exploration. *International Journal of Evaluation and Research in Education*. 13(2), pp. 1007-1020
2. **Lah, N.H.C.**, Hashim, M., Harun, J., Abdullah, Y. (2024). The evaluation of problem-solving oriented e-module in learning computer-based subject. *International Journal of Evaluation and Research in Education*. 13(1), pp. 547-558
3. Hashim, S., Haikal, R., Zahir, N.Z.M., (...), **Lah, N.H.C.**, Firdaus, A.A. (2024). Moon Phases: A Brief Overview of Android Application Development in Science Subject. *Journal of Advanced Research in Applied Sciences and Engineering Technology* 33(3), pp. 364-383.
5. Suhaizal, H., Abdul Rahman, K. A., Khamis, N., Shukor, U. H., **Che Lah, N. H.**, & Zulkifli, N. N. (2023). The Design and Development of Augmented Reality (AR) Application for Internet Evolution Learning Topics. *International Journal of Interactive Mobile Technologies*, 17(5).
6. Hashim, S., Zakariah, S. H., Taufek, F. A., Zulkifli, N. N., **Lah, N. H. C.**, & Murniati, D. E. (2021). An Observation on Implementation of Classroom Assessment in Technical and Vocational Education and Training (TVET) Subject Area. *Journal of Technical Education and Training*, 13(3), 190-200.
7. Jumaat, N. F., Tasir, Z., **Lah, N. H. C.**, & Ashari, Z. M. (2018). Students' preferences of m-Learning applications in higher education: A review. *Advanced Science Letters*, 24(4), 2858-2861.

PROCEEDING IN WEB OF SCIENCE

1. **Lah, N. H. C.**, & Tasir, Z. (2018). Measuring reliability and validity of questionnaire on online social presence: a Rasch model analysis. *Advanced Science Letters*, 24(11), 7900-7903.

PROCEEDING IN SCOPUS

1. **Che Lah, N.H.**, Eriansah, J. R., Mustafa, W. A., Hanafi, H. F., Ghani, M. M., Al-Jawahry, H.M., Hamizan, M. H., Hashim, S., Jumaat, N.F., Almoussawi, Z. A. (2024). The Usefulness and Students' Perception of TikTok Application as a Learning Tool in Higher Education. In 2023 3rd IEEE International Conference on Mobile Networks and Wireless Communications, (ICMNWC 2023).

2. Salleh, A. B., Phon, D. N. E., Rahman, N. S. A., Hashim, S. B., & **Lah, N. H. C.** (2023, August). Examining the Correlations Between Teacher Profiling, ICT Skills, and the Readiness of Integrating Augmented Reality in Education. In *2023 IEEE 8th International Conference On Software Engineering and Computer Systems (ICSECS)* (pp. 303-308). IEEE.
3. Hashim, S., Rohanai, R., Othman, H., Ismail, M. E., Saimi, N. A. A., **Lah, N. H. C.**, & Muhfizaturrahmah, M. (2023, August). Appraisal of safety practices in welding technology workshop among vocational college's students in Johor. In *AIP Conference Proceedings* (Vol. 2582, No. 1). AIP Publishing.
4. Ghani, M. M., Mustafa, W. A., Hanafi, H. F., **Lah, N. H. C.**, Al-Dolaimy, F., & Alkhayyat, A. (2023, July). AI in Changing the Way People Engage and Communicate in Media: A Review. In *2023 6th International Conference on Engineering Technology and its Applications (IICETA)* (pp. 51-56). IEEE.
5. Alias, N. A., Mustafa, W. A., Jamlos, M. A., Alquran, H., Ghani, M. M., Hanafi, H. F., ... & Alkhayyat, A. (2023, July). Image Dataset for Cervical Cell Diagnosis—a Review. In *2023 6th International Conference on Engineering Technology and its Applications (IICETA)* (pp. 480-484). IEEE.
6. Hanafi, H. F., Mustafa, W. A., Idris, M. N., Ghani, M. M., Alkhayyat, A., **Lah, N. H. C.**, & Seng, W. Y. (2023, July). A Study of Coding Learning Amongst Children: Motivation and Learning Performance. In *2023 6th International Conference on Engineering Technology and its Applications (IICETA)* (pp. 39-44). IEEE.
7. Ghani, M. M., Mustafa, W. A., Hanafi, H. F., **Lah, N. H. C.**, Mohammed, F. F., & Alkhayyat, A. (2023, July). Roles and Challenge of Social Media in E-Commerce Through Expert Review. In *2023 6th International Conference on Engineering Technology and its Applications (IICETA)* (pp. 797-801). IEEE.

MYCITE JOURNAL

1. **Lah, N. H. C.**, Nor, M. S. M., Roslan, M. H. H., Zulkifli, M. A. A., Tasir, Z., Hashim, S., ... & Mustafa, W. A. W. W. (2023). The Hooray! Hooray! ABC: The evaluation of mobile application for preschool students. *Journal of ICT in Education*, 10(2), 55-73.
2. Jumaat, N. F., Saupian, Y. & **Che Lah, N. H.** (2022). Pembelajaran Berasaskan Inkuiri dalam Meningkatkan Kemahiran Literasi Sains dan Pencapaian Murid menerusi Persekitaran Pembelajaran dalam Talian. *Malaysian Journal of Social Sciences and Humanities (MJSSH)*, 7(1), 73-84.
3. Jumaat, N. F., & **Lah, N. H. C.** (2022). A Framework for Scaffolding Learners' Self-Regulation in a Flipped Classroom Learning Environment. *KnE Social Sciences*, 759-766.

BOOK CHAPTERS IN SCOPUS

1. **Noor Hidayah Che Lah**, Nurul Farhana Jumaat and Wong Yoke Seng. (2022). The Practice of Gamification in Higher Education : A Systematic Review. Mageswaran Sanmugam, Nurul Nadwa Zulkifli, Mohd Mokhzani Ibrahim, Syahrini Shawalludin, and Iwran Mazahir Ismail. *Perspectives and Practices of Gamification*. Nova Science publisher. <https://doi.org/10.52305/WUPF8356>

BOOK CHAPTERS

2. Mohamad Bilal Ali, Danakorn Nincarean Eh Phon, **Noor Hidayah Che Lah.** (2012). *Perisian Multimedia Berasaskan Animasi Bagi Pembelajaran Subtopik Isihan*. Bahan Pengajaran dan Pembelajaran berasaskan Komputer. ISBN: 978-983-52-0880-