



KICT NEWSLETTER

ISSUES NO.10/2024

OCTOBER 2024

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Motivational Quote

The Prophet Muhammad (peace be upon him) said: "The earth is green and beautiful, and Allah has made you its stewards. He sees how you act."

(Sahih Muslim)

GamesMy Esport: An Implementation of Business, Research and Community Engagement



Dr Suhaila Samsuri
Department of Information System
suhailasamsuri@iium.edu.my



The idea of development

The concept of GamesMy Esport studio was first introduced in early 2018 by Br Luqman Haqim, an alumnus of BIT. He was a former student of mine who consistently generated innovative business concepts. He requested me to explore the feasibility of establishing an esports studio as a vocational training facility for esports players in all public institutions in Malaysia. What distinguishes our model is the incorporation of our shari'ah compliance and ethical principles across the entire business process. It is evident that this particular aspect has the capacity to be further developed as a research field and community involvement for the purpose of knowledge transmission. Following the guidance and suggestions provided by our former KICT Dean, Prof Dr Abdul Wahab Abdul Rahman, I promptly drafted a proposal that emphasizes its distinctiveness in terms of research and new invention. Establishing GamesMy Esport Studio at IIUM was a challenging task, given the enterprise's character as an entertainment hub and IIUM's adherence to Islamic standards. This is why I have consistently highlighted the role of GamesMy IIUM in transforming the realm of gaming technology from a mere source of amusement to a tool for education, therapy, and Islamic teaching. The institution required around one year to evaluate my proposal, which involved several rounds of presenting it.

Finally, in late 2019, a Memorandum of Agreement (MOA) was inked to create GamesMy Esport Studio at KICT, IIUM Gombak. I assigned the studio the name GamesMy@IIUM and obtained copyright protection for it, as GamesMy has multiple locations located in Sentul, Selangor and Kota Bharu, Kelantan. Starting the firm and serving the university is not only an opportunity for Br Luqman Haqim, but also a significant obligation (amanah) from Allah s.w.t for me to actualize its aim of shaping gaming technology to adhere to shari'ah jurisdiction.



Business establishment

Br Luqman Haqim has been engaged in the technology industry since his university years, specializing in the sale of digital devices and Apple products. I regarded him as an exemplary student, characterized by his conscientious and perfectionistic nature. He exerted much effort to achieve success in both his academic and business endeavors. Given his exceptional aptitude in entrepreneurship, I have always had faith in his capacity to pursue his aspirations. Consequently, he assumed all responsibility for the commercial aspects of GamesMy, while I focused on conducting research and engaging with the community. Nevertheless, the period of establishing the studio at IIUM was an arduous and demanding experience that proved to be the most valuable lesson for both of us.

GamesMy engages in several business activities, including esports tournament event management, leasing of esports and gaming equipment, multimedia and digital content production, podcast and social media broadcasting, and merchandise sales. The anticipated profit from the collaboration with the welfare foundation is minimal, as our objective at IIUM is to address the academic and research requirements of the kulliyah while establishing an ethical framework for esports and gaming activities.

Research and development

The research and development of GamesMy thus far is exceptionally promising. Several projects have been completed, while others are in progress. Supported by JAKIM, we have finalized a set of parameters for measuring the hukm of playing and developing games, aimed for the formulation of a national fatwa about playing electronic games. This may serve as the optimal foundation for the future construction of a game rating system that utilizes Maqasid shari'ah principles as the core of the study.



Additionally, GamesMy is actively conducting research that integrates gaming technologies with the detection and intervention of mental disorders. This initiative aims to highlight that the contribution of games extends beyond just human entertainment; rather, technology possesses the potential for mental health treatment.

Early this year, the gamification development for the rehabilitation program of LGBT patients, under the supervision of Gender Dysphoria directed by Prof. Samsul Draman from IIUM Kuantan, has been finalized. The gamification application has been handed over to SASMEC for subsequent deployment. We are presently involved in the research and development of a game and gamification for the diagnosis and treatment of anxiety disorders. This research is a collaboration between NDL, the Neurofeedback Lab, and the Department of Psychology at IIUM.



Involvement in the community engagement

One of the initiatives of GamesMy pertains to knowledge transfer programs. Currently, we continue to get visits from schools, universities, NGOs, and both governmental and non-governmental bodies interested in esports activities or seeking information about games. We persist in promoting awareness of healthy gaming and esports knowledge, the jurisprudence of gaming based on our research funded by JAKIM, utilizing the model of a shari'ah-compliant esports studio, the health benefits of gaming, and the potential of esports as a modern career option.

In the future, we aspire for numerous clients to visit GamesMy for mental health treatment using our uniquely developed game, while simultaneously engaging in a mental therapy program via gamification.




Nurazlin Zainal Azmi
 Department of Information
 Systems
 nurazlinazmi@iium.edu.my

OUTCOME-BASED EDUCATION SERIES #3 – ASSESSMENT TASKS BASED ON CONSTRUCTIVE ALIGNMENT

Constructive alignment is a teaching and learning design framework to support student learning and achievement of intended outcomes. As stated in Guidelines to Good Practices: Assessment of Student Learning, the term construct refers to students constructing and structuring their understanding and personally creating meaning about what is to be learned, whereas alignment refers to a learning environment set up by the course owner to allow students to engage with the action verb of the learning outcomes meaningfully and to employ the same action verb again in the assessment task to assess how well the outcomes are learned.

Before deciding on the assessment tasks to be given to the students, the instructors must first understand the term Outcomes-Based Assessment (OBA). OBA is criterion-referenced, which means a set of predetermined criteria is used to evaluate the student’s learning when grading a course. It involves selecting assessment tasks that are constructively aligned with the attainment of the course learning outcomes (CLOs).

The following figure shows some proposed assessments deemed appropriate for each cluster and skill set based on MQF 2.0.

	SKILLSETS	PROPOSED ASSESSMENTS
PLO1 	Knowledge and Understanding	Examination, Written Report/Essay, Quiz
	Cognitive Skills	Case Study, Research Project/ Dissertation, Problem-Solving Exercise
	Practical Skills	Lab Work/Practical Assessment, Fieldwork Report, Prototype Development/Portfolio Creation
	Interpersonal Skills	Group Project/Assignment, Peer Review, Presentation/Debate
	Communication Skills	Presentation/Public Speaking, Written Report/Essay, Media Project/ Infographic
	Digital Skills	Software Simulation/Programming Assignment, E-Portfolio, Data Analysis Project
	Numeracy Skills	Data Analysis Exercise, Mathematical Modelling/Simulation
	Leadership, Autonomy, and Responsibility	Capstone Project, Self-Reflection Journal, Leadership Simulations/ Role Play
	Personal Skills	Self-Reflection Journal/Essay, Personal Development Plan, Peer Feedback and Evaluation
	Entrepreneurial Skills	Business Plan Development, Innovation Challenges/Competition, Pitch Presentation,
	PLO11	Ethics and Professionalism

Given the following examples of CLOs for a Game Design and Development course:

- CLO1: Analyze game mechanics, player interaction, and narrative structures to design compelling and engaging gameplay experiences (C4, PLO2).
- CLO2: Construct functional game prototypes by integrating programming skills, graphics, and interactive elements to meet design specifications (P5, PLO3).
- CLO3: Value teamwork and collaboration in the game development process, demonstrating respect for diverse perspectives and contributions during project development (A3, PLO4).

To constructively align the assessments for this course, we need to identify the action verbs used in each CLO. From there, we look at the learning domains (cognitive, psychomotor, affective), their level, as well as the MQF 2.0 skillsets mapped to each CLO (denoted by PLO# in the parentheses at the end of each CLO).

In this example, CLO1 uses the action verb *analyze*, is at level 4 of the cognitive domain, and is mapped to cognitive skills; thus, a case study is appropriate for measuring the attainment of CLO1. The same concept applies to CLO2 and CLO3. CLO2 focuses on level 5 of the psychomotor domain, while CLO3 measures the affective domain at level 3. Based on the action verbs *construct* and *value*, a game prototype development and a group project are deemed appropriate assessment tasks to ensure the attainment of these two CLOs.

The complete steps in implementing constructive alignment in a course are summarized below:



WEEKLY IOHK TIPS

QUALITY STANDARDS IN EDUCATION

The role of the lecturer during the teaching of the material is to:

- Use accurate and clear language in the scientific material.
- Ensure high-quality printing for clarity and readability.
- Use images that are visually clear and contribute to better understanding.
- Pay attention to the visual elements such as colors, shapes, and overall design for a more engaging presentation.
- Maintain consistency in the presentation style.
- Ensure that all materials reflect a high standard of quality and care.

ICT - IOHK TIPS: # 36

يقول الله تعالى: وَمَا تَفْعَلُوا مِنْ خَيْرٍ يَعْلَمُهُ اللَّهُ وَسَوَّغُوا فَرِحَ الْبَرَاءَةُ النَّظْمِ:
وَأَتَّقُوا يَا أُولِي الْأَلْبَابِ (سورة البقرة: 197)

Allah Almighty says: **And whatever you do of good—indeed, Allah is Knowing of it** (Al-Baqarah: 197)

يقول الله تعالى: فَمَنْ يَعْمَلْ مِثْقَالَ ذَرَّةٍ خَيْرًا يَرَهُ * وَمَنْ يَعْمَلْ مِثْقَالَ ذَرَّةٍ شَرًّا يَرَهُ
(سورة الزلزلة: 7-8)

Allah Almighty says: **So whoever does an atom's weight of good will see it, and whoever does an atom's weight of evil will see it.** (Al-Zalzalah: 7-8)

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WEEKLY IOHK TIPS

IHSAN IN EDUCATION

The role of the lecturer during the teaching of the material is to:

- Reflect Ihsan (excellence) by striving for perfection in every aspect of the educational experience, from content delivery to the visual and interactive elements.

ICT - IOHK TIPS: # 37

قال رسول الله صلى الله عليه وسلم: إِنَّ اللَّهَ كَتَبَ الْإِحْسَانَ عَلَى
كُلِّ شَيْءٍ (صحيح مسلم).

The Messenger of Allah (peace be upon him) says: **Verily, Allah has prescribed Ihsan (excellence) in all things.** (Sahih Muslim).

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WEEKLY IOHK TIPS

RENEWAL (TAJDID) IN EDUCATION

The role of the lecturer during the teaching of the material is to:

- Integrate modern sciences and contemporary issues through **Tajdid**, balancing Islamic principles with current knowledge.
- Instill the mindset of **continuous renewal** in worldly knowledge, demonstrating how ongoing learning and intellectual growth contribute to personal development.
- Equip students with the ability to address contemporary issues guiding them to apply an Islamic framework for **renewal** in their approach.

ICT - IOHK TIPS: # 38

قال رسول الله صلى الله عليه وسلم: إِنَّ اللَّهَ تَعَالَى يَبْعَثُ لِهَذِهِ
الْأُمَّةِ عَلَى رَأْسِ كُلِّ مِائَةِ سَنَةٍ مَنْ يُجَدِّدُ لَهَا دِينَهَا (أبو داود).

The Messenger of Allah (peace be upon him) says: **Indeed, Allah sends to this Ummah at the beginning of every hundred years someone who will renew its religion for it.**" (Abu Dawood).

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WEEKLY IOHK TIPS

REVIVAL (IHYA') IN EDUCATION

The role of the lecturer during the teaching of the material is to:

- Encourage students to study foundational Islamic sources, **reviving** neglected teachings and reconnecting them with their heritage.
- Help students to understand the true message of Islam by **reforming** and correcting any misconceptions or deviations from the authentic teachings.
- Incorporate spiritual development activities encouraging students to engage in personal **revival** and strengthen their connection with Allah.

ICT - IOHK TIPS: # 39

يقول الله تعالى: يَا أَيُّهَا الَّذِينَ آمَنُوا اسْتَجِيبُوا لِلَّهِ وَلِلرَّسُولِ إِذَا
دَعَاكُمْ لِمَا يُحْيِيكُمْ... (الأنفال: 24).

Allah Almighty says: **you who have believed, respond to Allah and to the Messenger when he calls you to that which gives you life.** (Al-Anfal: 24)

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International Islamic University Malaysia



CONGRATULATIONS



Prof. Dr. Abdul Wahab Abdul Rahman was invited as a Keynote Speaker for the 2nd Joint International Conference on Mathematics, Statistics and Engineering (J-CoMSE 2024) at UMT.

CONGRATULATIONS



Assoc. Prof. Dr. Madihah S. Abd Aziz was invited as a Moderator for the 6th National Symposium on Human-Computer Interaction (Fusion 2024)

CONGRATULATIONS



Gold Award for Short Film Category in the Digital Innovation Creativepreneur Dice 2.0 Program

CONGRATULATIONS on the Promotion



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KICT
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Congratulations
on your promotion



**Assoc. Prof. Ts.
Dr. Hamwira
Sakti Yaacob**

From:
Kulliyah of Information & Communication Technology



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Congratulations
on your promotion



**Assoc. Prof. Dr.
Madihah Bt. S.
Abd. Aziz**

From:
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for Completion of Research Project



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الْحَمْدُ لِلَّهِ

Congratulations

for completing the
International Institute of Islamic Thought (IIIT)

Title

Information Technology from the Islamic Perspective:
Systematic Literature Review



Prof. Dr. Akram M Z M Khedher

Team Members

Asst. Prof. Dr. Zainab Senan Attar Bashi

Total
RM7,000



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الْحَمْدُ لِلَّهِ

Congratulations

for completing the
International Institute of Islamic Thought (IIIT)

Title

Cryptocurrencies from Islamic Perspectives:
Systematic Literature Review



Asst. Prof. Dr.
Zainab Senan Attar Bashi

Team Members

Prof. Dr. Akram M Z M Khedher
Asst. Prof. Ts. Dr. Dini Oktarina Dwi Handayani
Assoc. Prof. Dr. Auwal Adam Sa'ad (IIBF)

Total
RM7,000



for Securing Research Grant

الْحَمْدُ لِلَّهِ
Congratulations
 FOR SECURING THE
 FUNDAMENTAL RESEARCH GRANT SCHEME (FRGS-EC) 2024



ASST. PROF. DR. NOR SAADAH MD NOR

MENTOR:
 PROF. TS. DR. MIRA KARTIWI

PROJECT TITLE:
 A MEASUREMENT FRAMEWORK FOR LIBRARIANS' ARTIFICIAL INTELLIGENCE LITERACY IN MALAYSIA

AMOUNT RECEIVED:
 RM27,680

OFFICE OF RESPONSIBLE RESEARCH AND INNOVATION

الْحَمْدُ لِلَّهِ
Congratulations
 FOR SECURING THE
 FUNDAMENTAL RESEARCH GRANT SCHEME (FRGS-EC) 2024



ASST. PROF. TS. DR. AIDRINA MOHAMED SOFIADIN

MENTOR:
 PROF. TS. DR. MIRA KARTIWI

PROJECT TITLE:
 DEVELOPMENT OF EXTENDED REALITY FRAMEWORK TO ENHANCE STUDENTS' OUTCOME-BASED EDUCATION

AMOUNT RECEIVED:
 RM29,100

OFFICE OF RESPONSIBLE RESEARCH AND INNOVATION

الْحَمْدُ لِلَّهِ
Congratulations
 FOR SECURING THE
 FUNDAMENTAL RESEARCH GRANT SCHEME (FRGS-EC) 2024



ASST. PROF. TS. DR. NOOR HAYANI ABD RAHIM

MENTOR:
 PROF. TS. DR. ABD. RAHMAN AHLAN

PROJECT TITLE:
 A FRAMEWORK ON CYBER RESILIENCE FOR MALAYSIAN SMES USING EVENT-BASED RISK MANAGEMENT APPROACH

AMOUNT RECEIVED:
 RM28,700

OFFICE OF RESPONSIBLE RESEARCH AND INNOVATION

Fire Drill



Grand IoT Robotic and Security Awareness event

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AGE 10 AND
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**19, SEPT
2024**
8.00 - 5.00PM

LIMITED SEAT

QR CODE

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CONTENT

- ▶ ARDUINO MODULE
- ▶ IOT DEMONSTRATION

PBL Lab, KICT, IUM

ANY INQUIRIES : +601117863145
(Br. Nik Saifudin)



Malaysia Day Cultural Walk: Batik & Pelikat





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بوتريبنغو الجليليا انتارا ايضاً بالمدينا
Garden of Knowledge and Iqbal

ERASMUS+ INFO SESSION



12 September 2024 (Thurs) | 09:00 – 15:30



 Auditorium, Darul Hikmah Library, IIUM, Gombak / Hybrid

- 8:30 – 9:00 • Registration
- 9:00 – 9:15 • Opening Remarks by Covering Rector, IIUM
- 9:15 – 9:30 • Welcoming Address by Chairman, ERASMUS+ Info Session
- 9:30 – 10:00 • Navigating the Erasmus+ Programme:
Roles & Responsibilities of EU Delegation
- 10:00 – 10:30 • Coffee Break
- 10:30 – 10:45 • Get to know the Erasmus+ National Focal Point (ENFP) of Malaysia
- 10:45 – 12:00 • International Dimension of Erasmus+ Programme:
Opportunities for students and staff of higher education
- 12:00 – 12:30 • Tips for Crafting a Good CBHE Project Proposal
- 12:30 – 14:00 • Lunch Break
- 14:00 – 15:00 • Sharing Session by Erasmus+ Beneficiaries
- 15:00 – 15:30 • Discussion & Conclusion



Speaker 1
Mr. Eero Oinonen
Political Officer, Delegation of the European
Union to Malaysia



Speaker 2
Assoc. Prof. Dr. Mohd Ariffin bin Abu Hassan
Erasmus+ National Focal Point (ENFP),
Malaysia, Director UTM International
Universiti Teknologi Malaysia

Free Registration
Scan to register



<https://forms.gle/WQ1y3Zow7i9M8QCA>







BAHAYA PEDOFILIA

TETAMU:
DR MOHAMAD NAJUDDIN DAHAMAT AZAM
 PENYARAH KANAN PSIKOLOGI PERKEMBANGAN
 FAKULTI BIOLOGI MAHASISWA UPM

&
PROF DATIN DR. ROSLINA OTHMAN
 KETUA UNIT PENYELIDIKAN KHAZANAH ILMU
 & TEKNOLOGI SEMANTIK UPM

25 SEPTEMBER 2024
RABU 10.30 PAGI



ERRA FAZIRA
 HOS NLKO



MUAZ MOHAMED
 HOS NLKO



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CENTRE FOR PROFESSIONAL DEVELOPMENT (CPD)

WORKSHOP ON PROPHETIC PEDAGOGY






Speakers
 Dr. Amzarah DeCuir
 Executive Board Member, CCAE
 Dr. Behnoma Asmi
 Director of Education, CCAE
 Dr. Sheikh Abdalrazaq A.
 Executive Director, IBSA
 Prof. Ts. Dr. Mira Kertwi
 Director, CCAE

Moderator

Monday
 30th September 2024
 9.30 am - 11.30 am

Banquet Hall, Muhammad Abdul Rauf Building, ILM Gombak Campus

REGISTER NOW!



★ CPD points will be awarded to those who fill in a form!

Centre for Professional Development (CPD)
 International Islamic University Malaysia, Jalan Gombak, 63000 Gombak, Selangor
 Federal Territory of Kuala Lumpur, Malaysia | +603 421 9114



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Islamisation Intellectual Discourse

Insights into Self-Islamisation



Dato' Hamidon Bin Abd Hamid



Moderator : Dr. Sharyar Wani

Date ; Thursday 26 September 2024
Time : 11:30 am to 1.00 pm
Venue : MS Team

JOIN US




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DCS SEMINAR: "EXPERIENCE SHARING: MOBILITY IN GERMANY"

With
 Assoc. Prof Ts. Dr. Normi Sham
 Bt. Awang Abu Bakar
 Department of Computer Science
 KICT

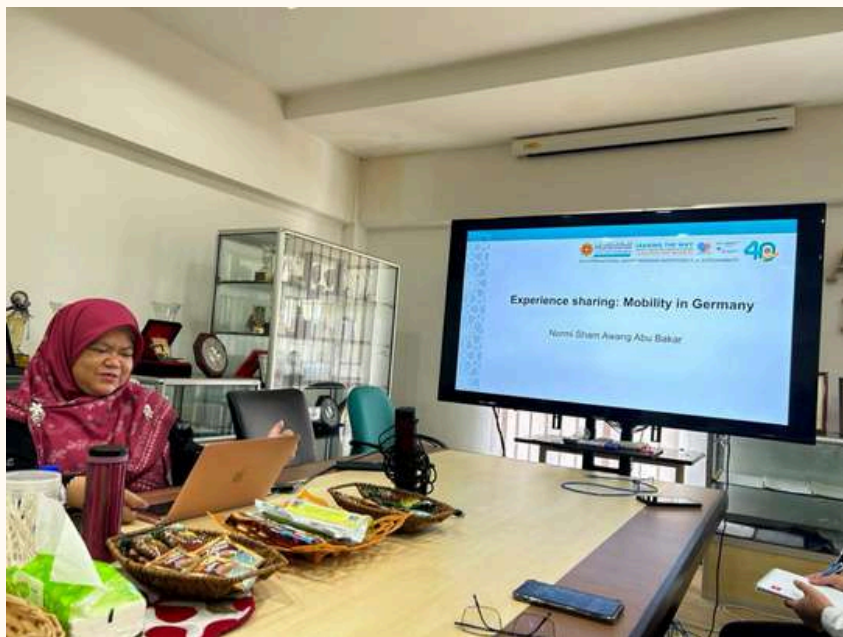


MONDAY
30 SEPT 2024 **10AM - 11AM**

Venue: VIP Lounge, Level 5, KICT Building

Organizer:
 Dept. of Computer Science Neurocoach Digital Lab
 RUJ11, Blockchain/DLT and Applications

KICT Neurocoach Digital Lab



PUBLICATION

(Submission in IRep for September 2024)

1. Majzob AbdelMaged, Amnah Salah and Hassan Rifat, Emon and Salleh, Norsaremah and Sheikh Ahmad, Ismail and Nordin, Mohd Shukri and Nik Abdullah, Nik Md. Saiful Azizi and Shamsuddin, Aizat (2024) Design and development of iAQSA as an innovative web application to support qualitative research. Journal of Advanced Research in Computing and Applications, 36 (1). pp. 29-42. ISSN 2462-1927
2. Mounir, Ben Daia and Youssef, Chbani and Zulkifli, Zahidah and Ismail, Ahsiah and Mat Surin, Ely Salwana (2024) MentAllay: a mobile application for mental health. International Journal of Allied Health Sciences, 8 (Suppl. 3). p. 14. E-ISSN 2600-8491
3. Yilin, Li and Maidin, Siti Sarah and Yahya, Norzariyah and Awang Abu Bakar, Normi Sham (2024) A closer look at hybrid agile implementation in China. International Journal on Recent and Innovation Trends in Computing and Communication, 12 (2). pp. 604-613. ISSN 2321-8169
4. Zainuddin, Ahmad Anwar and Chung, Chun Kit and Mat Rosani, Aiman Najmi and Abdul Rahman, Siti Husna and Kamarudin, Saidatul Izyanie and Ahmad Puzi, Asmarani and Subramaniam, Krishnan (2024) Towards an enterprise architecture for healthcare system and information technology: state of the art and future trends. In: Tech Horizons Unveiling Future Technologies. SpringerBriefs in Applied Sciences and Technology . Springer Nature, Switzerland, pp. 49-58. ISBN 978-3-031-63325-6
5. Rodzoan, Muhammad Asyraf and Shah, Asadullah (2024) Analysis of the factors of Business Process Management in Felcra Berhad by using technology adoption model. Pakistan Journal of Life and Social Sciences, 22 (2). pp. 6254-6262. ISSN 1727-4915 E-ISSN 2221-7630
6. Mazlan, Khairul Fahmi and Musliman, Salman and Zulkifli, Zahidah (2024) SiCekaMmunity: IIUM Persatuan Seni Silat Cekak Malaysia hub. International Journal of Allied Health Sciences, 8 (Suppl. 3). p. 44. E-ISSN 2600-8491
7. Rodzoan, Muhammad Asyraf and Shah, Asadullah (2024) Smart farming: integrating IoT and UAV technologies for precision agriculture through the lens of technology acceptance and the UTAUT2 model. Pakistan Journal of Life and Social Sciences, 22 (2). pp. 6218-6233. ISSN 1727-4915 E-ISSN 2221-7630
8. Hashim, Roosfa (2024) Perjalanan politik Abang Johari: Premier Sarawak. Reka Cetak Sdn. Bhd., Selangor. ISBN 978-967-11277-2-8
9. Fizza, Ghulam and Kadir, Kushsairy and Nasir, Haidawati and Shah, Asadullah (2024) Dynamic Occupant Adaptive Energy Management System (DOAEM) for Smart Building. In: 2024 IEEE 10th International Conference on Smart Instrumentation, Measurement and Applications (ICSIMA2024), 30-31 July 2024, Indonesia.
10. Soomro, Anam and Zakariyah, Habeebullah and Aftab, S.M.A. and Muflehi, Mohamad and Shah, Asadullah and Meraj, Syeda (2024) Loan default prediction using machine learning algorithms: a systematic literature review 2020 -2023. Pakistan Journal of Life and Social Sciences, 24 (2). pp. 6234-6353. ISSN 1727-4915 E-ISSN 2221-7630
11. Zainal Azmi, Nurazlin (2024) Outcome-based education series #2 – revised bloom's cognitive domain. KICT Newsletter (5). p. 1.



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Title :

Lexi Trek: A Language Learning RPG

Inventor and co-inventor:

1. Asst. Prof. Dr. Madihah Bt. S. Abd. Aziz
2. Muntaha Islam
3. Afnan Iman Bin Azman

Title :

SejahteraCare: A Comprehensive Clinic Management System For International Islamic University Malaysia

Inventor and co-inventor:

1. Asst. Prof. Dr. Madihah Bt. S. Abd. Aziz
2. Mukhammadalieva Fatina Azam Kizi