CURRICULUM VITAE

ASSOC. PROF. DR. MAS NIDA MD KHAMBARI

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A. MAKLUMAT UMUM (GENERAL INFORMATION)	
Nama (Name)	MAS NIDA MD. KHAMBARI
Gelaran (Title)	DR.
Jawatan (Position)	PROFESOR MADYA /Associate Professor
Kelayakan (Qualification)	PhD. Curriculum & Instruction (Educational Communications & Technology), University of Wisconsin-Madison MSc. Educational Technology, Universiti Putra Malaysia BEd. Information Technology, Universiti Putra Malaysia
Jabatan (Department)	Pendidikan Sains dan Teknikal / Science and Technical Education
Bidang Kepakaran (Area of Specialisation)	Teknologi Maklumat, Teknologi Pendidikan, Teknologi Pengajaran dan Reka Bentuk Pembelajaran, Pembangunan Profesional Guru, Ketangkasan Pembelajaran Digital, Gamifikasi Information Technology, Educational Technology, Instructional Technology & Learning Design, Teachers' Professional Development, Digital Learning Agility, Gamification
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B. BIODATA

Mas Nida Md. Khambari is a Graduate Technologist and Senior Lecturer in Instructional Technology and Learning Design at the Department of Foundations of Education, Faculty of Educational Studies. She is the Deputy Director (Innovations in Teaching and Learning) at the Centre for Academic Development and Leadership Excellence (CADe-Lead), UPM. Her research interest and specialization include Information Technology, Educational Technology, Instructional Technology & Learning Design, Teachers' Professional Development, Digital Learning Agility, and Gamification. She has authored more than 50 research articles in the field of educational technology. She is also a principle investigator to four research grants with a total fund of RM213,050.00 and research collaborators to 14 research grants with a total fund of RM929,568.80.

The core of her work is close collaboration with pre-service teachers and practitioners to help them understand and implement creator mindset through design thinking for gamification, and develop innovative learning designs that can trigger learners' interest and immerse them in the learning process. She advocates playful yet impactful learning by optimising digital and non-digital technologies that empowers both teachers and learners. To date, Mas Nida has produced more than 18 innovations, including mobile apps, web-based apps, board games, and teaching module, that have been copyrighted. Due to her outstanding contributions, Mas Nida has received two of the most coveted awards in UPM, namely the Putra InnoCreative Award for Best Innocreative Educator (Face To Face Immersive Learning Experience) in 2019 and the Vice Chancellor Fellowship Award in Teaching and Learning in 2020.

Mas Nida merupakan Graduan Teknologis dan Pensyarah Kanan dalam bidang Teknologi Pengajaran dan Reka Bentuk Pengajaran di Jabatan Asas Pendidikan, Fakulti Pengajian Pendidikan. Beliau adalah Timbalan Pengarah (Inovasi Pengajaran dan Pembelajaran) di Pusat Pembangunan dan Kecemerlangan Kepemimpinan Akademik, UPM. Bidang kajian dan kepakaran beliau merangkumi Teknologi Maklumat, Teknologi Pendidikan, Teknologi Pengajaran dan Reka Bentuk Pengajaran, Pembangunan Profesional Guru, Ketangkasan Pembelajaran Digital, dan Gamifikasi. Beliau juga telah menulis sebanyak lebih daripada 50 buah artikel penyelidikan di dalam bidang teknologi pendidikan. Beliau juga merupakan penyelidik utama kepada empat buah geran penyelidikan dengan jumlah pendanaan RM213,050.00 dan penyelidik bersama kepada 14 buah geran penyelidikan dengan jumlah pendanaan RM929,568.80.

Kerjasama erat dengan guru pelatih dan pengamal pendidikan untuk membantu mereka mendalami dan mengamalkan minda pencipta melalui reka bentuk pemikiran bagi gamifikasi, dan membangunkan reka bentuk pembelajaran yang berinovatif yang dapat memupuk minat dan penghayatan pelajar di dalam proses pembelajaran merupakan tunjang kekuatan beliau. Beliau menyokong pembelajaran melalui bermain yang mendatangkan impak tinggi kepada pembelajaran dengan mengoptimumkan teknologi digital dan bukan digital yang sebagai usaha untuk memperkasa guru dan pelajar. Sehingga kini, Mas Nida telah menghasilkan lebih daripada 18 inovasi, termasuk aplikasi mudah alih, aplikasi berasaskan web, papan permainan, dan modul pengajaran yang ditelah dilindungi hakcipta. Mas Nida telah terlibat secara aktif di dalam pelbagai pertandingan inovasi dan memenangi pelbagai anugerah dan pingat di pertandingan inovasi pengajaran dan pembelajaran di peringkat kebangsaan dan antarabangsa. Sumbangan beliau yang cemerlang di dalam bidang pendidikan telah membawa kepada penerimaan Anugerah Putra InnoCreative Award for Best Innocreative Educator (Face To Face Immersive Learning Experience) pada tahun 2019 dan Anugerah Fellowship Naib Canselor pada tahun 2020.

Mas Nida merupakan Ahli Eksekutif bagi persatuan berprestij Asia-Pacific Society for Computers in Education (APSCE). Beliau aktif melibatkan diri di dalam Special Interest Group: Practice-driven Research, Teacher Professional Development and Policy of ICT in Education (SIG-PTP) dan Special Interest Group: Developments of ICT in the Asia-Pacific (SIG-DICTAP) sejak tahun 2014 di bawah lembayung APSCE.

C. BIDANG PENYELIDIKAN (RESEARCH AREA)

Teknologi Maklumat Teknologi Pendidikan Teknologi Pengajaran & Reka Bentuk Pembelajaran Pembangunan Profesional Guru Ketangkasan Pembelajaran Digital Gamifikasi	Information Technology Educational Technology Instructional Technology & Learning Design Teachers' Professional Development Digital Learning Agility Gamification

D. PENYELIDIKAN SEMASA (CURRENT RESEARCH)

Principle Investigator

1. The Role of Social, Cultural, and Historical Practices in Accommodating the Integration of Interactive Whiteboards among Teachers, RM50,000.00, Geran Putra UPM – Completed.
2. Developing A "Plug-And-Play" Prototype of An Augmented Reality Embedded Gamification Learning Kit: A Gamified Approach in Classroom Instruction, RM10,000.00, Geran Insentif Pengajaran dan Pembelajaran UPM – Completed.
3. Prototyping iPacer: A Generic Differentiated Assessment Tool for Mixed-Ability Classroom, RM25,000.00, Geran Insentif Pengajaran dan Pembelajaran UPM – Completed.
4. Development of Digital Learning Agility Framework Based on School Teachers' Performance, RM128,050.00, Fundamental Research Grant Scheme – On-going.

E. PENERBITAN (SELECTED PUBLICATIONS)

1. Alajmi, N. F. S. H., **Khambari, M. N. M.**, Abdrahim, N. A. & Wong, S. L. (2024). The Acceptance and Use of Mobile Learning for Kuwaiti Government Employee Training: Views from the Perspectives of UTAUT. International Journal of Academic Research in Business and Social Science, 14(1, 112-129. ERA Indexed. https://doi.org/10.6007/IJARBSS/v14-i1/19535
2. Chen, W., Hayashi, K., **Khambari, M. N. M.**, Kinshuk, Mason, J., Wong, L.-H., & Xie, K. (2023). Commentaries on IDC Theory in practice. Research and Practice in Technology Enhanced Learning, 18, 024. Scopus Indexed. https://doi.org/10.58459/rptel.2023.18024
3. Majuddin, C., **Khambari, M. N. M.,** Wong, S. L., Ghazali, N., & Norowi, N. M. (2022). Students' Perspectives on the Use of Differentiated Assessment Tool: Results from an Explanatory Sequential Mixed-Method Pilot Study. Contemporary Educational Technology, 14(2), ep358. Scopus Indexed. https://doi.org/10.30935/cedtech/11667
4. Sin Yoon, C., & **Khambari, M. N. M.** (2022). Design, Development, and Evaluation of the Robobug Board Game: An Unplugged Approach to Computational Thinking. International Journal of Interactive Mobile Technologies (iJIM), 16(06), 41–60. Scopus Indexed. https://doi.org/10.3991/ijim.v16i06.26281
5. **Khambari, M. N. M.,** Wong, S. L., Zakaria, N. S., Abdullah, K., Moses, P., Hamzah, S. R. (2022). Identifying the Dimensions of Teachers' Digital Learning Agility in the Age of Exponential Technology Use. In 30th International Conference on Computers in Education Conference, ICCE 2022-Proceedings. Scopus Indexed.
6. Abdullah, K. & **Khambari, M. N. M.** (2022). Factors Affecting the Acceptance of Asynchronous Video-Based Learning among Malaysian Secondary School Students. In Iyer, S. et al. (Eds.) (2022). In 30th International Conference on Computers in Education Conference, ICCE 2022-Proceedings.
7. Wang, D., **Khambari, M. N. M.,** Qiu, Q. (2022). Curriculum Design System Based on AR Glasses for Interest-Driven Learning. In 30th International Conference on Computers in Education Conference, ICCE 2022-Proceedings. Scopus Indexed.
8. Wang, D., **Khambari, M. N. M.**, Wong, S. L., & Razali, A. B. (2021). Exploring Interest

Formation in English Learning through XploreRAFE+: A Gamified AR Mobile App. Sustainability, 13(22), 12792. JCR-Q2. https://doi.org/10.3390/su132212792

9. **Khambari, M. N. M**., & Rofie, F. S. M. (2021). Augmented Reality Mobile Application Co-Design Experience: Delineating the Nuances from the Lens of a System Developer. Asian Social Science, 17(11), 198-198. ERA Indexed.
10. Wang, D., & **Khambari, M. N. M.** (2021). An AR-based Gamified English Course in Vocational College through Interest-Driven Approach. Universal Journal of Educational Research, 8(1A), 132-137. Scopus Indexed. https://doi.org/10.13189/ujer.2020.081317
11. Wang, D., **Khambari, M. N. M.,** Wong, S. L., & Razali, A. B. (2021). Exploring the Use of Gamified Augmented Reality Apps in the Formation of Interest Among Vocational College Students. Proceedings of the 29th International Conference on Computers in Education. Asia-Pacific Society for Computers in Education. Scopus Indexed.
12. **Khambari, M. N. M.,** Wang, D., Wong, S. L., Moses, P., Khambari, M. N. M., Rahmat, R. W. O., & Khalid, F. (2021). Design of Customizable Gamified Augmented Reality Apps: Towards Embracing Active Learning. In Rodrigo, M. M. T. et al. (Eds.). In 29th International Conference on Computers in Education Conference, ICCE 2021 - Proceedings. Scopus Indexed.
13. Wang, D., & **Khambari, M. N. M.** (2020). The Application of a Game-Based AR Learning Model in English Sentence Learning. Malaysian Online Journal of Educational Technology, 8(1), 63-71. http://dx.doi.org/10.17220/mojet.2020.01.005
14. Majuddin, C., **Khambari, M. N. M.,** Wong, S. L., & Mohd, N. (2020). An Exploratory Study on PutraPacer as a Differentiated Assessment Tool for Learning. In 28th International Conference on Computers in Education Conference, ICCE 2021 - Proceedings. Scopus Indexed.
15. Dan, W., **Khambari, M. N. M.,** Wong, S. L., & Razali, A. B. M. (2020, November). Evaluation of a Gamified Augmented Reality Mobile App to Support English Language Learning Among Non-Native Speakers. In Proceedings of the 28th International Conference on Computers in Education, Asia-Pacific Society for Computers in Education, Virtual (pp. 23-27). Scopus Indexed.
16. **Khambari, M. N. M.** (2019). Instilling Innovativeness, Building Character, and Enforcing Camaraderie through Interest-Driven Challenge-Based Learning Approach. Research and Practice in Technology Enhanced Learning, 14(1), 1-19. Scopus Indexed.
17. Alajmi, N., **Khambari, M. N. M.,** Luan, W. S., & Rahim, N. A. A. (2019). Mobile Learning in the Workplace: Employee's Perspectives on Readiness, Acceptance, Benefits and Limitations of Training with Mobile Technology in Kuwait. International Journal of Innovation, Creativity and Change, 10(9), 23-39. Scopus Indexed.
18. Mohamed, N. T., **Khambari, M. N. M.,** Ayub, A. F. M., & Mokhtar, M. M. (2019). Tujuan Penggunaan Papan Putih Interaktif dalam Pembelajaran dan Pemudahcaraan Guru Tabika KEMAS. Jauhari IPG Kampus Pendidikan Islam, 1(1), 139-150. MyCITE Indexed.
19. **Khambari, M. N. M.** (2019). Getting to Know the Scholarship of Teaching and Learning: A Typology from Reflections of an Academic's Teaching Journey. In S.L. Wong et al. (Eds.), Scholarship of Teaching and Learning @ UPM. Serdang: Centre for Academic Development.
20. Wong, S. L. & **Khambari, M. N. M.** (2019). Unpacking the Scholarship of Teaching and Learning for Academics. In S.L. Wong et al. (Eds.), Scholarship of Teaching and Learning @ UPM. Serdang: Centre for Academic Development.

F. PENGAJARAN (TEACHING)

1. FCE3401 Teknologi Pendidikan / Educational Technology
2. STE3701 Komputer dalam Pendidikan / Computers in Education
3. EDT5300/EDU5318 Peresapan Inovasi dalam Pengajaran / Diffusion of Innovations in Educational Technology
4. EDT5003 Teknologi Baharu di dalam Pengajaran dan Pembelajaran / Emerging Technologies in Teaching and Learning
5. EDU5304 Media Pengajaran / Instructional Media
6. EDU5321 Multimedia dan Teknologi Komunikasi di dalam Pengajaran /