



قضايا وتحديات إستراتيجيات التدريس الإلكتروني والتعلم النشط في ضوء مستجدات العصر



Education 5.0



الأستاذ الدكتور محمد صبري بن شهرير
كلية التربية

الجامعة الإسلامية العالمية ماليزيا



مقر الإيسيسكو، الرباط

المملكة المغربية

1-2 نوفمبر 2022م

Day Two

(Wednesday, 2nd November, 2022) (Rabat Time)

First Session

Experiences and views on using modern teaching strategies

Moderator: Dr. Ahmed Said Bah, Advisor to ICESCO Director-General

| | |
|---------------|---|
| 10:00 - 10:10 | Dr. Mohammed Aziz Ouahabi Director of the National School of Architecture, Rabat, Kingdom of Morocco |
| 10:10 - 10:20 | Dr. Majed bin Abdulah Al-Osaimi Vice-President of the International Center for Educational and Family Strategies, Kingdom of Saudi Arabia |
| 10:20 - 10:30 | Dr. Fouad Chafiqi Director of Curricula, Ministry of National Education, Preschool and Sports, Kingdom of Morocco |
| 10:30 - 10:40 | Dr. Yoo, Sung Sang Professor of Education, Director of Graduate School Program of International Education Development program, Seoul National University, Korea |
| 10:40 - 10:50 | Prof. Dr Muhammad Sabri bin Sahrir Department of Language and Literacy, Kulliyah of Education, Malaysia |
| 10:50 - 11:00 | Dr. Andressa Pellanda Education Expert, Federal Republic of Brazil |
| 11:00 - 11:10 | Dr. Mohammed Darij Professor of Psychology and Education Sciences, Faculty of Education Sciences, Mohammed V University, Rabat, Kingdom of Morocco |
| 11:10 - 11:20 | Dr. Anvar Gëšić Education Expert, Sandžak Region, Serbia |
| 11:20 - 11:40 | Break |



مقر الإيسيسكو
الرباط، المملكة المغربية
2 - 1 نوفمبر 2022



الرباط عاصمة الثقافة
في العالم الإسلامي
Rabat, Culture Capital in the Islamic World
Rabat, Capitale de la culture du monde islamique

1 - 2 نوفمبر 2022
مقر الإيسيسكو
الرباط، المملكة المغربية



مقدمة

- صار استخدام التكنولوجيا التعليمية مهارة رقمية حاسمة يحتاج المعلمون والمربون لإتقانها، خاصة في تعليم القرن الحادي والعشرين.
- لقد دفع تفشي جائحة كوفيد-19 المعلمين نحو التدريس والتعلم عن بعد في حالات الطوارئ (ERTL) من خلال العديد من المنصات والتقنيات عبر الإنترنت.
- في سياق التعليم والتعلم، من المتوقع أن تطور الثورة الصناعية 4.0 يمكن أن تجعل المشاكل والتحديات يمكن التغلب عليها بسهولة. ومع ذلك، فإن الحل ليس سهلاً لأن وسيلة واحدة لا تناسب الجميع.
 - لقد أشارت البحوث والدراسات في مجال التعليم العالي في المناطق المختلفة إلى التفاؤل بشكل عام بنتائج تجربة التعلم الإلكتروني التي فرضتها عليهم جائحة كوفيد-19.
 - مع ذلك، إن التجربة كشفت أيضاً عن عدد من المشكلات التي يجب معالجتها بهدف تطوير التعليم الإلكتروني بشكل فعال.

تجارب وخبرات التعليم والتعلم أثناء جائحة كوفيد-19



لقد فات 131 مليون طفل ثلاثة أرباع تعليمهم الشخصي منذ مارس 2020 ، وحوالي 77 مليون منهم فاتهم جميعا تقريبا. لا تزال المدارس مغلقة كليا أو جزئيا في حوالي 27 في المائة من البلدان ، وفقا للوكالة. - [UNICEF](https://www.unicef.org/) (تقرير أثناء تفشي الكورونا 2020-2021)

دليل معلم في التدريس من البيوت



MANUAL PDPR KPM:

KAEDAH PEMBELAJARAN & PENGAJARAN DI RUMAH



مفوضية الاعتماد الأكاديمي
Commission for Academic Accreditation

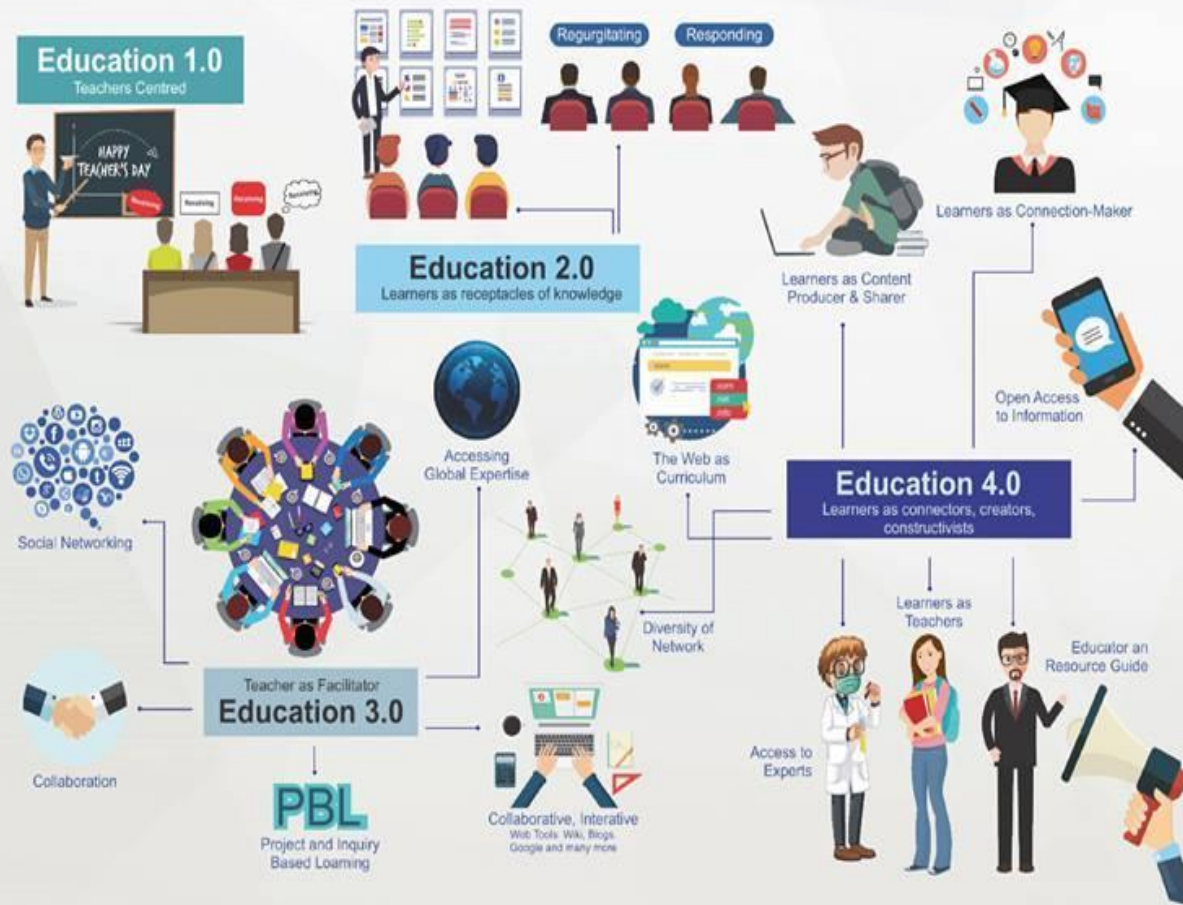
“مؤسسات التعليم العالي، أولاً وبشكل عام، استوعبت على الفور تحديات التحول إلى التعلم الإلكتروني، في منتصف الفصل الدراسي و ... كرّس أعضاء هيئة التدريس والإداريين على حد سواء أنفسهم بالكامل لأداء هذه المهمة الشاقة. ثانيًا، أصبحت العديد من المؤسسات في طور التكوين مؤسسات تعليم إلكترونية.”

— توماس ج. هوشيتلر
عضو هيئة الاعتماد الأكاديمي (CAA)
بوزارة التربية والتعليم بالإمارات

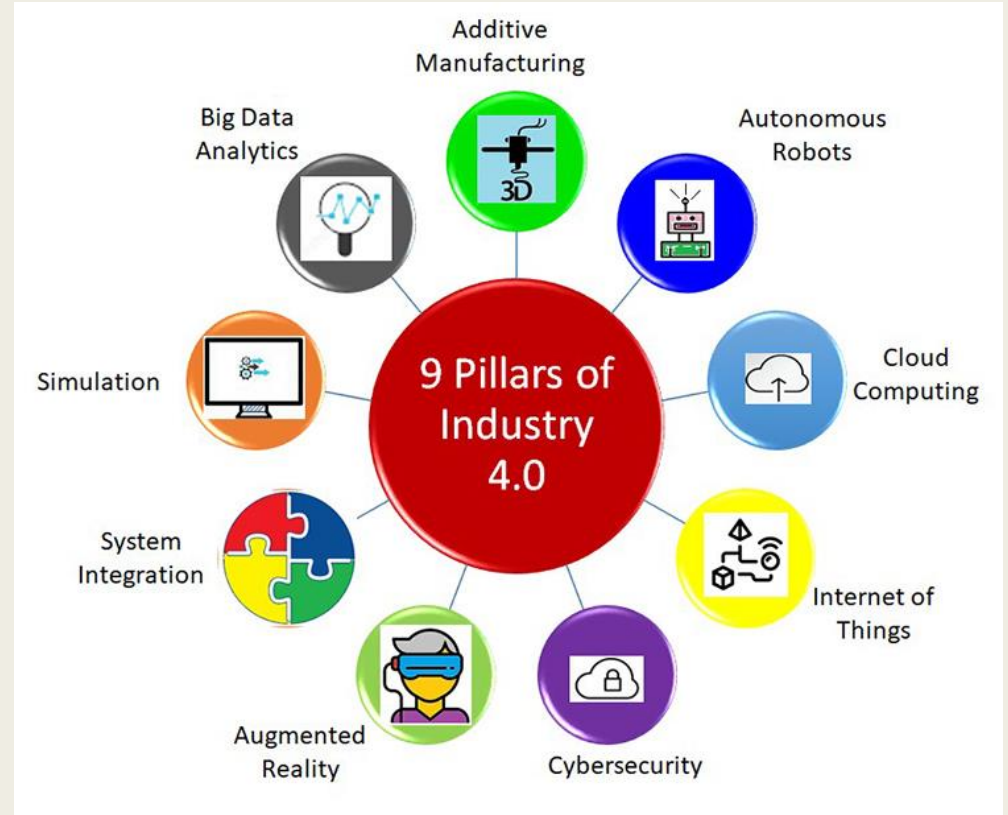


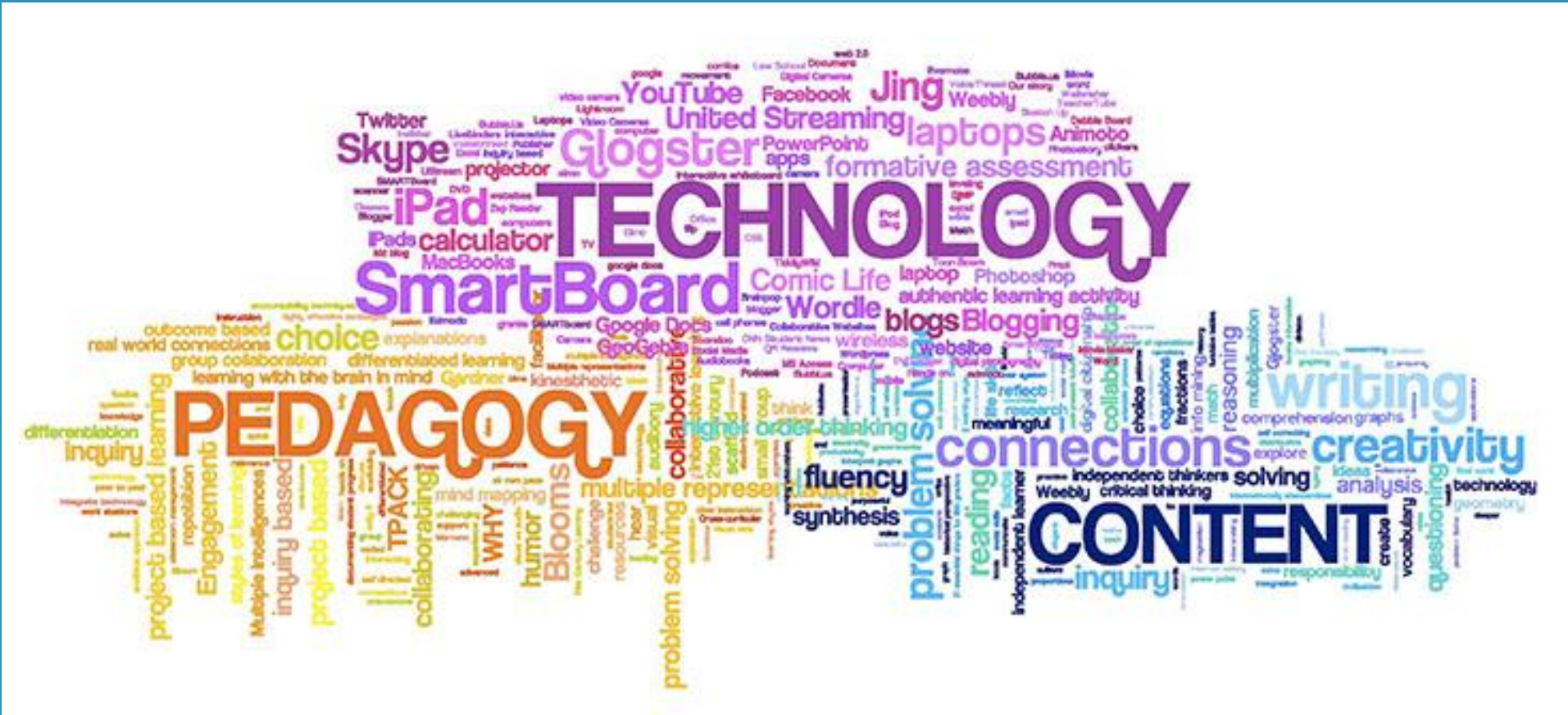
الإمارات
THE EMIRATES

Malaysia Education 4.0: Connectors, Creators, Constructivists...

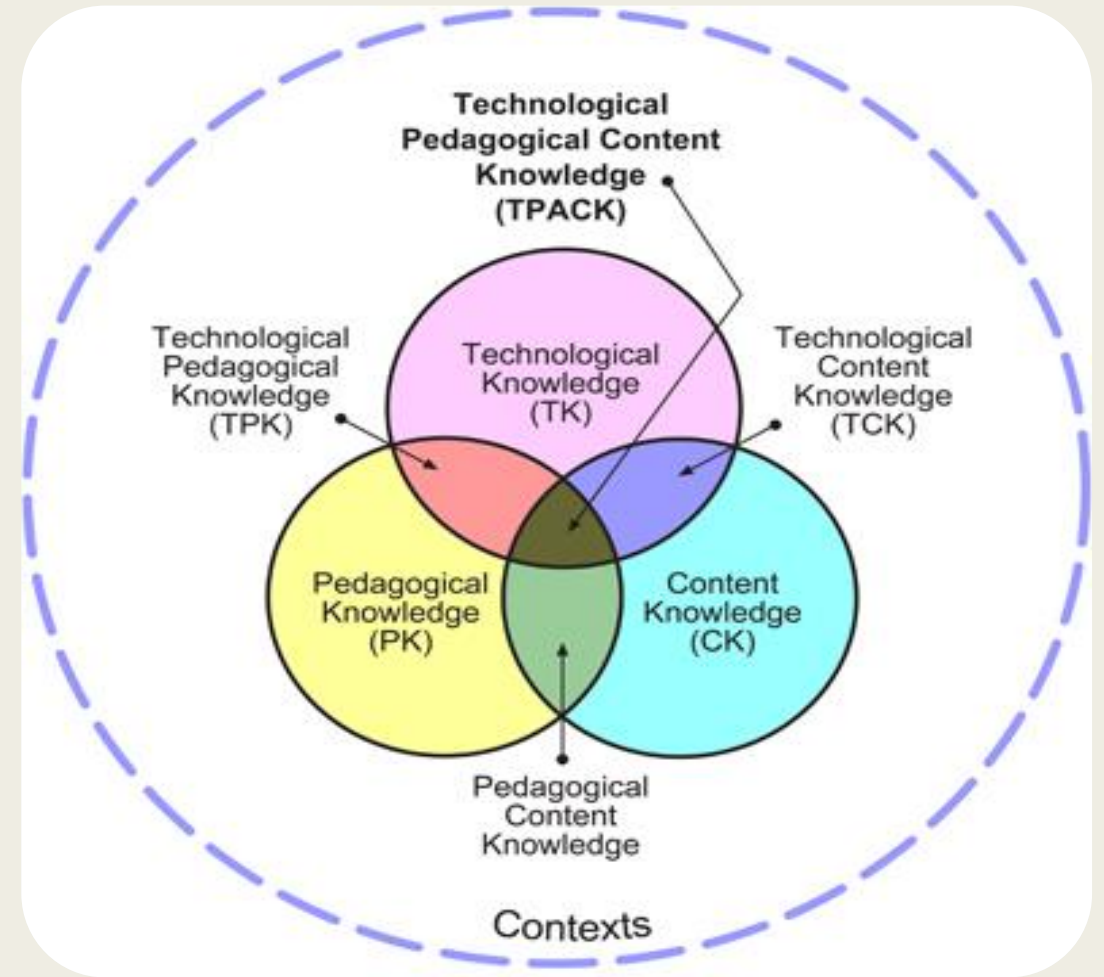
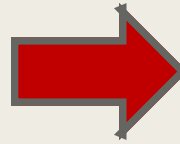
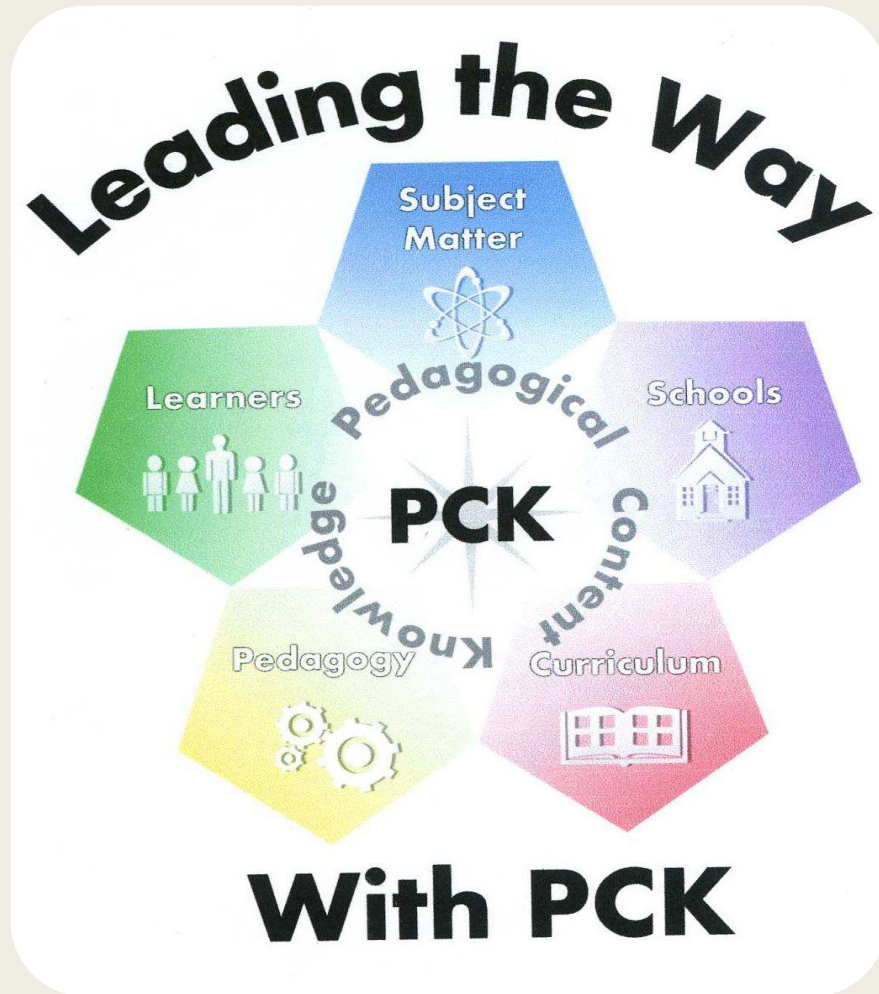


Source: Abdul Rahim Hashim. (2017). *Preparing graduates for the 4th Industrial Revolution*. Plenary forum presented at the 7th World Engineering Education Forum 2017, Kuala Lumpur, Malaysia.





From PCK to TPACK

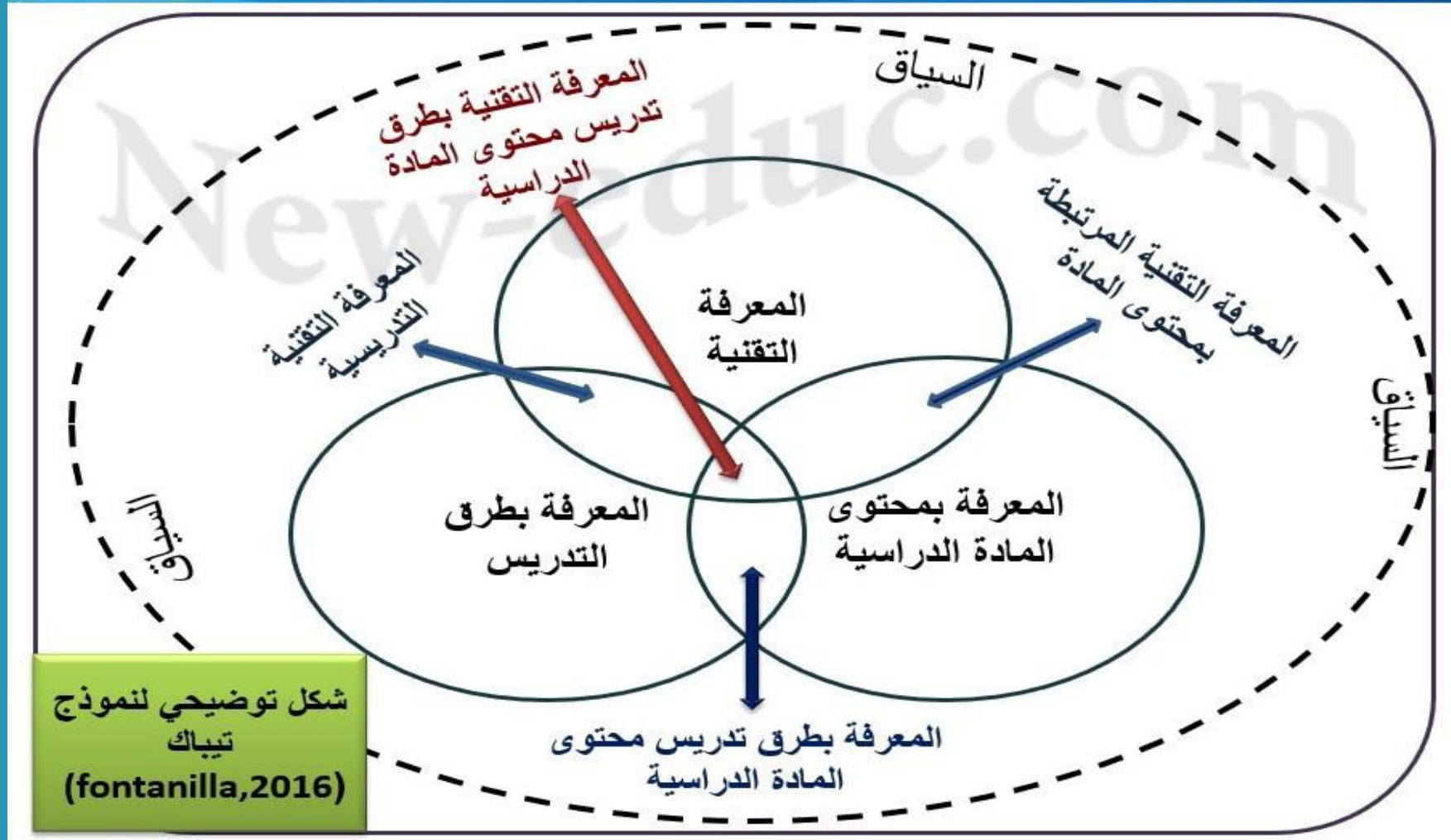


MHP BCK

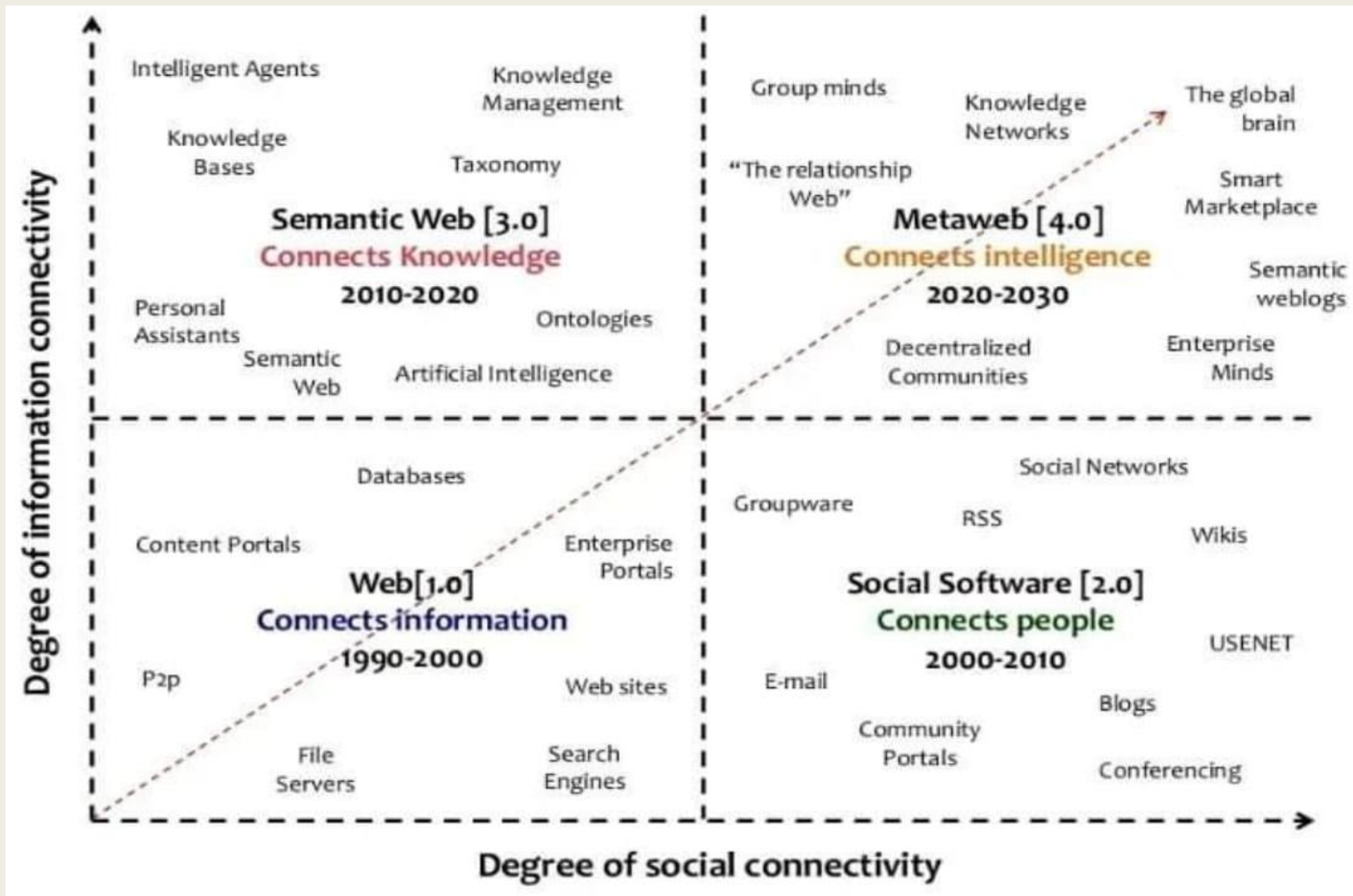
Contexts

Knowledge

Content



شكل توضيحي لنموذج تيباك (fontanilla,2016)



سلسلة دورة تدريبية
دورة تكوينية لبرنامج عام ٢٠٢١ م
حول أدوات التقويم الإلكترونية لقياس أداء متعلمي اللغة العربية الناطقين بغيرها

DAURAH TADRIBIYAH SIRI 1/2021 (ZON UTARA)
PENTAKSIRAN DAN PENILAIAN KEMAHIRAN BAHASA ARAB BERBANTUKAN TEKNOLOGI



Ungapan Perasmian
Tn. Hj. Muhammad Fauzi bin Abdul
Ketua Penolong Pengarah
Bahagian Pendidikan Islam KPM



Ungapan Penutupan
Tn. Hj. Azizan bin Muhammad
Ketua Penolong Pengarah Kanak
Bahagian Pendidikan Islam KPM



د. عبد الرحمن بن يوس
مدير مركز الإيسيسكو للتقنية
مانيبا



د. محمد صمي بن شهور
كاتبه التوثيق - الجامعة الإسلامية العالمية
مانيبا




الخبير عادل بوزوقي مستشار
المدير العام لمركز الإيسيسكو العالمية
وتأسيسها العلمية في مجال اللغة
العربية

٢٨ & ٢٩ مارس ٢٠٢١ | ٨ صباحا - ٥ مساء

Dewan Al-Farabi, Jabatan Pendidikan Negeri Kedah

f LIVE

Majlis Perasmian pada Ahad, 28 Mac 2021 (3.30 petang)
Majlis Penutupan pada Isnin, 29 Mac 2021 (12.00 tengah hari)



Bahagian Pendidikan Islam KPM


post content.

Page created - 16 May 2020

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Liked

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Bahagian Pendidikan Islam KPM

29 March · 🌐

...


Video program pengantarabangsaan Daurah Tadribiyah Siri 1/2021 (Zon Utara) anjuran Bahagian Pendidikan Islam KPM dengan kerjasama [icescomalaysia_official](#).





سلسلة دورة تدريبية ١/٢٠٢١
Daurah Tadribiyah Siri 1/2021 (Zon Utara)

Khairul Hakimy, Mohd Sabri Mohd Noor and 54 others · 31 shares

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 Jakel online PP
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Like

Like

Like

Add your business to Facebook

Showcase your work, create ads and connect with customers or supporters.

Create Page



الجامعة الافتراضية
Virtual university

ويقصد بها الجامعات التي تقدم برامج متكاملة عبر الشبكة



التعليم القائم على الشبكة
Web-Based Learning

هو التعلم الذي يستخدم به الإنترنت



المؤتمرات المحوسبة
Computer Conferencing

هي وسائل وأدوات اتصال عبر الإنترنت كان يقصد بها التعليم الإلكتروني حتى بداية التسعينيات



التعليم الموزع
Distributed Learning

هو التعلم من أكثر من مصدر ويتبع قاعدة في أي وقت وأي مكان وبأي طريقة



التعليم المفتوح
Open Learning

هو التعلم الذي يكون هدفه أساسيا وبأي طريقة كانت فالهدف هنا إحداث التعلم



التعليم عن بعد
Distance learning

وهو التعلم الذي يكون به المتعلم في مكان والمرسل في مكان آخر



التعليم المحسن
Enhanced Learning

هو نظام التعليم الذي يهدف إلى تحسين التعليم باستخدام التقنيات الحديثة والمستحدثات



التعليم المدمج
Blended Learning

هو التعليم الذي يدمج بين الأساليب التقليدية في التعليم و الأساليب التقنية



التعليم المرن
Flexible learning

وهو نظام يشير إلى التعليم الموزع وأيضا يتبع قاعدة في أي وقت وأي مكان وبأي طريقة

مهارات القرن الحادى والعشرين

المسئولية والقدرة على التكيف

مهارات الاتصال

الإبداع والتطلع الفكرى

التفكير النقدى والتفكير المنظومى

المعرفة الخاصة بالمعلومات والوسائط.

المهارات الشخصية والتعاونية

تحديد المشكلات وصياغتها وحلها

التوجيه الذاتى

المسئولية الإجتماعية

المسئولية الإجتماعية

التوجيه الذاتى

مهارات التدريس في القرن الحادي والعشرين



مهارات رقمية أساسية لمعلمي القرن الـ21



تسجيل و تحرير
المقاطع الصوتية..

- 1) Soundcloud.com
- 2) Audioboom.com
- 3) Vocaroo.com
- 4) Clynx.it

تصميم الفيديو..

- 1) Youtube Video Editor
- 2) Wevideo.com
- 3) Magisgto.com
- 4) Animoto.com

إنشاء الرسوم البيانية
والمصقات ..

- 1) Piktochart.com
- 2) Canva.com
- 3) Drawings.google.com
- 4) Thinglink.com

الانضمام لشبكات التواصل
الاجتماعي...

- 1) Twitter.com
- 2) Facebook.com
- 3) Plus.google.com
- 4) LinkedIn.com

استخدام المدونات و الويكي
لإنشاء مساحات حوار مع الطلبة

- 1) Blogger.com
- 2) Wordpress.com
- 3) Edublogs.org
- 4) Wikispaces.com

إعداد العروض
التقديمية...

- 1) Docs.google.com/presentation
- 2) Haikudeck.com
- 3) Zoho.com/docs/show.html
- 4) prezzi.com

إعداد ملفات الإنجاز
الإلكترونية..

- 1) Web.seesaw.me
- 2) Silk.co
- 3) Sites.google.com
- 4) Weebly.com

إنشاء وتنظيم ومشاركة
المصادر التعليمية..

- 1) Diigo.com
- 2) Scoop.it
- 3) Educlipper.net
- 4) Edshelf.com

إنشاء الاختبارات
الإلكترونية..

- 1) Flipquiz.me
- 2) Riddlw.com
- 3) Quizalize.com
- 4) Testmoz.com

تقويم وتقييم نتائج التعلم عبر التقنية

EXAM?



تعلم اللغة بمساعدة الحاسوب



QUIZ?



MARKS?



FEEDBACK?

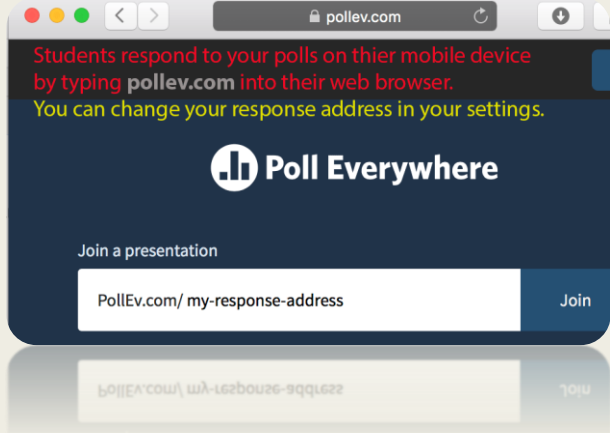
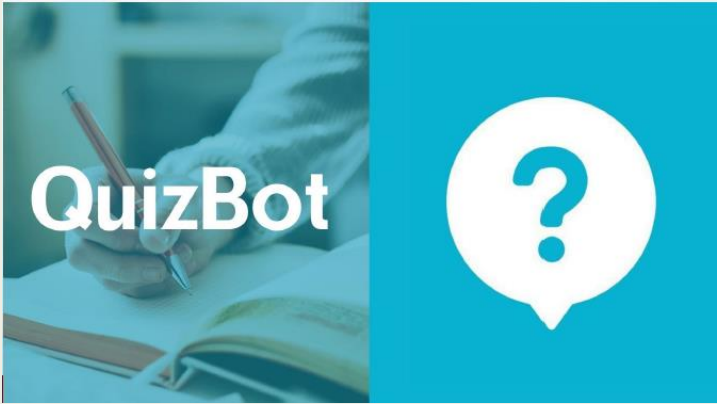
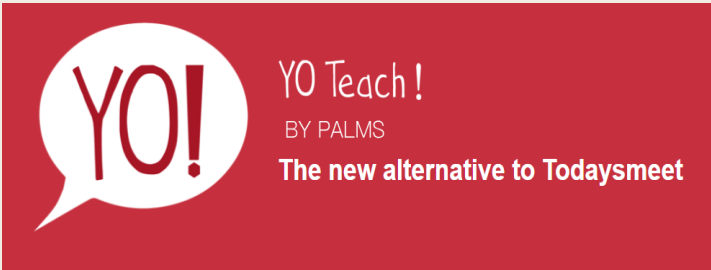


GRADE?



IMPROVEMENT?





RESEARCH AND INNOVATION IN 21ST CENTURY TEACHING AND LEARNING

The 21st C Learner is . . .



CREATIVITY IS
THINKING UP
NEW THINGS.

INNOVATION
IS DOING
NEW THINGS.

©2009/2010



ONLINE ARABIC LANGUAGE GAMES



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ARABIC EDUCATIONAL VOCABULARY GAMES FOR BEGINNERS

PRODUCT DESCRIPTION

Educational game or Digital Game-based Learning (DGBL) has been among teaching and learning aids in many disciplines of knowledge. This project presents an educational product of Arabic educational games for beginners that was specifically designed for pre-university students of Non-Arabic native speakers at the Centre for Foundation Studies (CFS), International Islamic University Malaysia (IIUM). This educational games in Arabic vocabulary are being used by the learners since 2011 until now. This digital games prototype is using web-based platform with Raptivity e-authoring tool in the prototype development process with a compendium of 34 various language games for Arabic language learners.

COMMERCIAL POTENTIALS

- The product is used since 2011 until now.
- The commercialization for this product is wide, which include various universities, schools, colleges, educational courses and programmes, etc.
- Various levels of learners in different learning institutions and settings.



URL: www.arabic-games-iiu.net



IID-SE 2010 IITM

IRIIE 2011 IIUM

I-NOVA 2011 USIM

IRIIE 2012 IIUM

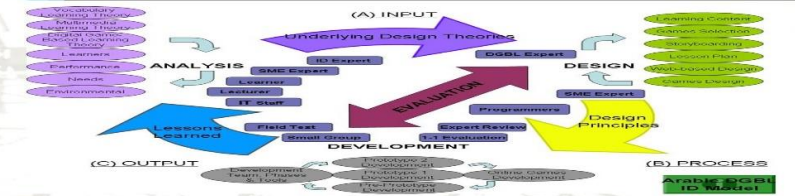
NUCEL 2014 MEIPTA & MoE

NOVELTIES

THEORY: Based on design and development research or DDR: The design and development of this games prototype are modeled on the methods and approaches of design and development research or DDR [Richey and Klein, 2007], or formerly known as developmental research [Richey, Klein and Nelson, 2004].
PRACTICE: Practical use of this educational vocabulary games for learners at CFSIIUM. It is also suitable for other settings as it is designed for beginner learners.

- AWARD & PUBLICATIONS:**
- 1- Muhammad Sabri, Sahrir (2011). *Formative evaluation of an Arabic online vocabulary learning games prototype : Lessons from a Malaysian higher learning institution experience*. In Alias, N. & Hashim, S. (Eds.), *Instructional Technology Research And Development: Lessons From The Field*. IGI Global, Hershey, PA, United States. ISBN 9781613501966 (In Press by November 2011, indexed in IDEA Group).
 - 2- Muhammad Sabri, Sahrir & Nor Aziah, Alias (2011). *A study on Malaysian language learners' perception towards learning Arabic via online games*. GEMA Online Journal of Language Studies, volume 11(3), pp. 129-145, September 2011 (SCOPUS-indexed)
 - 3- Sahrir, Muhammad Sabri and Alias, Nor Aziah and Ismail, Zawawi and Osman, Nurulhuda (2012). *Employing design and development research (DDR) approaches in the design and development of online Arabic vocabulary learning games prototype*. TOJET: The Turkish Online Journal of Educational Technology, 11 (2), pp. 108-119. ISSN Old (1303 - 6521), New: (2146-7242) - (ISI/SSCI-indexed)
 - 4- Sahrir, Muhammad Sabri and Yusri, Ghazali (2012). *Online vocabulary games for teaching and learning Arabic*. GEMA Online Journal of Language Studies, 12(3), pp. 981-977. ISSN 1675-8021 (SCOPUS-indexed)
 - 5- Sahrir, Muhammad Sabri (2013) *Al-'asab al-ughawiyah al-muhasabah li ta'allum al-ughah al-arabiyyah li an-naatliqin bi ghayriha bayna al-nazariyyah wan al-tatbiq: al-jami'ah al-islamiyyah al-salamiyah di Maaaliziya ramadhiyyah*. Journal of Faculty of Dar Al-Uloom, Egypt, 28, pp. 1-15. ISSN 0807-1509
 - 6- Sahrir, Muhammad Sabri (2013) *Rekabentuk permainan bahasa Arab komputer dalam pembelajaran bahasa Arab di kalangan para pelajar peringkat permulaan di UIAM dari tahun 2008 hingga 2011*. Special Bulletin by Saudi Cultural Attache in Malaysia, p. 53
 - 7- Sahrir, Muhammad Sabri and Alias, Nor Aziah (2012) *A design and development approach to Researching Online Arabic Vocabulary Games Learning in IIUM*. Procedia - Social and Behavioral Sciences, 67, pp. 360-369. ISSN 1877-0428
 - 8- *Catalogued in the National Grassroot Innovation Databank of Yayasan Inovasi Malaysia (ONLINE DATABASE).*
 - 9- **SILVER** : Invention, Innovation and Design - Special Edition (IID-SE 2010), UITM Shah Alam.
 - 10- **SILVER** : IIUM Research, Invention and Innovation Exhibition (IRIE) 2011, International Islamic University Malaysia (IIUM).
 - 11- **BRONZE** : Islamic Innovation Expo 2011 (Innova 2011), Indoor Nilai Stadium, organised by USIM and MOHE.
 - 12- **BRONZE** : IIUM Research, Invention and Innovation Exhibition (IRIE) 2012, International Islamic University Malaysia (IIUM).
 - 13- **SILVER** : National University Carnival of E-Learning (NUCEL 2014), organised by UITM, MEIPTA and MoE.

METHODOLOGY



RESULT AND DISCUSSION

| USER TESTING SESSIONS | MEAN SCORE AND INTERPRETATION | | | |
|------------------------------------|-------------------------------|----------------------|----------------------|-----------------------|
| | PERCEPTION | CONCENTRATION | IMMERSION | KNOWLEDGE IMPROVEMENT |
| Small Group Evaluation (16 users) | 4.09 (High) | 4.01 (High) | 3.48 (Moderate High) | 4.56 (High) |
| Field Test Evaluation 1 (35 users) | 3.98 (Moderate High) | 4.01 (High) | 3.27 (Moderate High) | 4.48 (High) |
| Field Test Evaluation 2 (49 users) | 3.89 (Moderate High) | 3.78 (Moderate High) | 3.28 (Moderate High) | 4.37 (High) |

*** Correlation is significant at the 0.01 level (2-tailed).

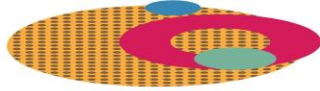
CONCLUSION

The prior needs analysis for the design and development of this games prototype was conducted among 113 out of 133 learners, and the correlational analysis was conducted after completion of this prototype among 100 learners in 3 different academic semesters in 2011. The final report was reported in a mixed method evaluation including learners' perception, concentration, immersion and knowledge improvement and qualitative findings from interview sessions, think-aloud methods, open-ended questionnaires, testimonials and class observation.





i-Mutawwif



IIDEL COMPETITION INVENTION, INNOVATION & DESIGN ON E-LEARNING (IIDEL) COMPETITION



QR CODE FOR I-MUTAWWIF



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INTRODUCTION

The explosion use of various mobile gadgets such as PC tabs, smartphones, I-Pads and so on has tremendously affected learning process and delivery of content and messages faster and faster including the creation of a new field of research that relates to language learning and mobile technologies called Mobile Assisted Language Learning or MALL. The mobile technologies are suitable for distance learners as well such as traveller's guide and backpackers who need to communicate in certain language in a country.

OBJECTIVE AND METHODOLOGY

This paper is focusing on the design and development of a mobile language guide application in Arabic language for Mutawwif (Umrah Tour Guide) through smart phones in Android supported platform via ADDIE model. The D&D process was done based needs analysis process among 100 Mutawwif at a national conference of Mutawwif organized at USIM, Nilai, Negeri Sembilan, Malaysia on 18 October 2016, whereby the evaluation on user testing session was conducted among 50 purposively selected respondents from 30 mutawwif at Andalusia Travel and Tours company and 20 learners at Baitul Mal Professional Institute, MAIWP under the specialization of Diploma in Hajj and Umrah Management from 26 March until 20 April 2017.



VALUE ADDED

- Selected basic vocabularies in Arabic, English and Malay based on user's needs analysis.
- Language menus based on categories of vocabulary, simple dialogues and greetings.
- Provided with Harakat and transliteration
- Related videos from various sources.



USEFULNESS

- For Mutawwif to communicate in Arabic and perform their duties.
- For Umrah and Hajj pilgrims at the Holy Lands.
- For travelers to the Middle East for various purposes.
- For Arabic language learners for specific purposes.

COMMERCIALISATION POTENTIAL

- Umrah Tour Guide
- Travel & Tours Agencies
- Tabung Haji, Ministry of Tourism
- Islamic Tourism Centre (ITC)
- Andalusia Travel and Tours (current collaborator)



IUCEL 2017
INTERNATIONAL UNIVERSITY
CARNIVAL ON E-LEARNING
26 – 27 September 2017, USIM



الجامعة الإسلامية العالمية ماليزيا
INTERNATIONAL ISLAMIC UNIVERSITY MALAYSIA
يُونَيْتِي اِسْلَامِيَّةٌ اِنْتَبَاهُ اِنْتَبَاهًا مَلِيْسِيَا

ACHIEVEMENT AND AWARD

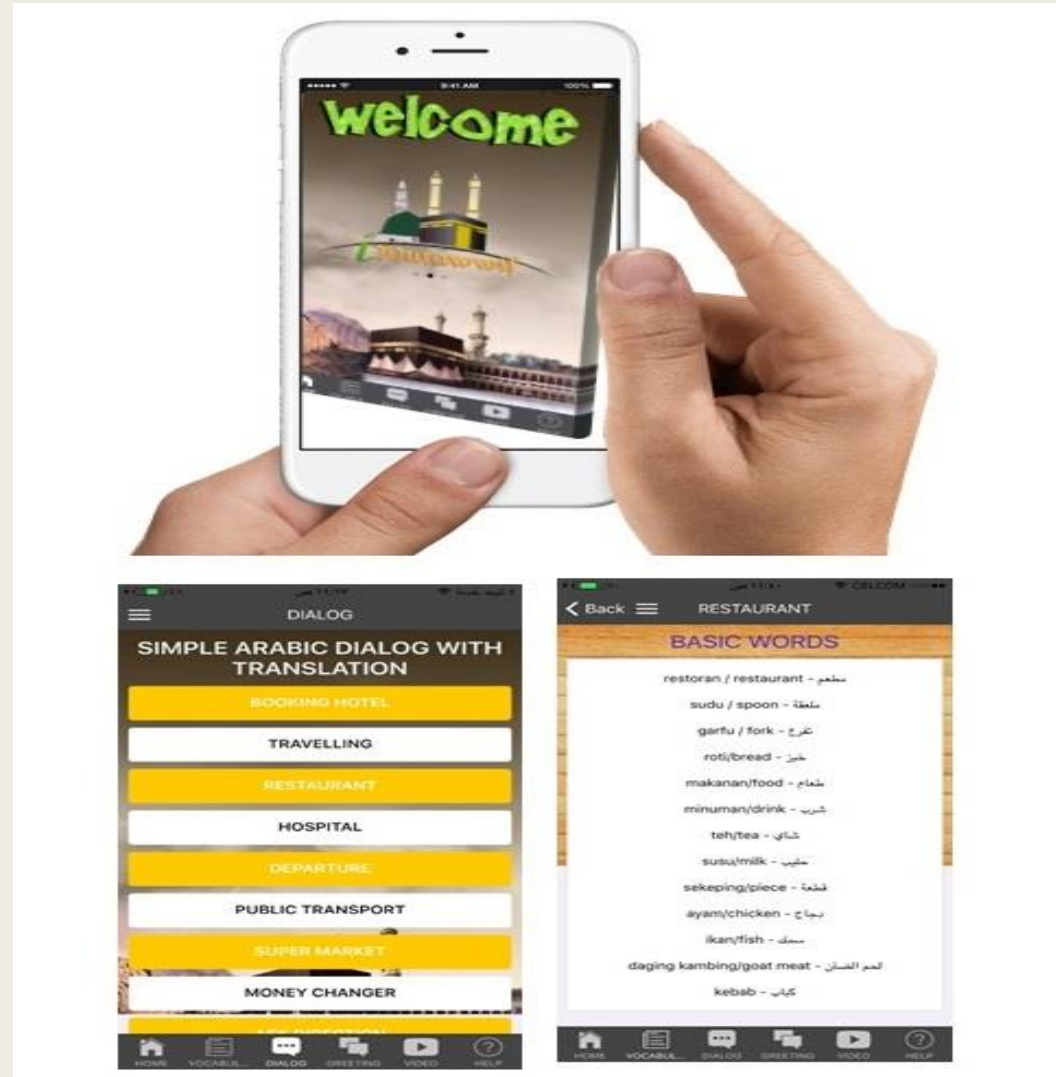
- Analyzing the learners' needs in mobile language application in Arabic for mutawwif (umrah tour guide). *Global Business and Social Entrepreneurship Resources*, 3 (5), pp. 57-72.
- Conference paper in International Conference on Humanities Language Culture & Business 2017, Cameron Highlands, Pahang, 22-23 April 2017.
- Master Thesis, Master in Arabic as a Second Language (MAASL), IIUM (2017)
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Acknowledgement

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i-Mutawwif





IIDEL COMPETITION
INVENTION, INNOVATION & DESIGN ON E-LEARNING (IIDEL) COMPETITION



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INTRODUCTION

The explosion of use of various mobile gadgets such as PC tabs, smartphones, I-Pads and so on has tremendously affected learning process and delivery of content and messages faster and faster including the creation of a new field of research that relates to language learning and mobile technologies called Mobile Assisted Language Learning or MALL. The mobile technologies are suitable for distance learners as well such as traveller's guide and backpackers who need to communicate in certain language in a country.

OBJECTIVE AND METHODOLOGY

This paper is focusing on the design and development of a mobile language guide application in Arabic language for Mutawwif (Umrah Tour Guide) through smart phones in Android supported platform via ADDIE model. The D&D process was done based needs analysis process among 100 Mutawwif at a national conference of Mutawwif organized at USIM, Nilai, Negeri Sembilan, Malaysia on 18 October 2016, whereby the evaluation on user testing session was conducted among 50 purposively selected respondents from 30 mutawwif at Andalusia Travel and Tours company and 20 learners at Baitul Mal Professional Institute, MAIWP under the specialization of Diploma in Hajj and Umrah Management from 26 March until 20 April 2017.



VALUE ADDED

- Selected basic vocabularies in Arabic, English and Malay based on user's needs analysis.
- Language menus based on categories of vocabulary, simple dialogues and greetings.
- Provided with Harakat and transliteration
- Related videos from various sources.

USEFULNESS

- For Mutawwif to communicate in Arabic and perform their duties.
- For Umrah and Hajj pilgrims at the Holy Lands.
- For travelers to the Middle East for various purposes.
- For Arabic language learners for specific purposes.

COMMERCIALISATION POTENTIAL

- Umrah Tour Guide
- Travel & Tours Agencies
- Tabung Haji, Ministry of Tourism
- Islamic Tourism Centre (ITC)
- Andalusia Travel and Tours (current collaborator)

ACHIEVEMENT AND AWARD

- Analyzing the learners' needs in mobile language application in Arabic for mutawwif (umrah tour guide), *Global Business and Social Entrepreneurship Resources*, 3 (5), pp. 57-72.
- Conference paper in International Conference on Humanities Language Culture & Business 2017, Cameron Highlands, Pahang, 22-23 April 2017.
- Master Thesis, Master in Arabic as a Second Language (MAASL), IUM (2017)
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CONTOH

PROJEK

i-Mutawwif: A Language Traveller Guide (Arabic-English-Malay) for Pilgrims via Mobile Phones

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THE PRODUCT

- Mobile communication app for Mutawwif
- 3 languages (Arabic – English – Malay).
- Selected basic vocabularies based on user's needs.
- Consists of selected vocabulary, simple dialogues and greetings
- Real-based situations.
- Provided with Harakat (vowel sounds) and transliteration

The Uniqueness

- Android based – wider users.
- List of vocabularies based on 6 categories/situations: basic phrases, asking for directions, at a restaurant, at a hospital, booking hotel room and travelling matters.
- Dialogues based on 6 categories/situations: travelling, at a restaurant, at a hospital, during departure, using public transport, at a supermarket, at a money changer, at a mosque and asking for directions.
- Important greetings based on real situations.
- Supported with instructional video.

APPLICATION
QR CODE FOR i-MUTAWWIF

- ✓ Prototype-Ready
- ✓ Compact
- ✓ User-Friendly
- ✓ Easy Interface
- ✓ Target User

NOVELTIES

THE MARKET

- For Mutawwif to communicate in Arabic and perform their duties.
- Andalusia Travel and Tours (current collaborator) – has 400 mutawwifs (Malaysia and Indonesia), managed 57278 Umrah performers in 2017 (3rd largest Pilgrimage Travel and Tour in the world)
- Muslim users (23% of the world's population).
- Almost 2-3 million pilgrims performing Hajj every year.
- Umrah and Hajj yearly form a US \$16.5 billion market in Saudi Arabia, with local businesses generating around US \$30 billion in ritual-related activities.

THE PARTNER

- Travel & Tours Agencies
- Tabung Haji & Ministry of Tourism
- Islamic Tourism Centre (ITC)
- Pilgrimage purposes from all over the world
- Embassy Officers
- Backpackers/Travellers
- Businessmen
- Expatriates
- Media partners
- Students

WAY FORWARD
Enhanced mobile app

AWARD & ACHIEVEMENTS:

- Analyzing the learners' needs in mobile language application in Arabic for mutawwif (umrah tour guide), *Global Business and Social Entrepreneurship Resources*, 3 (5), pp. 57-72.
- Development and Evaluation of i-Mutawwif: A Mobile Language Traveller Guide in Arabic For Mutawwif (Umrah Tour Guide), *International Journal of Interactive Mobile Technologies (IJIM)*, SCOPUS indexed (in press)
- Conference paper in International Conference on Humanities Language Culture & Business 2017, Cameron Highlands, Pahang, 22-23 April 2017.
- Master Thesis, Master in Arabic as a Second Language (MAASL), IUM (2017)
- Silver Medal, Innovation and Research Week Exhibition 2017 organised by UnISZA, UMT, TATIUC & Pusat Sains Negeri Terengganu
- Finalist, Pih Your Product (PYP) 2017, IUM Prosumer, 8-9 August 2017.
- Gold Medal, International University Carnival on E-Learning (IUCEL) 2017, organised by MoHE at USIM, 26-27 September 2017.

ACKNOWLEDGEMENT: IUM Research Management Centre for Research Grant (RIGS), 2015-2017, Project ID: RIGS15-107-0107

Malaysia Technology Expo 2018 - PWTG

تحديات مستقبلية في مواجهة التعليم أثناء الكوارث وبعدها

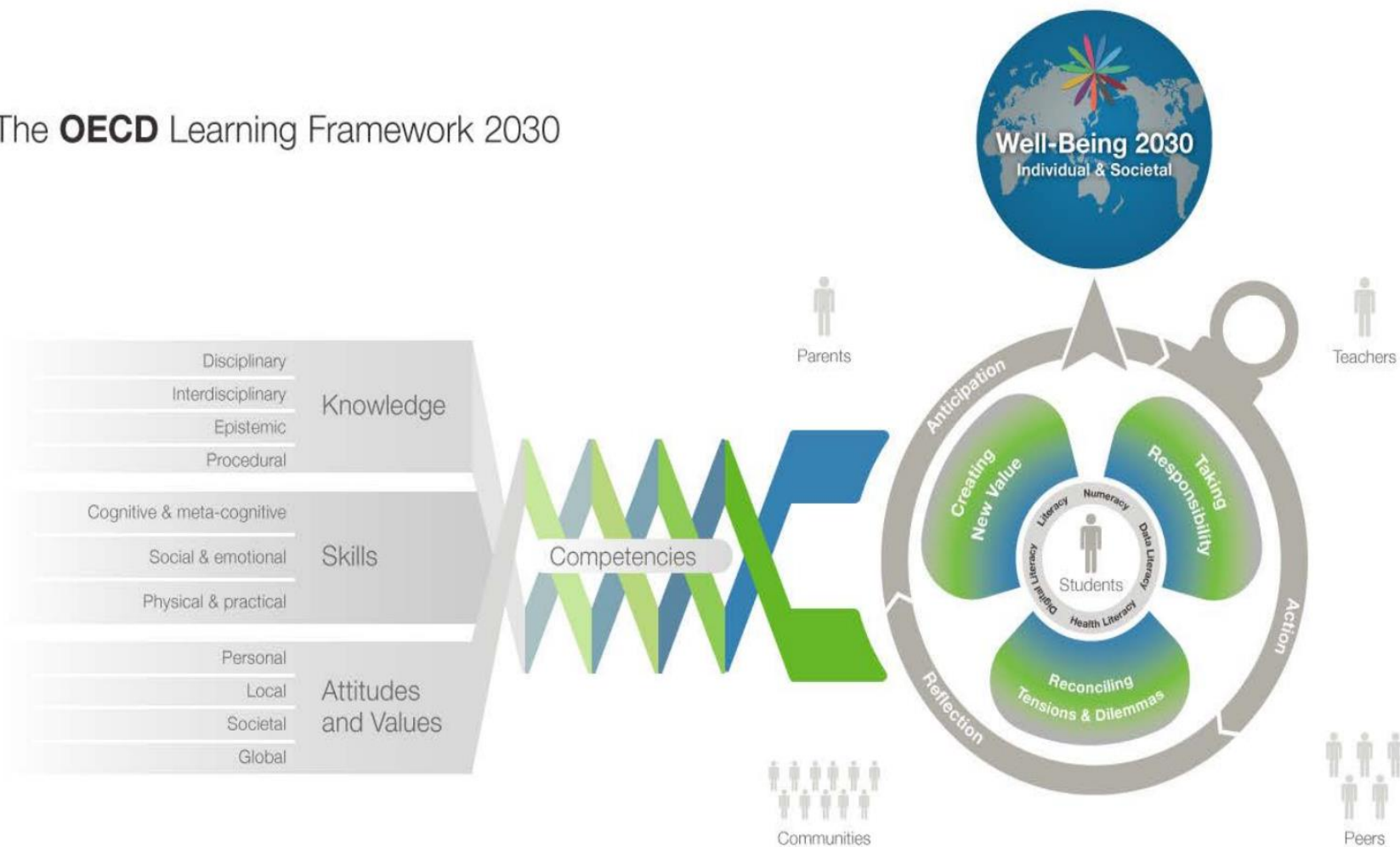
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- + خطة عمل للحلول المقترحة
- + التعاون بين الحكومات والمؤسسات
- + دور الآباء والأمهات كمدرسين مساعدين
- + السياسة التربوية والتعليمية
- + المناهج الدراسية وإستراتيجية التدريس
- + تعزيز سبل التعزيز والمراقبة والدعم المستمر
- + قضايا تعليمية بعد أيام جائحة كوفيد 19



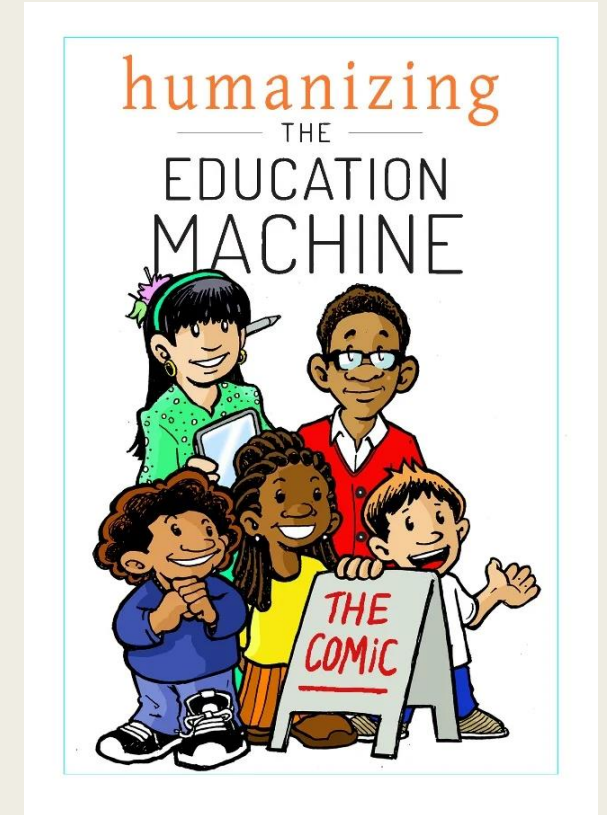
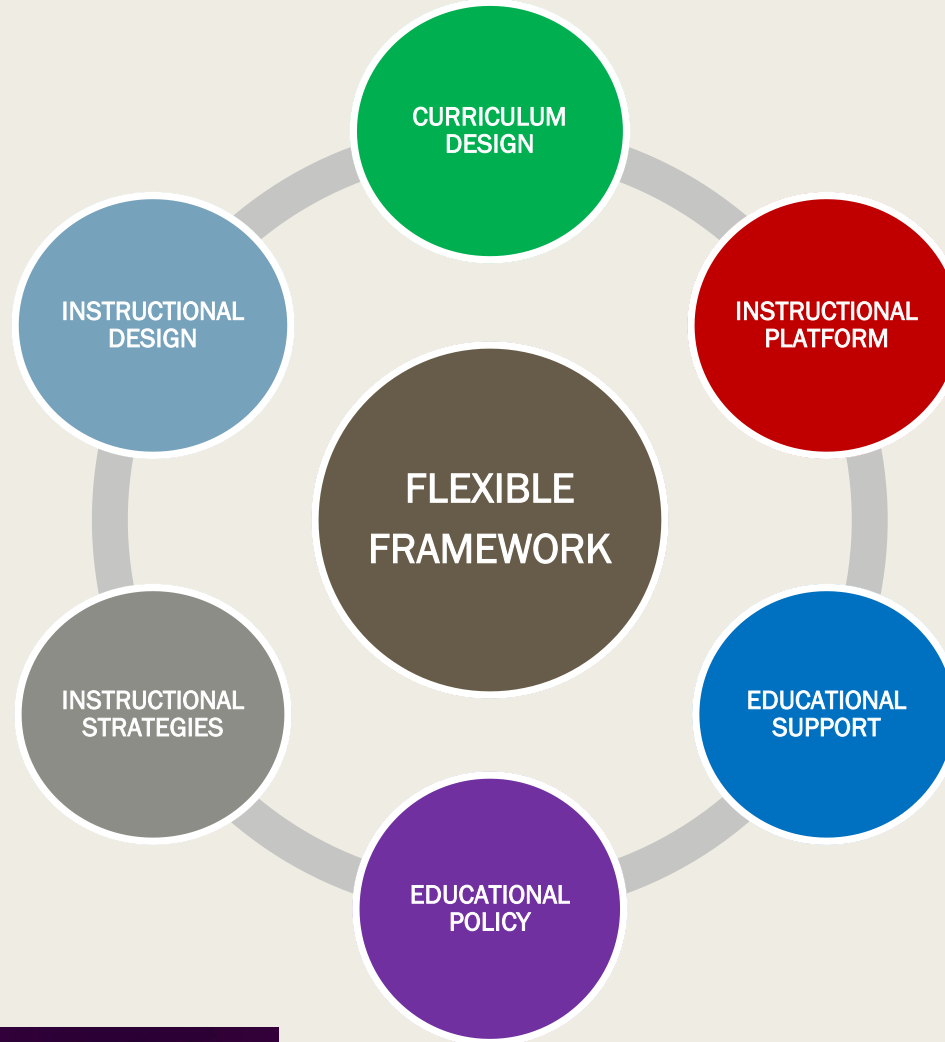


**THE FUTURE
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The **OECD** Learning Framework 2030



إطار تعليمي إلكتروني مقترح في ضوء مستجدات معاصرة



EDUCATION 5.0

EDUCATION
IS THE MOST
POWERFUL WEAPON
WE CAN USE
TO CHANGE THE WORLD

- NELSON MANDELA



إلى اللقاء



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