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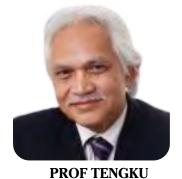
TALE 2025 Newsletter Articles

TAWHIDIC
PARADIGM IN
TEACHING &
LEARNING:

REINTEGRATING FAITH AND KNOWLEDGE



WELCOME TO TALE 2025 NEWSLETTER



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EDITOR DR. AZLIN NORDIN











A MESSAGE BY THE CHAIRPERSON

Alhamdulillahi Rabbil 'Alamin.

All praise is due to Allah (SWT). Blessings and salutations be upon our beloved Prophet Muhammad (SAW), his family, companions, and all who follow in his path.

It is with great pleasure that I present this newsletter in conjunction with the KICT Teaching and Learning Exhibition (TALE) 2025, held on 25 September 2025 at the Kuliyyah of Information and Communication Technology (KICT), International Islamic University Malaysia. This year's theme, "Tawhidic Paradigm in Teaching and Learning: Reintegrating Faith and IIUM's Knowledge," strongly supports Balanced mission to produce and Harmonious graduates.

The Tawhidic approach emphasises that the—pursuit of knowledge is a form of 'ibadah and must be firmly rooted in faith, ethics, and adab. As educators in the field of ICT, our responsibility extends beyond academic delivery, we are entrusted to nurture intellect ('aql), spiritual consciousness (ruh), and noble character (akhlaq) in our students. In today's rapidly evolving digital landscape, it is crucial that technology-enhanced learning remains—guided by Islamic values, ensuring that innovation does not come at the expense of—ethics, humanity, or spirituality.

TALE 2025 served as a meaningful platform for academics, researchers, and students to share best practices and innovations that embody the Tawhidic paradigm. The exhibition provided valuable insights on how teaching and learning can be enhanced to uphold IIUM's educational mission, preparing our graduates to become professionals and leaders who serve the Ummah with knowledge, adab, and amanah.

My heartfelt appreciation goes to the organising committee, presenters, contributors, and participants for their commitment, creativity, and dedication. May this newsletter strengthen our collective efforts toward continuous improvement in teaching and learning, and inspire us to uphold the spirit of Rahmatan lil 'Alamin in our educational endeavours.

For event highlights, gallery, and resources, please visit:

https://kict-tale2024.my.canva.site/kict-tale2025-website

Dr. Azlin NordinChairperson
KICT TALE 2025









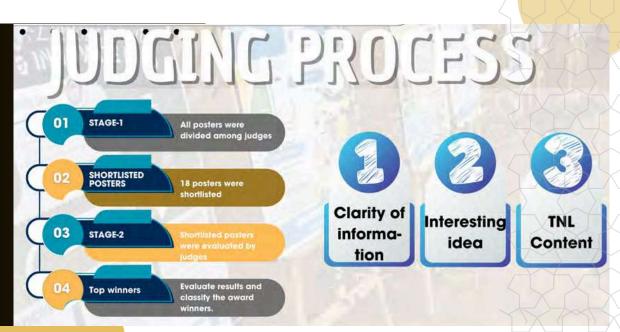
OPENING SPEECH BY PROF. EMERITUS DATO' TS. DR. TENGKU MUHAMMAD TENGKU SEMBOK. **DEAN OF KICT**





JUDGING PROCESS

(ICT TALE 2025







AWARD WINNERS



Poster Title	Author	Award
Computation and Complexity: Bridging Computation with Tawhidic Philosophy	Prof. Emeritus Dato' Ts. Dr. Tengku Mohd Tengku Sembok	Gold
Al-Powered Experiential Learning in Design Thinking Through The Tawhidic Paradigm	Asst. Prof. Ts. Dr. Hazwani Mohadis	Gold
Tawhidic Paradigm and Innovative Strategies in Teaching Data Science	Asst. Prof. Dr. Raini Hassan	Gold



AWARD WINNERS



Poster Title	Author	Award
Unlocking Bibliographic Excellence: KOHA as a Teaching Tool	Dr. Sharifah Nur Amirah Sarif Abdullah	Silver
Islamic Civilization and the Roots of ICT: Lessons from Muslim Scholars	Prof. Dr. Akram M Z M Khedher	Silver
Designing with Intention: Scaffolded, Student-Led Learning for Meaningful Data Stories	Assoc. Prof. Dr. Madihah Sheikh Abdul Aziz	Silver
CSCI 4347: Brain Computational Analytics - Ethics Committee Approval: A Key Step in Data Collection	Ts. Dr. Dini Handayani Dwi Oktarina & Assoc. Prof. Ts. Dr. Hamwira Yaacob	Silver
Ihsan-Centred Design: Designing Ethical User Digital Experiences through Tawhidic Principles	Prof. Dr. Murni Mahmud	Silver
Integrating Machine Learning Pedagogy with the Tawhidic Paradigm through Biologically Inspired Models	Prof. Ts. Dr. Amelia Ritahani Ismail	Silver
Tarfih Ta'leem: Gamifying Learning Experience to Nurture Responsible Project	Dr. Suhaila Samsuri	Silver



AWARD GIVING CEREMONY



KICT TALE 2025



CONGRATULATIONS!



















PHOTOS GALLERY











A KEYNOTE SPEECH BY PROF MIRA (KICT/CPD)

A TALK BY DR AIZAT (KOED)







NOVEMBER 2025



KICT TALE NEWSLETTER

PHOTOS GALLERY











PHOTOS GALLERY





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KICT TEACHING AND LEARNING EXHIBITION 2025



LEADING THE WAY







TAWHIDIC PARADIGM IN TEACHING & LEARNING: REINTEGRATING FAITH AND KNOWLEDGE

NEWSLETTER



HAZWANI MOHD MOHADIS

DEPT. OF INFORMATION SYSTEMS hazwanimohadis@iium.edu.my

'YOU ARE AN INTERIOR DES

AI-POWERED EXPERIENTIAL LEARNING IN DESIGN THINKING THROUGH THE TAWHIDIC PARADIGM

Introduction

Design Thinking



pain points



Define



Generate multiple creative design



Prototype

Build models or visual mockups.



Collect feedback and refine the design.

Tawhidie **Paradigm** رحمة ,Rahmah means 'mercy'

"And We did not send you, except as a mercy to the worlds." (Al-Anbiya 21:107)

حكمة, Hikmah, means 'wisdom'

"He grants wisdom to whoever He wills. And whoever is granted wisdom is certainly essed with a great privilege. (Al-Baqarah 2: 269)

حسان ,Ihsan means 'doing best' in the perfect awareness of God's presence

"..do good, for Allah loves those who do good." (Al-Baqarah 2:195)

خِلافة, خِلافة means 'stewardship'

"The world is green and beautiful, and Allah has appointed you as His stewards." (Hadith, Sahih Muslim)

Adl, Jac means 'justice' and 'fairness'

"Indeed, Allah commands you to return trusts to their rightful owners; and when you judge between people, judge with fairness. " (An-Nisa,4:58)

Application in Learning

Understand users needs with care and empathy.

Frame problems wisely, ensuring meaningful and ethical design challenges.

Generate ethical, high-quality, and meaningful ideas.

Build solutions responsibly, considering societal and environmental impact.

Evaluate designs ethically and inclusively.

This project combines Al-enhanced experiential learning with Design Thinking (DT), guided by the Tawhidic paradigm. Students take on the challenge of designing an ideal student room by applying the five phases of DT - Empathize, Define, Ideate, Prototype, and Test while integrating Tawhidic values: Rahmah (compassion), Hikmah (wisdom), Ihsan (excellence), Khilafah (stewardship), and Adl (justice). Al role-play as an interior designer, generating layout options, furniture arrangements, and design solutions, while learners review, validate, and refine the Al-generated outputs. Through interviews, ideation, prototyping, and testing with actual users, students cultivate ethical, creative, and futureready problem-solving skills, demonstrating how faith and knowledge can be harmoniously integrated in practical, innovative learning experiences.

Method Al Tools

Human + Al Synergy

Students participate in a fivephase Design Thinking process:



ChatGPT

EMPATHIZE

Goal: **Understand** users' needs, context, challenges **Method: Students gather and** analyze needs through surveys, interviews. observations. Al assists by processing data, generating personas, and identifying patterns, students validate the findings ensure contextual relevance.



Gemini



Claude

Goal **Synthesize** insights & clearly articulate the core problem

DEFINE

Method: Al clusters insights and proposes problem statements. Students review these statements, refining them to align with ethical and Tawhidic principles.



Mistral



LlaMA



NVIVO

IDEATE

Goal: Generate a wide range of creative solution

Method: generates multiple design alternatives, **furniture** including arrangements, color schemes, and **functional** layouts. Students evaluate and select feasible, innovative ideas, ensuring

proposals

Tawhidic values.

that



Miro



Mokkup



reflect

Balsamia

Step 1: Plan User Research

- Al Task: Generate interview questions for understanding user experiences.
- Sample prompt:

You are an interior designer. Suggest a list of interview questions to ask students about their daily experiences, challenges, and needs living in a Mahallah student room, focusing on comfort, inclusivity, and community.

Human Task: Review and select best questions for real interviews.

Step 2: Conduct Interviews

Human Task: Conduct actual interviews with students, collect raw data.

Step 3: Create Empathy Map

- Al Task: Use interview transcripts to generate an Empathy Map (Says, Thinks, Does, Feels).
- Human Task: Validate and adjust empathy map for accuracy.

Step 4: Develop User Persona

- Al Task: Generate 1-2 personas based on empathy map and interview data.
- . Human Task: Refine persona for cultural and contextual accuracy.

Step 5: Synthesize insights

- · Al Task: Cluster interview insights into key themes using affinity mapping.
- Sample prompt:

Based on these interview summaries, group the insights into 3-5 themes. Label each theme with descriptive phrase.

• Human Task: Validate themes and remove irrelevant patterns/themes.

Step 6: Define the Problem Statement

- . Al Task: Draft 3 alternative POV (Point of View) statements.
- Sample prompt:

Create 3 alternative POV statements using this format: "[User] needs a way to [need] because [insight]." Use the following interview themes.[Paste themes after prompt]

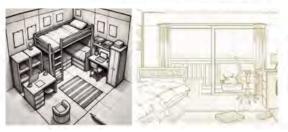
. Human Task: Select and refine the best POV statement.

- Step 7: Propose innovate solutions
 Al Task: Produce 10-15 creative dorm layout concepts.
- Sample prompt:

Suggest 10 innovative dormitory design ideas that optimize space, privacy, and comfort while encouraging community interaction. Include at least 2 ideas that use eco-friendly and cost-effective solutions.

Human Task: Shortlist best ideas and brainstorm additional ones.

Sample Al-generated output





KICT NEWSLETTER | SEEKING KNOWLEDGE THROUGH SHARING



Method

Al Tools

Human + Al Synergy

PROTOTYPE

Goal: Build tangible, low-fidelity representations solutions

Method: Al produces 3D or virtual models, suggesting materials, décor, and lighting. Students assess the models for usability, feasibility, and ethical alignment, making iterative adjustments.

TEST Goal: Engage users to evaluate

Method: Prototypes are evaluated

with actual users (students).

Humans facilitate testing and

while AI analyzes the data to identify patterns and suggest

optimized room layouts. Students

review AI recommendations to

ensure the final design balances

aesthetics,

solutions in real context

collect qualitative

ethical considerations.



Figma



Canva

Leonardo

ΑI



Adobe **Firefly**



DALL-E



- Step 8: Build responsible design prototype

 Al Task: Create 2-3 layout visualizations or 3D renderings of selected ideas.

 Sample prompt:

Generate a detailed description for a 3D perspective view of student room highlighting distinct zones: sleeping, dying, storage, and prayer area. Include materials, lighting effects, and a sense of scale.

• Human Task: Modify 3D model for real-world constraints (cost, space).

Sample Al-generated output





Step 9: Evaluate prototype with users and refine the prototype

• Human Task: Gather feedback from student on the proposed design of an

- Sample user feedback

"I like that there is plenty of storage" "The room feels spacious"

"too bright! can be very hot in the afternoon"

- Al Task: Analyze user feedback and suggest an optimized room interior design.
- Sample prompt:

Based on the following student feedback [insert feedback] propose optimized room layouts.

Sample Al-generated output







functionality,

Experiential learning involves getting new experience and then reflecting on it.

feedback,

Contributions

This project demonstrates a practical model for integrating AI with experiential learning while maintaining ethical oversight through the **Tawhidic paradigm**. Students **actively** participate in interviews, Al-assisted ideation sessions, prototype evaluation and reflective discussions. User testing and iterative refinement provide hands-on, reflective learning experiences that bridge theory and practice, harmonizing faith, knowledge, and technological innovation. The approach can be adapted across disciplines, promoting holistic education that cultivates responsible, creative, and reflective learners.

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