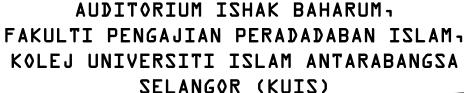


MEMBIDIK PINGAT EMAS MELALUI PROJEK PENYELIDIKAN







10 DISEMBER 2019 - SELASA



8.30 PAGI - 12.30 TENGAHARI





PENCERAMAH DAN FASILITATOR: ASSOC. PROF. DR. MUHAMMAD SABRI BIN SAHRIR





KULLIYYAH PENDIDIKAN
NIVERSITI ISLAM ANTARABANGSA MALAYSIA
(UIAM)



PROGRAMME TENTATIVE

Time	Activities
8.30 am – 10.30 am	Session 1: Research and innovation in Arabic and Islamic education
10.30 am – 10.45 am	Q&A for session 1
10.45 am – 12.00 pm	Session 2: Identifying potentials and prospects among the faculty/centre/department/staff
12.00 pm – 12.30 pm	Q&A for session 2



SESSION 1: RESEARCH AND INNOVATION IN EDUCATION







PENYELIDIKAN RATEG

BUKU BERTEMA

PERTANDING AN INOVASI

1 4

TESIS

Geran

HAKCIPTA INTELEK -IP

KERTAS KERJA

> **ARTIKEL JURNAL**

STRATEGI



AREAS OF RESEARCH AND INNOVATION IN EDUCATION

- TEACHING AND LEARNING EXPERTISE
- TEACHING AND LEARNING AIDS
- PEDAGOGY PEERAGOGY CYBERGOGY TECHNOGOGY
- REDESIGNING EDUCATION 4.0
- NATIONAL AND UNIVERSITY POLICY KPT AND UMK



RESEARCH AND INNOVATION IN 21ST CENTURY TEACHING AND LEARNING



CREATIVITY IS THINKING UP NEW THINGS.

INNOVATION
IS DOING
NEW THINGS.

0420051.004



INNOVATION AND COMERCIALIZATION IN EDUCATION





RESEARCH AND DEVELOPMENT (R&D) IN EDUCATION 4.0





RESEARCH GRANTS AND OPPORTUNITIES

- INTERNAL GRANTS (UMK)
- MOHE'S GRANTS (FRGS, PRGS, TRGS, LRGS) & KTP
- PRIVATE GRANT (GMMF, PNB, JAKIM, ETC)
- INTERNATIONAL GRANTS (TOYOTA FOUNDATION, HTTPS://RMC.UITM.EDU.MY/V2/INDEX.PHP/2015-09-02-04-09-07/2015-09-02-04-13-25



GRANT PROVIDERS FOR PG STUDIES

- MSC RESEARCH & DEVELOPMENT GRANT SCHEME
- MALAYSIA TORAY SCIENCE FOUNDATION
- INTEL RESEARCH GRANTS
- MALAYSIA BIOTECHNOLOGY CORPORATION
- NATIONAL INSTITUTE OF OCCUPATIONAL SAFETY & HEALTH (NIOSH)
- MALAYSIA TECHNOLOGY DEVELOPMENT CORPORATION (MTDC)
- MINISTRY OF HIGHER EDUCATION MALAYSIA (KPT)
- MINISTRY OF SCIENCE, TECHNOLOGY & INNOVATION (MOSTI)
- MALAYSIAN INVESTMENT DEVELOPMENT AUTHORITY (MIDA)
- MAJLIS KANSER NASIONAL (MAKNA) OR THE NATIONAL CANCER COUNCIL



STAFF PROFESSIONAL DEVELOPMENT (KNOWLEDGE AND SKILLS ENHANCEMENT)

- TEACHING/PEDAGOGY SKILLS
- RESEARCH SKILLS WRITING RESEARCH PROPOSAL
- WRITING AND PUBLICATION SKILLS
- CONSULTATION AND TOT SKILLS
- MENTORING SKILLS (STAFF AND STUDENTS)
- DEVELOPMENT OF NEW ACADEMIC PROGRAMMES
- COMPUTER LITERACY AND SKILLS
- OTHERS (DYNAMIC SKILLS)



RESEARCH AND INNOVATION EXHIBITIONS AND COMPETITION

- FACULTY LEVEL.
- UNIVERSITY LEVEL IRIIE IIUM.
- NATIONAL LEVEL PECIPTA 2017, <u>ITEX 2017</u>, <u>MTE 2017</u>, <u>I-INOVA 2016</u>, <u>IUCEL 2016</u>,
 IIDEX 2016, ETC.
- INTERNATIONAL LEVEL KOREA SEOUL INTERNATIONAL INVENTION FAIR (SIIF), BRITISH INVENTION SHOW (BIS), AMERIKA SYARIKAT PITTSBURGH REMODELING EXPO, INVENTION AND NEW PRODUCT EXPOSITION (INPEX), JERMAN INTERNATIONAL TRADE FAIR IDEAS INVENTIONS NEW PRODUCTS (IENA), NUREMBURG.
- TYPES OF PARTICIPATION AND REGISTRATION.
- MERIT FOR MALAYSIA RESEARCH ASSESSMENT (MYRA) RATING.



PECIPTA



Innovating
Today
for
Tomorrow

http://pecipta.upsi.edu.my

Competition Category

Education & increan Development
Art, Design & Creativity
Entrepreserving: & moustral interspenses
Approxime, Aquabuture, & Environment
distributions & LNs Science
locato, Ventroes & treations;
estimation Communication Technology &
statimental
assensions

Secretarias

Financia Islanagement and Invanción Centre Level 2, Chancesery Russing Linearest Pendiction Surtan Inna 20100 Temping Matrix Perio, MALATZIA Tel: +600 - 400 6440 | 6481 Fax: +605 | 410 6440



ITEX



KUALA LUMPUR CONVENTION CENTRE, MALAYSIA

.



Search...

Q

HOME

21 - 23 MAY 2015

ABOUT ITEX

STATISTICS

EVENTS & HIGHLIGHTS

PRE-

REGISTRATION

COMPETITION

ITEX ON-AIR

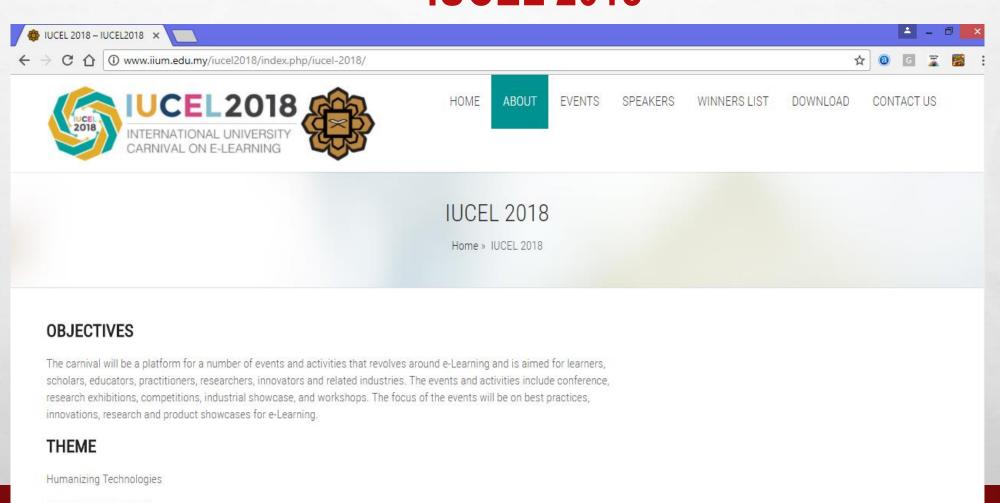
ASIA'S LEADING INVENTION EXHIBITION!

Ever since lifting its curtains in 1989, the annually organized ITEX has changed the course showcasing modern inventions. The days of understated celebrations for the birth of an invention became something of the past. Gathering the world's most prolific inventors from Asia to Europe, ITEX provides a platform for such communities to flaunt their discoveries. Attended by a plethora of invention enthusiasts, the "Eureka" moments of each invention are celebrated by thousands who flock this event. The ever increasing attention from business communities gives ITEX an extra edge. Thousands of what started as merely backyard inventions are today commercialized thanks to the exposure from ITEX.

view all videos>>



IUCEL 2018



PARTICIPATION

The e-learning carnival welcomes the participations of learners, scholars, educators, practitioners, researchers and innovators from



INTERNATIONAL LEVEL - KOREA SEOUL INTERNATIONAL INVENTION FAIR (SIIF)





MY HUMBLE RESEARCH AND INNOVATION PRODUCTS (SHARING THE DO'S AND DON'TS)

- ONLINE ARABIC LANGUAGE LEARNING GAMES WEB-BASED
- EZ-ARABIC ONLINE VIRTUAL LEARNING FOR PRIMARY SCHOOLS
- ONLINE EXPERTISE DATABASE FOR ARABIC AND ISLAMIC STUDIES WORDPRESS
 - I-MUTAWWIF: A MOBILE LANGUAGE TRAVELLER GUIDE (ARABIC-ENGLISH-MALAY) FOR PILGRIMS TOUR GUIDE
 - GLOBAL ARABIC GAME (GAG): LANGUAGE BOARD GAME



ONLINE ARABIC LANGUAGE GAMES



DR MUHAMMAD SABRI SAHRIR, DR MOHD FEHAM MD. GHALIB DEPARTMENT OF ARABIC LANGUAGE AND LITERATURE
KULLIYYAH OF ISLAMIC REVEALED KNOWLEDGE AND HUMAN SCIENCES INTERNATIONAL ISLAMIC UNIVERSITY MALAYSIA **53100 KUALA LUMPUR**

muhdsabri@iium.edu.my, 03-61965137

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 a 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 eauthoring tool in the prototype development process with a conpendium of 34 various language games for Arabic language

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-iium.net





IRIIE 2011 IIUM



i-INOVA 2011 USIM





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.

testimonials and class observation.

1- Muhammad Sabri, Sahri, (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, Design And Development: Lessons From The Field. IGI Global, Hershey, PA, United States, ISBN 9781613501986 (in Press by November 2011, indexed in IDEA Group).

120-146. September 2011 (SCOPUS-indexed)

3- Sahrir, Muhammad Sabri and Alias, Nor Aziah and Ismail. Zawavi and Osman, Nuruhuda (2012) Employing design and development research (DPR) approaches in the design and development of online Arabic states and Voto, On SECOPUS-indexed)

4- Sahrir, Muhammad Sabri and Voto, On SECOPUS-indexed in IDEA Group.

5- Sahrir, Muhammad Sabri and Voto, On SECOPUS-indexed in IDEA Group.

6- Sahrir, Muhammad Sabri (2013) A-lareab a Indigense of the Arabic states and Voto, On SECOPUS-indexed in IDEA Groups in IDEA Group

99. ISSN 18770428
Catalogued in the Mational Grassroot Innovation Databank of Yayasan Inovasi Malaysia (ONLINE DATABASE).
SILVER: Invention, Innovation and Design – Special Edition (IID-SE 2010), UITM Shah Alam.
SHADES : Invention, Innovation Expo 2011 (Invention and Invention Edition (IID-SE 2010), UITM Shah Islam.
SHADES : Islamic Innovation Expo 2011 (Invention and Indoor Nilal Stadium, organised by USIM and MoHE.
SHONZE: IIUM Research, Invention and Innovation Exhibition (IRIIE) 2012, International Islamic University Camival of El-Learning (NUCEL 2014), organised by UITM, MEIPTA and MoE.







METHODOLOGY

(A) INPUT

USER TESTING SESSIONS	MEAN SCORE AND INTERPRETATION				
	PERCEPTION	CONCENTRA	IMMERSION	KNOWLED GE IMPROVEM ENT	
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)	

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.



ACHIEVEMENTS







EZ ARABIC





EZ-Arabic for Children : A Virtual Learning Resource Tool for Malaysian Primary Schools

DR MUHAMMAD SABRI SAHRIR, BR. MOHD FIRDAUS YAHAYA, BR. MOHD SHAHRIZAL NASIR Department of Arabic Language and Literature, Kulliyysh of Islamic Revealed Knowledge and Human Sciences, IIUM.



Poster ID: 1044

Phone: 03-61365137, Fax: 03-61965049, E-mail: muhdasbri@lium.edu.my

BACKGROUND

This innovation features a virtual Arabic learning tool prototype, which is specifically designed for learners at primary schools in Malaysia. The innovative process begun with the literature analysis of 3 theories based on the work of Nation (2003), Prensky (2001) and Mayer (2001). The design and development of this game-based learning prototype are modelled on the methods and approaches of design and development research (Richey & Klein, 2007) or formerly known as developmental research (Richey, Slein & Nelson, 2004). This method is also known as designed care (Reignluth & Frick, 1999), design-based research (Reeves, 2006 & Herrington, et. al, 2007) formative research (Nieveen, 2007), and design research (Bosmon-Ritland, 2003; Van der Akker, 2007). This prototype is designed and developed based on 'design principles' adapted from a study by Muhammad Sahri (2011), which was conducted on the design and development of an online Arabic vecabulary learning games prototype among pre-university learners in BUM. This expanded Arabic virtual learning tool prototype enables teachers and students access to additional Arabic language learning aids, and complementing traditional learning methods.





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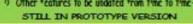








text books including extra reading story books.



HUM Research, Invention and Innovation Exhibition 2012



EZ-Arabic for Kids

Mohd Firdaus Yahaya, Mohd Shahritzai Nasir, Muhammad Sabri Sahrir Faculty Of Languages And Communication, Universiti Sultan Zainal Abidin (UniSZA), Malaysia. mondfirdaus@unisza.edu.my



The emergence of ordine educational coursewere serves as an important addition to the teaching and learning aids of the digital generation. It is increasingly becoming the focus of researchers in designing and developing new and up-todate educational aids that cater to the learning needs of 21st century learners as well as keeping in-line with the transformation of latest technologies. This paper features a virtual Arabic learning tool prototype which is specifically designed for primary schools learners in Melaysia. The design and development of this prototype are modeled on the methods and approaches of design and development research by Richey & Klein (2007) or formerly known as developmental research (Richey, Klein & Nelson, 2004). This prototype is designed and developed based on adapted design principles' adapted from a study of an ordine Arabic vocabulary learning games prototype (Muhammad Sabri, 2011) by adapting instructional design model of rapid prototyping by Tripp, S., & Bichelmeyer, B. (1990). This interactive Arabic virtual learning tool prototype enables teachers and students access to additional Arabic language learning aids that complement traditional learning methods, It facilitates Arabic learning enhancement through a compendium and a variety of open-sources of learning tools such as e-book of Arabic text books, educational games, audio-video learning aids, or line translator, or line chat-box for discussion, link of Arabic keyboard for computer, and links of various websites in learning Arabic for children.

EZ-ARABIC COMPONENTS

- √ e-Books
- ✓ Orline Arabic Language Games
- ✓ Audio √ Video
- ✓ Online dictionary
- ✓ Orane chatting
- ✓ Online Arabic keyboard
- Links for educational websites







ACHIEVEMENTS

✓ Mohd Firdaus Yahaya, Muhammad Sabri Sahrir & Mohd Shahrizal Nasir. 2013. Pembangunan Laman Web EZ-Arabic Sebegai Albernatif Pembelajaran Maya Bahasa Arab bagi Pelajar Sekolah Rendeh Malaysia, Jurnal Teknologi, 61(1), 11-18. [SCOPUS]

- ✓ Muhammed Sabri Sahrir, Mohd Firdaus Yahaya & Mohd Shahrizal Nasir, 2013, EZ-Arabic for Children: A Virtual Learning Resource Tool for Malaysian Primary Schools, Elsevier: Procedia-Social and Behavioral Sciences, 90
- ✓ Mohd Firdaus Yahaya, Muhammad Sabri Sahrir & Mohd Shahrizal Nasis, 2013, Pembelajaran Bahasa Arab Peringkat Sekolah Rendah Menerusi "EZ-Arabic": Satu Pengenalan, ICall: 2013, 484-504,

INNOVATION AT MALAYSIAN HIGHER EDUCATION INSTITUTIONS 2011/2012

✓ Muhammad Sabri Sahrir, Mohd Firdaus Yahaya & Mohd Shahrizal Nasir, 2013. EZ-Arabic Untuk Kanak-Kanak. Cetakan pertama, 73,

- ✓ Gold: National Innovation and Invention Competition Through Exibition 2014 ✓ Sever: Research and Innovation Week, Universiti of Sultan Zainal Abidin 2014
- ✓ Bronze: ■UM Research, Invention And Innovation Exhibition 2012





ONLINE EXPERTISE DATABASE



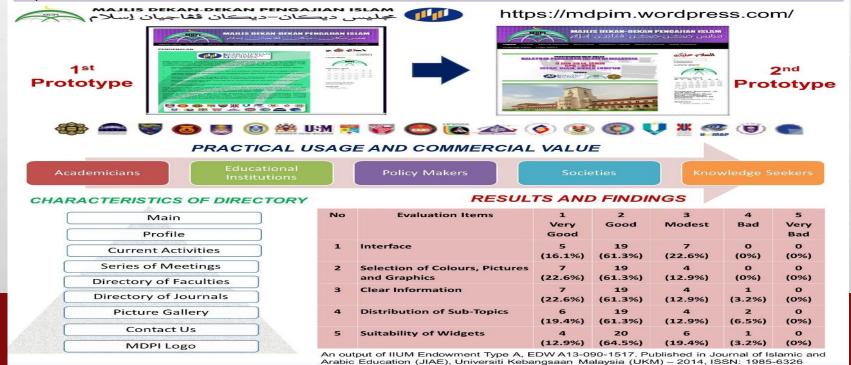
The Design of An Online Directory of Expertise for Islamic and Arabic Studies in Malaysia

Muhammad Sabri Sahrir, Taufik Ismail, Abdul Rahman Chik,
Department of Arabic Language and Literature,
Kulliyyah of Islamic Revealed Knowledge and Human Sciences,
Department of Arabic Language and Literature,
International Islamic University Malaysia
Phone: 03-6196 5137 Fax: 03-6196 5049 E-mail: taufik@iium.edu.my



BACKGROUND

The Islamic and Arabic Studies in Malaysia has undergone a positive transformation. Offered programmes for Islamic and Arabic studies at higher learning institutions in Malaysia have proven that the efforts towards the empowerment of this field are currently on going process. This is further evidence that the number of experts and students who are actively involved in the field of Islamic and Arabic studies is great indeed. In order to ensure that these areas are always relevant and continuously to be strengthened, an expertise directory must be created involving experts in the field of Islamic and Arabic studies. On the other hand, by looking at the benefits to be derived by many parties, especially smart partnership network of teaching and learning, research, publications and so on, such efforts are needed to be intensified towards the construction of expertise directory with the cooperation of all parties. This project aims to gather feedback and suggestions from respondents on the expertise directory in Islamic and Arabic studies in Malaysia. This research is a mix of quantitative and qualitative methodologies that involved 31 experts from educational institutions from the field of Islamic and Arabic studies.



International IID Johor 2015, Amansari Residence Resort, Malaysia, 29 October 2015



I-MUTAWWIF









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







MEMBERS: MOHD FIRDAUS YAHAYA (UniSZA) mohdfirdaus@unisza.edu.my



MUHAMAD AZHAR ZUBIR (IIUM) azhar_alqodahi@yahoo.com DR TAUFIK ISMAIL (IIUM)

taufik@iium.edu.my



QR CODE FOR I-MUTAWWIF

MAIN RESEARCHER: ASSOC. PROF. DR MUHAMMAD SABRI SAHRIR KULLIYYAH OF EDUCATION, IIUM muhdsabri@iium.edu.my

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.

COMMERCIALISATION POTENTIAL

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



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
 - For Arabic language learners for specific
 - purposes.

purposes.

ACHIEVEMENT AND AWARD

- 1- 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-
- 2- Conference paper in International Conference on Humanities Language Culture &
- Business 2017, Cameron Highlands, Pahang, 22-23 April 2017,
 3- Master Thesis Master in Arabir as Second Language (MAASI.) IIIIM (2017)
- 3- Master Thesis, Master in Arabic as a Second Language (MAASL), IIUM (2017)
 4- Silver Medal, Innovation and Research Week Exhibition 2017 organised by UniSZA, UMT, TATIUC & Pusat Sains Negeri Terengganu.

5- Intellectual Property (IP), Research Management Centre (RMC), IIUM (2017)



UCEL 2017 EXTERIVATIONAL-LEUX FERSEY 26 – 27 September 2017, USIM



الجامعة السلامية العالمية ماليريا international islamic university malaysia من يرسيني الساحي الماليونية Acknowledgement
Research Management Centre (RMC), IIUM for
funding this project under RIGS grant from
2015 -2017. Project ID: RIGS15-107-0107









OR COOK FOR I-MUTAWWII







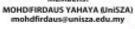


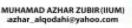
INVENTION, IMPOVATION & DESIGN ON E-LEARNING (LIDEL) COMPETITION

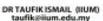
















INTRODUCTION

MAIN RESEARCHER:

ASSOC. PROF. DR MUHAMMAD SABRI SAHRIR

KULLIYYAH OF EDUCATION, IIUM

muhdsabri@iium.edu.my

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.

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- Travel & Tours Agencies
- Islamic Tourism Centre (ITC)
- Andalusia Travel and Tours









Acknowledgement

USEFULNESS

For Mutawwif to communicate in Arabic and

For Umrah and Haij pilgrims at the Holy Lands. For travelers to the Middle East for various

For Arabic language learners for specific

Research Management Centre (BMC), IUM for funding this project under RIGS grant from 2015 -2017, Protect ID: 8)6515-107-0107

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

- 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 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.

Intellectual Property (IP), Research Management Centre (RMC), LY2016003749, RMC, IIUM



APPLICATION

QR CODE

FOR i-MUTAWWIF

Prototype-

Ready

Compact

✓ User-Friendly

Easy Interface

Target User

NOVELTIES



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

Muhammad Sabri Sahrir, Taufik Ismail, Mohd Firdaus Yahaya, Muhamad Azhar Zubir, Mohd Shukri Nordin, Mohaida Mohin International Islamic University Malaysia (IIUM).



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
- 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
- Pilgrimage purposes from
- all over the world Embassy Officers
- · Backpackers/Travellers Businessmen
- Expatriates
- Media partners Students

WAY FOWARD



ACKNOWLEDGEMENT: IIUM Research Managem search Grant (RIGS), 2015-2017, Project ID: RIGS15-107-0107

- Analyzing the learners' needs in mobile language application in Arabic for mutawwif (umrah tour guide). Global ship Resources, 3 (5), pp. 57-72. 2- Development and Evaluation of i-Mutawwif. A Mobile Language Traveller Guide in Arabic For Mutawwif (Umrah fechnologies (iJIM). SCOPUS Indexed (in press)
- Conference paper in International Conference on Humanities Language Culture & Business 2017. Cameron High Master Thesis, Master in Arabic as a Second Language (MAASL), IIUM (2017)
 Soliver Medal, Innovation and Research Week Exhibition 2017 organised by UniSZA, UMT, TATIUC & Pusat Sains Neg
- 6- Finalist, Pith Your Product (PYP 2017), IIUM Prosumer, 8-9 August 2017 7- Gold Medal. International University Carnival on E-Learning (IUCEL) 2017, organised by MoHE at USIM, 26-27 September 2017.



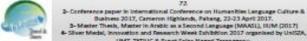


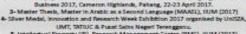




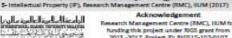














perform their duties.

ACHIEVEMENT AND AWARD

1- Analyzing the learners' needs in mobile language application in Arabic for mutawwiff

Jumpsh tour puidel. Global Business and Social Entrepreneurship Resources. 3 (St. op. 57-

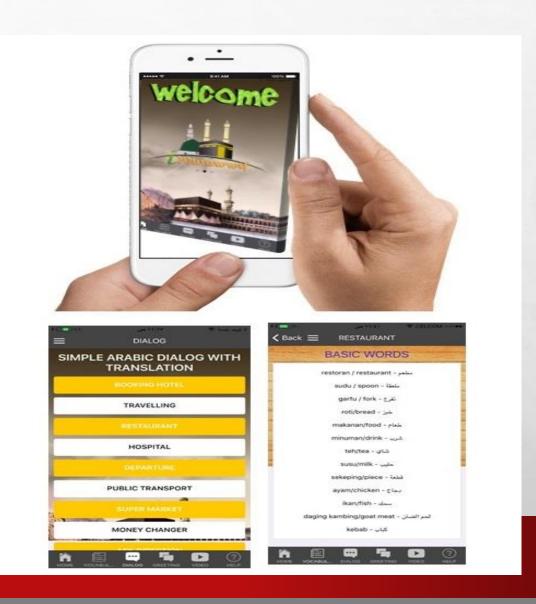
UMT, TATIOC & Pusat Sales Negeri Terengganu

purposes.



I-MUTAWWIF







GLOBAL ARABIC GAME (GAG)





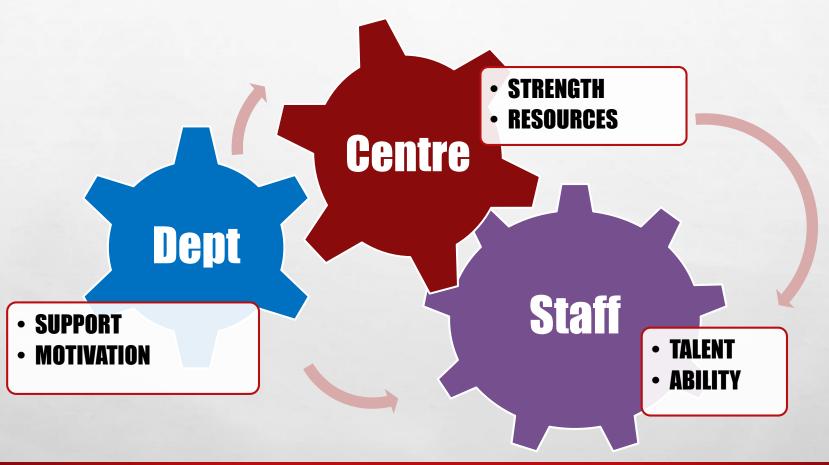


SESSION 1: QUESTION & ANSWER





SESSION 2: IDENTIFYING POTENTIALS AND PROSPECTS





ENYELIDIKAN

RENTAS BAHASA

KONSISTEN

RENTAS BIDANG

PENYELIDIKAN

PELBAGAIKAN PRODUK

RENTAS UNIVERSITI

RENTAS FAKULTI TRATE



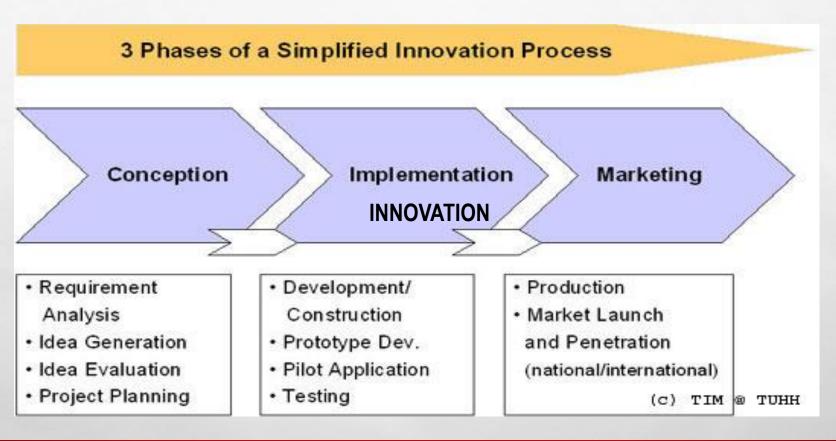
SWOT ANALYSIS

- AREA OF EXPERTISE
- ACADEMIC PROGRAMMES
- INTEREST AND PASSION
- RESEARCH NETWORKING
- RESEARCH GRANTS
- FIELD WORKS





INNOVATION PHASE AND PROCESS TOWARDS COMMERCIALIZATION



By Tiwari (2008). Link: http://www.global-innovation.net/innovation/index.html



UPCOMING COMPETITIONS

EVENT	DETAILS	WEBSITE	
Karnival Inovasi P&P 2020	Pusat Pengajaran & Teknologi Pembelajaran (Pengajaran-UKM), 5 -6 Feb 2020	<u>Link</u>	
Malaysia Technology Expo - MTE 2020	World Trade Centre, KL, 20 – 22 Feb 2020	<u>Link</u>	
3iDC - International Invention, Innovation & Design Competition 2020	UiTM Kedah	<u>Link</u>	
International Invention, Innovation and Technology Exhibition - ITEX 2020	KLCC Convention Centre, 8 – 10 June 2020	<u>Link</u>	
International Eureka Innovation Exhibition 2020	Universiti Kuala Lumpur Malaysian Spanish Institute, Kulim Hi-Tech Park, 09000 Kulim, Kedah, 28 – 30 July 2020	<u>Link</u>	
Pertandingan Peringkat Fakulti/Universiti/IPG	UiTM, UKM, UTM, UPM, IPG - KUIS	GOOGLE/	
Pertandingan Peringkat Kebangsaan/KPM	IUCEL 2020, PECIPTA 2020, IID-SE UiTM, Innovate Johor, UTM	IKLAN/ JEMPUTAN	
Pertandingan Peringkat Antarabangsa	Great British Expo, SIIF Seoul, SIEI Shanghai 2020, Innovation Arabia Dubai 2020		



RESEARCH AND INNOVATION OUTPUTS

- INNOVATIVE PRODUCTS IN EDUCATION
- INTELLECTUAL PROPERTIES (IP) AND PATENT
- PUBLICATIONS (BOOK CHAPTER & JOURNAL ARTICLE)
 - COMMERCIALIZATION PROSPECTS
 - ACADEMIC AND INDUSTRIAL NETWORKING
 - GRADUATE EMPLOYABILITY
 - COMMUNITY SERVICES (CSR)



WAY FORWARD





DISCUSSION 1

- AREA OF EXPERTISE
- ACADEMIC PROGRAMMES
- INTEREST AND PASSION
- RESEARCH NETWORKING
- RESEARCH GRANTS
- FIELD WORKS





DISCUSSION 2

- IDEA ON A RESEARCH PROJECT
- PROJECT BACKGROUND
- POTENTIALS AND PROSPECTS
- PHASES AND TIMELINE
- COMMENTS FROM OTHERS





CONCLUSION

- NEW IDEA
- POTENTIAL PROJECT
- MONITORING
- CONSISTENCY
- PASSION
- TEAMWORK
- STAFF REWARDS



THANK YOU AND TILL WE MEET AGAIN



SESSION 2: QUESTION & ANSWER





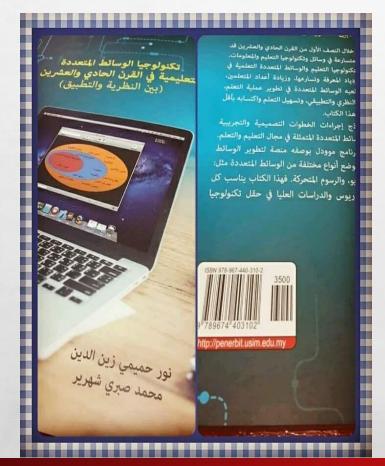
WISDOM

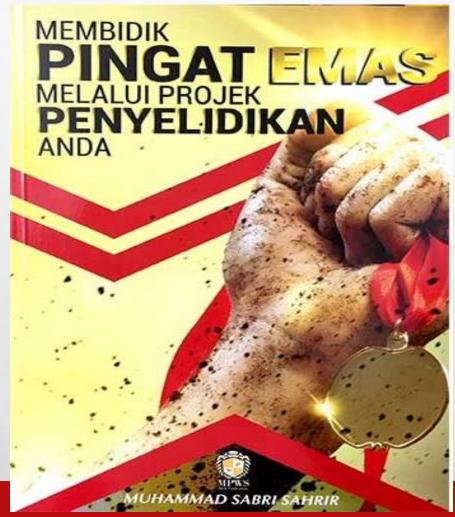
FAILURE IS A
PART OF
INNOVATION -PERHAPS THE
MOST
IMPORTANT
PART.

~curt richardson



MY PUBLICATIONS







Material Sales Sub-e-Materials 25 (25)

Online Games For Teaching And Learning Arabic: Theories And Practice

The Design and Development of Online Digital Games in Language Teaching and Learning

