



PERSONAL DETAILS

Name : Farhan bin Mohamed
Gender : Male
Date of Birth : 5 June 1981
Nationality : Malaysian
Correspondent : School of Computing
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Expertise : Data Visualisation, Human Computer Interaction, Computer Graphics, Digital Branding

ACADEMIC QUALIFICATIONS

2014 : Ph.D in Computer Science – Swansea University, UK
2007 : M.Sc. in Computer Science – Universiti Teknologi Malaysia
2003 : B.Sc. in Computer Science – Universiti Teknologi Malaysia

CERTIFICATES

2020 : Digital Branding and Engagement – Curtin University, Australia

AWARD AND HONORS RECEIVED

Professional

2018 : *Huawei Galloping Horse Award 2018*, for Huawei-SMECorp Digitalising SME Project
2017 : *Huawei Galloping Horse Award 2017*, for Huawei 2017 Asia-Pacific Innovation Day & EPU TN50 Workshop

- 2016 : *Anugerah Perkhidmatan Cemerlang, Citra Karisma UTM 2016*
- 2015 : *Anugerah Kepujian Perkhidmatan, Fakulti Komputeran 2015*

Research

- 2020 : *Gold Medal, New Academia Learning Innovation (NALI) 2020 – Virtual Reality Welding Simulation Kit for Learning and Acquiring Welding Psychomotor Skills*
- 2018 : *Gold Medal, New Academia Learning Innovation (NALI) 2018 – Mobile Tangilbe Edutainment Games for Kids Education*
- 2015 : *Bronze Medal, Industrial Arts and Technology Exhibition (INATEX) 2015 – Detachable Freehand 2D to 3D Ultrasound Imaging*
- 2015 : *Bronze Medal, Industrial Arts and Technology Exhibition (INATEX) 2015 – Brain-X*
- 2014 : *Gold Medal, Karnival ELearning Universiti Peringkat Kebangsaan 2014 – Kodiangboy: Rush Of The Groceries Apps*
- 2013 : *Third Prize Award, IEEE Second International ICT Student Project Conference (ICT-ISPC 2013), Thailand – Developing Human Movement Library using Kinect Sensors*
- 2012 : *Bronze Medal, Industrial Arts and Technology Exhibition (INATEX) 2012 – Adaptive Coherent Hierarchical Culling Algorithm for UTM Driving Simulator*
- 2006 : *Gold Medal, Malaysia Technology Expo (MTE 2006) – Smart Web Caching*
- 2006 : *Gold Medal, International Exhibition of Inventions, Geneva 2006 – Smart Web Caching*

Teaching

- 2019-2020 : *Award of Excellence – Active Blender Learning Course for Data Visualisation*
- 2018-2019 : *Award of Excellence – Active Blender Learning Course for Data Visualisation*
- 2017-2018 : *Award of Excellence – Active Blender Learning Course for Data Visualisation*
- 2014 : *Certificate of Appreciation for UTM E-learning – One of the most active e-learning lecturer in Universiti Teknologi Malaysia 2014*
- 2012 – 2013 : *Certificate of Appreciation for UTM E-learning – One of the most active e-learning lecturer in Universiti Teknologi Malaysia 20112 – 2013*

PROFESSIONAL MEMBERSHIP / QUALIFICATIONS / RECOGNITIONS

Professional Membership

MBOT

2021 : Malaysia Board of Technologist
(Information & Computing Technology (IT))

IEEE

2020 – 2021 : Institute of Electrical and Electronics Engineers (IEEE)
Professional Senior Member (*Membership No: 92634586*)
2013 – 2020 : Institute of Electrical and Electronics Engineers (IEEE)
Professional Member (*Membership No: 92634586*)
2015 – 2021 : IEEE Computer Society Professional Member
2015 – 2021 : IEEE Big Data Community
2015 – 2021 : IEEE Internet of Things Community

ACM

2014 – 2021 : Association for Computing Machinery (ACM) Professional
Member (*Membership No: 3092873*)
2016 – 2021 : ACM SIGCHI Member
2017 – 2021 : Kuala Lumpur ACM SIGCHI Chapter Member
2019 – Onwards : MyHCI-UX Lifetime Member

Special Programme

2017 – 2018 : *CEO@faculty 2.0 fellow*, CEO@faculty 2.0 Coached by the
Pros, JPT, KPM at Huawei Technologies Malaysia Sdn.
Bhd.
2017 : *Leaders in Innovation Fellowship*, LIF Residential
Programme 2016/17, Newton Fund, Royal Academy of
Engineering, UK
2015 : Stanford Technology Venture Programme (STVP),
Malaysian Global Innovation and Creativity Centre
(MaGIC), Stanford University, USA

Recognitions and Commitments

University Level

2020 : Mentor, UTMLead Leadership Acceleration Programme
(ACCER)
2019 – 2020 : *Committee*, UTM Envision 2025 Taskforce
2019 : *Technical Committee*, Jawatankuasa Teknikal Anugerah
Teknologi Maklumat Citra Karisma UTM 2019
2019 : *Jury*, Creativepreneur: ARTech Hackathon 2019
2019 : *Presenter*, UTM Key Amal Indicator 2018 Townhall, UTMKL
2018 – 2019 : *Committee*, Jawatankuasa Perolehan ICT, UTM

- 2018 : *Speaker and Facilitator*, Sharing Session: CEO@Faculty, UTMLead
- 2018 : *Project Manager*, Preparation and Development of UTM Achievement Video 2018
- 2017 : *Mentor*, Mobile App Hackathon 2017
- 2016 : *Judge*, Technopreneurs Business Plan Competition (Technobiz Challenge 2016), UTM
- 2016 : *Speaker and Facilitator*, Wealth Creation Lab (WCL) 2016, UTMTEC, UTM.
- 2015 : *Evaluator*, Postgraduate Research Seminar (PARS) 2015, Faculty of Computing, Universiti Teknologi Malaysia
- 2015 : *Panel of Jury*, Technopreneurs Business Plan Competition (Technobiz Challenge 2015), UTM
- 2013 : *Evaluator*, Postgraduate Research Seminar (PARS) 2013, Faculty of Computing, Universiti Teknologi Malaysia

National Level

- 2018-2020 : MDEC Premier Digital Tech Institutions Brand Council member.
- 2018 : *Rapporteur*, Going Global 2018, British Council, KLCC. 2-4 May 2018.
- 2018 : *Mentor*, Startup Weekend Johor Bahru @ UTM 2018. 26 – 28 October 2018.
- 2017 : *Co-moderator*, Suara TN50 Aspirasi Warga Pendidikan Tinggi bersama Menteri (Zon Selatan)
- 2017 : *Rapporteur*, Higher Education Forum – Redesigning Education for Industry 4.0, Kuala Lumpur Convention Centre (KLCC) 23 – 24 November 2017.
- 2016 : *Committee*, Medini Innovation Challenge 2016, Iskandar Malaysia.
- 2012 : *Jury*, Pertandingan Mencipta Montaj Institut Sains & Teknologi Darul Takzim (INSTEDT), Johor
- 2012 : *Facilitator*, ICONApps Bootcamp @ Iskandar Malaysia

ADMINISTRATIVE EXPERIENCE

Faculty Level

- 2020 : *Committee Member*, HCI Day 2020, Faculty of Computing
- 2018 : *Committee Member*, HCI Day 2018, Faculty of Computing
- 2018 : *Committee Member*, Curriculum Revision Committee, Faculty of Computing
- 2016 – 2018 : *Research Champion for Private Grant*, Faculty of Computing
- 2014 – 2016 : *Associate Member*, UTM–IJN Cardiovascular Centre of Excellence
- 2015 : *Member*, Jawatankuasa JKKP, University Industry Research Lab (UIRL), Universiti Teknologi Malaysia

2014 : *Officer, Pegawai Penerima Aset Alih Fakulti/PTJ, Faculty of Computing*

University Level

2021 – Now : Deputy Director, Media and Games Innovation Centre of Excellence (MaGICX), Institute of Human Centered Engineering, UTM.
2020 - 2021 : Acting Director of Corporate Affairs, Office of Strategy and Corporate Affairs, Universiti Teknologi Malaysia.
2018 - 2021 : *Deputy Director*, (Brand Management & Digital Communication), Office of Corporate Affairs, Universiti Teknologi Malaysia.
2013 – 2017 : *Advisor*, Student Association: Computer Graphics and Multimedia Association, Universiti Teknologi Malaysia.
2016 : *Deputy Director*, Media and Games Innovation Centre of Excellence (MaGICX), Universiti Teknologi Malaysia.
2014 : *Acting Director*, UTM-IRDA Digital Media Centre (September 2014 – November 2014).

National Level

2016 – 2017 : *Chief Technology Officer (CTO)*, MaGICX Sdn. Bhd. (SPV of UTM and IRDA).
2015 – 2016 : *Project Manager*, Resaerch and Incubation Centre, Iskandar Region Development Authority (IRDA) procurement panel for IRDA Special Purpose Vehicle

OTHERS EXPERIENCE

NATIONAL COMMITTEE

Societies

2021 – 2022 : Executive Committee, Malaysia IEEE Computer Society
2019 – 2020 : *Executive Committee*, Malaysia IEEE Computer Society
2018 : *Executive Committee*, Malaysia IEEE Computer Society
2017 – 2018 : *Trustee*, Association of Computing Machinery MyHCI-UX Society, Malaysia

Societies and Others

2018 : *Secretariat*, Going Global 2018, KLCC 2 – 4 May 2018.
2018 : *Committee Member*, CEO@Faculty 2.0 Cycle 2 Programme
2017 : *Committee, integrated CSR Project CEO@Faculty Programme (MyTreevolution) Bahagian Hubungan Industri, Kementerian Pendidikan Tinggi (KPT)*

2014 – 2015 : *Industrial Relationship Committee, Lets Create Apps Programme, PERINTIS Malaysia*

INTERNATIONAL APPOINTMENT/COMMITTEE

2020 : *Medical and Biological Engineering & Computing Journal – Review Committee*

2019 : *Program Chair, IEEE Conference on Graphics and Media (GAME)*

2019 : *Program Chair, The 18th International Conference On Intelligent Software Methodologies, Tools, And Techniques (SOMET 2019)*

2015 – 2017 : *Editorial Board, Frontiers ICT Journal*

2014 : *Publication Chair, 3rd International Conference on Interactive Digital Media 2014*

2013 : *Technical Chair, 3rd International Conference on Interactive Digital Media 2013*

2006 : *Head of Technical & Logistic, SIGGRAPH International Conference on Computer Graphics and Interactive Techniques in Australasia and South-East Asia (GRAPHITE) 2006 Kuala Lumpur.*

Societies

2017 – 2019 : *100-member of Global Practitioners Advisory Committee (GPAC), ACM*

2008 -2009 : *Vice President, Malaysian Association Swansea University, UK*

RESEARCH ACTIVITIES

RESEARCH PROJECT UNDERTAKEN

2018 : *Project Leader, MyDNAMark Database Visualisation. UTM Trans-Disciplinary Research. Budget Approved RM40,000.*

2017 : *Project Leader, 2D to 3D Freehand Ultrasound Imaging Using Quarternion Based Game Controller Position Tracking. UTM Tier 2. Budget Approved RM20,000.*

2015 : *Project Leader, Framework of Mobile Interaction for Post-Trauma Aphasia Naming Therapy Rehabilitation. UTM Tier 1. Budget Approved RM49,000.*

2014 : *Project Leader, Dynamic Cardiovascular Visualization based on Myocardium functions using Deformable Geometric Surfaces, UTM Flagship. Budget Approved RM30,000.*

2013 : *Project Leader, Three-Dimensional Particle Trace Visualisation for Review of Cardiovascular Blood Flow, UTM Flagship. Budget Approved RM30,000.*

FUNDAMENTAL RESEARCH GRANT SCHEME (FRGS FUND)

- 2020 : *Project Leader, A Novel Intuitive Visualization Method for Mitochondrial DNA Data Exploration of Malaysian Species. Budget Approved RM158,270.*
- 2014 : *Project Leader, Novel Interactive Fluid Model for Blood Flow Simulation in Multiple Branches of Vasculature, Fundamental Research Grant Scheme. Budget Approved RM80,800.*

PROTOTYPE RESEARCH GRANT SCHEME (PRGS FUND)

- 2017 : *Project Leader, Physical Play Games for Mobile Devices Using Tangible Object and Augmented Reality For Kids. Budget Approved RM81,620.*

MINISTRY OF SCIENCE, TECHNOLOGY AND INNOVATION (SCIENCEFUND)

- 2016 : *Project Leader, Unsteady Blood Flow Visualization for Abdominal Aortic Aneurysm. MOSTI Sciencefund. Budget Approved RM105,000.*

INDUSTRIAL RESEARCH PROJECT AWARDED BY HUAWEI MALAYSIA SDN BHD

- 2018 : *Project Leader, University Consortia Whitepaper on Digitalizing Small-Medium Enterprises (SMEs). SMECorp-Huawei Malaysia collaboration. Budget Approved RM69,000.*

OTHER CONTRACT RESEARCH

- 2019 : *Project Member, A Study of Intelligent Dashboard for Project Management and Tracking, Motabina Sdn. Bhd.*
- 2018 : *Project Member, A Study on Critical Success Factor of Crowdfunding Platform for Corporate Social Responsibility. QSR Brands Malaysia Sdn. Bhd.*
- 2017 : *Project Member, Program Usahawan Digital 2017. Perbadanan Usahawan Johor Sdn. Bhd.*
- 2015 : *Project Member, Pembangunan Aplikasi Augmented Reality (AR) Dalam Penerbitan Kompilasi Ucapan Perdana Menteri Malaysia 2009 - 2014. Majlis Aspirasi Negara (MAPAN).*

2015 : *Project Member*, Research And Development On Virtual Interactive Software for Health, Safety, and Environment (HSE) Academy, Institut Teknologi Petroleum Petronas (INSTEP).

CONTRACT RESEARCH PROJECT AWARDED BY MINISTRY OF HIGHER EDUCATION

2019 : Project Leader, Penaiktarafan dan Pembangunan Sistem AiXChange, BKIM, JPT.

2017 : *Project Member*, Pembangunan sistem Malaysia Academia Industry Network (MyAIN) module CEO@faculty.

2016 : *Project Member*, Pembangunan sistem sistem Public-Private Research Network (PPRN).

2015 : *Project Member*, Pembangunan sistem Malaysia Academia Industry Network (MyAIN).

INTERNATIONAL CONTRACT RESEARCH PROJECT AWARDED

2020 : *Project Leader*, Tjap Go Meh – Introduction of Acculturation as Mutual Respect for Society, Telkom University, Indonesia.

2015 : *Project Member*, Image-guided Transbronchial Intervention using Soft Actuator. ASEAN University Network/Southeast Asia Engineering Education Development Network (AUN/SEED-Net). Japan International Cooperation Agency (JICA)

INTELLECTUAL PROPERTIES

Patent Filed:

1. **Farhan Mohamed**, Yusman Azimi Yusoff, Dyah Ekashanti Octorina Dewi, Muhammad Qurhanul Rizqie, Mong Wey Sheng. *Detachable Freehand Position Tracker System and Method for 2D to 3D Ultrasound Imaging*. (Patent: **PI 2015003067**)
2. Ghazali Sulong, **Farhan Mohamed**, Huda Abdulaali Abdulbaqi. Online Image Retrieval Method Based On Sketch Board Mining (Patent: **PI 2016704559**)

Ultility Innovation:

3. Ahmad Hoirul Basori, Mohamd Rafiq Abdul Kadir, Rosli Mohd Ali, **Farhan Mohamed**, Habibollah Haron, Shafry Rahim. *A Method Of Determining A Three - Dimensional Blood Flow Visualisation For A Cardiac (Ultility Innovation – UI 2014700292)*

Copyright:

4. Harith Raad Hasan, Ghazali Sulong, Ali Selamat, **Farhan Mohamed**. *Copyright Protection System for Digital Document using a New RGB Colour Image Marking*

TEACHING ACTIVITIES

Semester	Sem	Subject Code	Subject	Credit Hour
201920201	1	SCSV4233	Visualisasi Data	3
201820192	2	SCSV2113	Interaksi Manusia Komputer	3
201820191	1	SCSV4233	Visualisasi Data	3
201720182	2	SCSV2113	Interaksi Manusia Komputer	3
201720181	1	SCSV4233	Visualisasi Data	3
201620172	2	SCSV2113	Interaksi Manusia Komputer	3
201620171	1	SCSV4233	Visualisasi Data	3
201520162	2	SCSJ3032	Projek Sarjana Muda 1	2
201520162	2	SCSV4134	Projek Sarjana Muda 2	4
201520161	1	SCSV4233	Visualisasi Data	3
201420152	2	SCSJ3032	Projek Sarjana Muda 1	2
201420152	2	SCSV4134	Projek Sarjana Muda 2	4
201420151	1	SCSV4233	Visualisasi Data	3
201320142	2	SCSV4233	Visualisasi Data	3
201320141	1	SCK3633	Pengaturcaraan Web	3
201320141	1	SCV3114	Latihan Industri	4
201320141	1	SCSV2113	Interaksi Manusia Komputer	3
201320141	1	SCV3118	Latihan Industri	8
201320141	1	SCV4134	Projek Sarjana Muda 2	4
201220132	2	SCV4233	Visualisasi Data	3
201220132	2	SCSJ1023	Teknik Pengaturcaraan II	3
201220132	2	SCJ1023	Teknik Pengaturcaraan II	3
201220131	1	SCV4533	Visualisasi Data	3
201120122	2	SCSV1223	Pengaturcaraan Web	3
201120122	2	SCV1223	Pengaturcaraan Web	3
201120121	1	SCV4533	Visualisasi Data	3
			Total Credits	85

SUPERVISION

PhD Student

Year	No.	Name	Status	Title	Roles of Supervision
2014	1	Yusman Azimi Bin Yusoff	Graduated 2019	Unsteady Blood Flow Visualization For Abdominal Aortic	Main Supervisor

				Aneurysm	
2015	2.	Mohd Khalid B Mokhtar	Ongoing	Improved Marker Detection On Augmented Colouring With Deep Learning Algorithm	Co-Supervisor
2016	3.	Nurulazirah Binti Md Salih @ Mohd Salleh	Ongoing	Myocardium Structural Characterization And Modeling: Imaging Study On Radiological Data	Co-Supervisor
2020	4.	Chan Vei Siang	Ongoing	A novel intuitive Visualisation Method for Mitochondrial DNA Data Exploration of Malaysian Species	Main Supervisor
2020	5	Muhammad Shamsul Alam	Ongoing	Improvement of Localization performance using Image and Machine Learning	Main Supervisor
2020	6	Karrar Naemah Hussein	Ongoing	Predictive Deep Learning Model For The Diagnosis Of Brain Tumor And Edema Detection Using Big Data Technology	Main Supervisor
2020	7	Karrar Abdulameer Hamed Kadhim Zahid	Ongoing	Improved Deep Learning Algorithm For Alzheimer's Disease Detection And Function Descriptor-Based Mri Dataset	Main Supervisor
2020	8	Zaid Nidhal Kudhair	Ongoing	Copy-move image forgery detection based on Generalised Singular Value Decomposition	Main Supervisor

Year	No.	Name	Status	Title	Type	Roles of Supervision
2013	1.	Abdullah Abdulhameed Ahmed	Graduated 2017	Enhanced Copy-Move Forgery Detection Model Based On Discrete Wavelet Transform And Local Binary Pattern	Research	Main Supervisor
2014	2.	Nor Nisha Nadhira Binti Nazirun	Graduated 2018	Detection Of Cardiovascular Vulnerable Plaque Between Invasive Coronary Angiography And Computed Tomography Angiography Images	Research (Double Master)	Co-supervisor
2015	3.	Mohd Shahrizan Bin A Wahab	Graduated 2016	ScARd – Augmented Reality Business Card	Master Entrepreneurship	Main Supervisor
2017	4.	Muhammad Ismail Bin Mat Isham	Ongoing	A Framework Of Ultrasounds Image Slice Positioning And Orientation In 3d Augmented Reality Environment Using Hybrid Tracking Method	Research	Main Supervisor
2017	5.	Chan Vei Siang	Graduated 2020	Position Tracked Freehand 3d Ultrasound Reconstruction Using Improved Pixel Nearest Neighbour Method For Marching Cubes Volume Visualization	Research	Main Supervisor

POSTGRADUATE EXAMINATION /VIVA

MSc EXTERNAL EXAMINER

1. Nurhamiezrah binti Midin

Integrasi Doubly – Connected Edge List (DCEL) dan Modified Butterfly Scheme (MBS) untuk Struktur Data Jejaring Segitiga 3D
Universiti Malaysia Sabah (UMS), 2018

2. Mohammed Sameer Mahmood
Evaluating the Accuracy of Low Cost Dept Cameras for 3D Respiratory Motion Tracking
Universiti Kebangsaan Malaysia (UKM), 2019

PUBLICATIONS

JOURNAL

ISI Journal:

1. Chan, V. S., Mohamed, F., Yusoff, Y. A., Dewi, D. E. O., Anuar, A., Shamsudin, M. A., & Mong, W. S. (2019). Using game controller as position tracking sensor for 3D freehand ultrasound imaging. *Medical & biological engineering & computing*, 1-14. (IF: 2.039)
2. Alkawaz, M. H., Basori, A. H., Mohamad, D., & Mohamed, F. (2014). Realistic facial expression of virtual human based on color, sweat, and tears effects. *The Scientific World Journal*, 2014 (IF: 1.2019)
3. Yusoff, Y. A., Basori, A. H., & Mohamed, F. (2013). Interactive hand and arm gesture control for 2d medical image and 3d volumetric medical visualization. *Procedia-Social and Behavioral Sciences*, 97, 723-729.
4. Borgo, R., Abdul-Rahman, A., Mohamed, F., Grant, P. W., Reppa, I., Floridi, L., & Chen, M. (2012). An empirical study on using visual embellishments in visualization. *IEEE Transactions on Visualization and Computer Graphics*, 18(12), 2759-2768. (IF: 3.078)

SCOPUS Journal :

1. Siang, C. V., & Mohamed, F. (2019). A Comparison of Hole-filling Methods for 3D Medical Data Reconstruction and Visualization. *International Journal of Innovative Computing*, 9(2).
2. Cheng, L. K., Selamat, A., Puteh, F., & Mohamed, F. (2016). A review of recent methodologies, technologies and usability in English language content delivery. *Jurnal Teknologi*, 78(12-3).
3. Alkawaz, M. H., Mohamad, D., Basori, A., & Mohamed, F. (2015). A crucial investigation of facial skin colour research trend and direction. *International Journal of Multimedia and Ubiquitous Engineering*, 10(1), 295-316.
4. Mandala, S., Ngadi, M. A., Sharif, J. M., Zahid, M. S. M., & Mohamed, F. (2015). Investigating severity of blackhole attack and its variance in wireless mobile ad hoc networks. *International Journal of Embedded Systems*, 7(3-4), 296-305.
5. Abuhashish, F. A., Sunar, M. S., Kolivand, H., Mohamed, F., & Mohamad, D. B. (2014). Feature extracted classifiers based on EEG signals: A survey. *Life Science Journal*, 11(4).

SCOPUS H-INDEX : 5

PROCEEDINGS/CONFERENCE

1. Khudhair, Z. N., Mohamed, F., & Kadhim, K. A. (2021, April). A Review on Copy-Move Image Forgery Detection Techniques. In *Journal of Physics: Conference Series* (Vol. 1892, No. 1, p. 012010). IOP Publishing.
2. Kadhim, K. A., Mohamed, F., & Khudhair, Z. N. (2021, April). Deep Learning: Classification and Automated Detection Earlier of Alzheimer's Disease Using Brain MRI Images. In *Journal of Physics: Conference Series* (Vol. 1892, No. 1, p. 012009). IOP Publishing.
3. Siang, C. V., Mohamed, F., Idris, M. Y., Sunar, M. S. B., Selamat, A. B., & Wirasari, I. (2020, November). Optimal Parameters for Modified Butterfly Interpolation Scheme Inspired Configurations as Hole-filling Method in 3D Volume Reconstruction. In *2020 IEEE Graphics and Multimedia (GAME)* (pp. 31-36). IEEE.
4. Na, K. S., Mohamed, F., Isham, M. I. M., Siang, C. V., Tasir, Z., & Abas, M. A. (2020, November). Virtual Reality Application Integrated with Learning Analytics for Enhancing English Pronunciation: A Conceptual Framework. In *2020 IEEE Conference on e-Learning, e-Management and e-Services (IC3e)* (pp. 82-87). IEEE.
5. Kadhim, K. A., Mohamed, F., Khudhair, Z. N., & Alkawaz, M. H. (2020, November). Classification and Predictive Diagnosis Earlier Alzheimer's Disease Using MRI Brain Images. In *2020 IEEE Conference on Big Data and Analytics (ICBDA)* (pp. 45-50). IEEE.
6. Mokhtar, M. K., Mohamed, F., Siang, C. V., & Jumaat, N. F. (2020). Tangible Edutainment Games for Kids using Play-Beyond the Screen Concept. *Fusion 2020*, 25.
7. Cheng, L. K., Selamat, A., Zabil, M. H. M., Selamat, M. H., Alias, R. A., Puteh, F., ... & Krejcar, O. (2019, November). Comparing the Accuracy of Hierarchical Agglomerative and K-means Clustering on Mobile Augmented Reality Usability Metrics. In *2019 IEEE Conference on Big Data and Analytics (ICBDA)* (pp. 34-40). IEEE.
8. Mokhtar, M. K., Mohamed, F., Sunar, M. S., Abd Aziz, A. A., Arshad, M. A. M., & Sidik, M. K. M. (2019, November). Image Features Detection and Tracking for Image Based Target Augmented Reality Application. In *2019 IEEE Conference on Graphics and Media (GAME)* (pp. 38-43). IEEE.
9. Siang, C. V., Mohamed, F., Sunar, M. S. B., & Selamat, A. B. (2019, November). Using Modified Butterfly Interpolation Scheme for Hole-filling in 3D Data Reconstruction. In *2019 IEEE Conference on Graphics and Media (GAME)* (pp. 7-12). IEEE.
10. Lima, K. C., Selamat, A., Zabil, M. H. M., Yusoff, Y., Selamat, M. H., Alias, R. A., F. Mohamed & Krejar, O. (2019, September). Quantifying Usability Prioritization Using K-Means Clustering Algorithm on Hybrid Metric Features for MAR Learning. In *Advancing Technology Industrialization Through Intelligent Software Methodologies, Tools and Techniques: Proceedings of the 18th International Conference on New Trends in Intelligent Software Methodologies, Tools and Techniques (SoMeT_19)* (Vol. 318, p. 190). IOS Press.
11. Lima, K. C., Selamat, A., Zabil, M. H. M., Yusoff, Y., Selamat, M. H., Alias, R. A., F. Mohamed & Krejar, O. (2019, September). A Comparative Usability Study Using Hierarchical Agglomerative and K-Means Clustering on Mobile Augmented Reality Interaction Data. In *Advancing Technology Industrialization Through Intelligent Software Methodologies, Tools and Techniques: Proceedings of the 18th International Conference on New Trends in Intelligent Software Methodologies, Tools and Techniques (SoMeT_19)* (Vol. 318, p. 258). IOS Press.

12. A A Aziz, F Mohamed, V S Chan, MK Mokhtar, MIM Isham, I Zulkifli, A Wagiran, FM Salleh, MS Omar (2019). Conceptual Design for Crowdsourcing Biodiversity Tagging Application. *Advancing Technology Industrialization Through Intelligent Software Methodologies, Tools and Techniques 2019* (pp. 711-724) . IOS Press.
13. Lim, K. C., Selamat, A., Zabil, M. H. M., Yusoff, Y., Selamat, M. H., Alias, R. A., ... & Krejcar, O. (2019, August). Triangulating the implementation of hierarchical agglomerative clustering on MAR-learning usability data. In *18th International Conference on New Trends in Intelligent Software Methodologies, Tools and Techniques, SoMeT 2019* (pp. 500-511). IOS Press.
14. Yusoff, Y. A., Mohamed, F., Sunar, M. S., Selamat, A., & Jaafar, N. A. (2019). Comparative analysis on seed point placement and magnitude-based visual enhancement for streamlines generation. *International Journal of Digital Enterprise Technology*, 1(4), 388-404.
15. Tomi, B., Sunar, M. S., Mohamed, F., Saitoh, T., Mokhtar, M. K. B., & Luis, S. M. (2018, November). Dynamic Body Circumference Measurement Technique for a More Realistic Virtual Fitting Room Experience. In *2018 IEEE Conference on e-Learning, e-Management and e-Services (IC3e)* (pp. 56-60). IEEE.
16. Mokhtar, M. K., Mohamed, F., Sunar, M. S., Arshad, M. A. M., & Sidik, M. K. M. (2018, November). Development of Mobile-Based Augmented Reality Colouring for Preschool Learning. In *2018 IEEE Conference on e-Learning, e-Management and e-Services (IC3e)* (pp. 11-16). IEEE.
17. Isham, M. I. M., Mohamed, F., Siang, C. V., Yusoff, Y. A., Aziz, A. A. A., & Dewi, D. E. O. (2018, November). A Framework of Ultrasounds Image Slice Positioning and Orientation in 3D Augmented Reality Environment using Hybrid Tracking Method. In *2018 IEEE Conference on Big Data and Analytics (ICBDA)* (pp. 105-110). IEEE.
18. Siang, C. V., Mohamed, F., Isham, M. I. M., Yusoff, Y. A., Aziz, A. A. A., & Dewi, D. E. O. (2018, November). A Framework of Position Tracked Freehand 3D Ultrasound Reconstruction Using Game Controller and Pixel Nearest Neighbour Method for Marching Cubes Volume Visualization. In *2018 IEEE Conference on Big Data and Analytics (ICBDA)* (pp. 99-104). IEEE.
19. Mohamed, F., Mokhtar, M. K., Arsad, M. A., & Sidik, M. K. M. (2018). Mobile Tangible Edutainment Games for Kids Education. *Proceeding Of New Academia Learning Innovation (Nali 2018) Exhibition & Competition*, 26.
20. Lim, K. C., Selamat, A., Alias, R. A., Zabil, M. H. M., Puteh, F., & Mohamed, F. (2018). Measuring the Feasibility of Clustering Techniques on Usability Performance Data. *Indian Journal of Science and Technology*, 11, 4.
21. Lim, K. C., Selamat, A., Zabil, M. H. M., Selamat, M. H., Alias, R. A., Puteh, F., ... & Fujita, H. (2018, January). Feasibility comparison of HAC algorithm on usability performance and self-reported metric features for MAR learning. In *17th International Conference on New Trends in Intelligent Software Methodology Tools and Techniques, SoMeT 2018* (pp. 896-910). IOS Press.
22. Siang, C. V., Isham, M. I. M., Mohamed, F., Yusoff, Y. A., Mokhtar, M. K., Tomi, B., & Selamat, A. (2017, November). Interactive holographic application using augmented reality EduCard and 3D holographic pyramid for interactive and immersive learning. In *2017 IEEE Conference on e-Learning, e-Management and e-Services (IC3e)* (pp. 73-78). IEEE.
23. Yusoff, Y. A., Mohamed, F., Mokhtar, M. K., Tomi, B., Siang, C. V., & Isham, M. I. M. (2017, November). Magnitude-based seed point placement for streamlines generation. In *2017 IEEE Conference on Big Data and Analytics (ICBDA)* (pp. 81-86). IEEE.

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1. *Digitalisation Survey of SMEs in 2018*, Chapter 2, SMECorp Annual Report 2017-2018, Malaysia (pp 41-43).
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PLENARY LECTURE / KEYNOTE ADDRESS

1. Keynote Address – Metaphoric Visualisation, 6th International Conference on Interactive Digital Media (ICIDM2020), (December 2020), Bandung, Indonesia.
2. Keynote Address – *Simulating and Visualising Cardiovascular Bloodflow*, Kyutech-UTM International Seminar on Digital Media and Games Innovation (April 2014), Kyushu, Japan.

3. Keynote Address – *Data Analysis and Visualisation*, Seminar on Recent Trends in Computing (November 2013), Brunei Darussalam.

INVITED/GUEST SPEAKER

1. *Invited Speaker*, “Coaching Game Innovation”, MCMC KLConverge Kuala Lumpur, 2014. 17-19 September 2014.
2. *Invited Speaker*, Emerging Science and Technology (EST) Lecture for Foundation of Computing and Engineering, University Malaysia of Computer Science and Engineering (Unimy), 24 February 2014.
3. *Invited Speaker*, Towards Virtual CV Imaging Visualisation and Interaction System, Siemens-UTM Advanced Cardiovascular Imaging Symposium 2015, UTM. 28-29 September 2015.
4. *Guest Speaker*, 2nd ASIAN Undergraduate Summit (AUS) 2016 (Malaysia Leg), “Leadership in A Complex World: Smart Cities, Smart Citizens”, UTM. 20-24 June 2016.
5. *Community Speaker*, Cybercopywriting Workshop. Pusat Internet 1Malaysia, Kg.Permatang Sepam, Benut, Pontian. 15 January 2017.

POLICY

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VIDEO PRODUCTIONS

1. *Director*, “Robots of UTM”, 2020.
2. *Director*, *UTM 2020 Achievement Compilation – “UTM 2020 a review”*, 2020.
3. *Assistant Director*, *UTM 2019 Corporate Video*, 2019.
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