



TS. SITI NORAI SYAH ABD RAHMAN

BACKGROUND

Ts. Siti Noraisyah Abd Rahman or also known as Noraisyah Rahman is a student, a technology professional, and a new media designer with over a decade of experience in Digital media (Media Arts and Technology New). Multimedia E-learning Technology (2014), his master's thesis is based on the psychological implications through the development of creative content based on new media technologies (reality-virtuality) where he also has a graduation in Bachelor's degree Multimedia digital Media (with specialization) (2011) from Multimedia University (MMU). Research is sparked on the design of new media and technologies with educational experiential learning, gamification and game-based learning (game-based learning). She currently serves as dean of the Faculty of animation and As a multi-media company, Noraisyah Rahman has held the position of Digital Game Art Program at ASWARA five years. Prior to serving in ASWARA in 2015, she managed to get a grant Creative Lifelong Learning Through The Digital Economy (Cillp) Corporation (MDEC), which has built its residency in pervasive Creative the mixed reality computing laboratory, City University of London. Have experience services as a multimedia software and creative technology instructor since In 2011, she began his career as a new media designer

and developed in the early years of Augmented Reality 2010 through Flash software.

Reality-virtuality

continuum, the study of games, identity and even cultural identity, he was also involved

in the formulation of joint creative programs based on culture-technology and identity

the venue; between is an ideathon and a clock game like the folklore game 48 hours

Hours, 48 hours cultural heritage XR hours, creative bootcamp and webinars like

Diversity of advanced reality (XR) in games and animation, and MyCreativeOpinion

(MCO) Webinar in Media Arts, and DIVRSE 22-Makyung in the Metaverse where it is

support for new media technologies in the domain of diversity appreciation cultural

heritage and inclusivity in animation and digital games.

ACHIEVEMENT

ASEAN professional training programme-ROK in XR / Metaverse / BIPA (2023) /
representative letter of Malaysia, Busan, South Korea

Cultural Partnership initiative (CPI) programme (2023) / Malaysian representative
Charter the Korea Foundation for International Cultural Exchange (KOFICE)

Platinum Award-Best Presentation / International Conference on the arts, Culture and
heritage (ICACH '22) (2022 / / maintenance of work "Makyung in Metaverse: issues
and challenges of delivering Performing Arts Education in the virtual world"

Verified creator of XR (2022) / Snap Inc.Spectacles for development

immersive glasses

Malaysian Technical Cooperation Programme (MTCP) (2022) | Empowering Youth Through Art + Culture, Islamic Tourism Centre Malaysia

Speaker, trends in Digital Gaming Culture (2021) / UUM Symposium

Paselis Panelist, Digital Heritage Experience 2021 International Webinar Premiere I-Entertainment 2.0 XR 2.0, Selayang Community College

Adobe Certified Professional in video design (2020) | certified professional the Adobe software

Jury, Kembara bersama Adli and Adlina (KBAA) (2020) | Sekolah Seri Puteri, Cyberjaya

Unreal heritage: Development of virtual reality Masterclass (ISBN 978-983-2538-45-5) (2019) / writer and artistic director for the project and the ASEAN Virtual Reality Masterclass 17

Bronze award (Group) - K teaching and learning Symposium-Novation 2019

Learning, National University of Malaysia) (2019) / RX-gamification project joint pharmacy development with the Faculty of Pharmacy UKM

Sijil Kemahiran Malaysia advanced examination (SKM-PPT) - Multimedia Designer (2018) / Department Of Skills Development

Sijil Kemahiran Malaysia advanced examination (SKM-PPT) - Multimedia-Visual Artist (2018 // Department Of Skill Development

Excellent Service Award 2016 Ministry Of Tourism, Arts and Culture of Malaysia

K_space Exploration Program @ Karkhana, Kathmandu, Nepal

(speakers and participants) (2016) / fully sponsored by the Danish Centre Culture & Development (CKU), open and collaborative science in development Network (OCSDNet), and School of Social Development, Chulalongkorn University

Pervasive Computing residency at Mixed Reality Lab, City University of London-Creative Lifelong Learning Programme (CILLP) (2015) – MDEC Skills enhancement and re-skills scheme-solo description grant amounting to RM 52,000

Pas Best Paper Award-International Conference on Informatics and creative Multimedia (UTM, KL) (2013) / lead author of " a pedagogical re-tale: Preservation of indigenous folklore through multimedia programming"

FIELD OF STUDY

Code for animation / programming languages

Digital Media (AAM 1112)

Game review (AAM 6083)

Video game history

Interactive Media

Integrated Design Studio

Introduction to new media

Motion Capture

Multimedia and communication