

**Curriculum Vitae**  
**Noris Mohd Norowi (Ph.D.)**



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Scopus h-index 6 | Google h-index 8 (June 2022) |

### **Personal Details**

1. Full name : Noris Binti Mohd Norowi
2. Department : Multimedia
3. Faculty : Faculty of Computer Science and Information Technology
4. Area of Specialization : Human-Computer Interaction

### **Academic Background**

- PhD in Computer Music, University of Plymouth, 2013
- Master of Science (Multimedia Systems), 2007
- Bachelor of Computer Science (Multimedia), 2003

### **Professional Membership**

- ACM SIGCHI Kuala Lumpur Chapter (myHCI-UX), Treasurer
- Association for Computing Machinery (ACM), Member
- ACM Special Interest Group in Human-Computer Interaction, Member
- Society of Information Retrieval and Knowledge Management Malaysia (PECAMP)
- International Association of Engineers (IAENG) (Member)

### **Teaching**

- Ethics in Computing (SIM4207)
- Introduction to Software Engineering (SSE3001)
- Creative Design Elements (SKM4215)
- Human-Computer Interaction (SSE3202)
- Multimedia Application Development (SKM3300)
- Audio Visual Digitization (SKM4212)

## Supervision Activity

Program	Status	As a Chairman	As a Member
PhD	Graduated	None	1
	Ongoing	3	7
Masters (with thesis)	Graduated	4	None
	Ongoing	2	1
Masters (without thesis)	Graduated	1	N/A
	Ongoing	None	N/A
FYP	Graduated	33	N/A
	Ongoing	2	N/A

## Awards (selected, last 3 years)

### Competitions:

#### 2022

1. Invention, Innovation and Design on e-Learning Competition 2022 (IIDEL2022). Principal Investigator. Silver Medal.

#### 2021

2. Putra InnoCreative Carnival in Teaching and Learning (PICTL 2021). Principal Investigator. Gold Medal.
3. Best Paper Award. Asian CHI Symposium 2021. Apple Swipe: A Mobile Game Apps for Visually Impaired Users using Binaural Sounds. Principal Investigator.
4. Make It Useful. UX Hackathon, National Symposium on Human-Computer Interaction 2021 (FUSION 2021). Mentor. Gold Medal.
5. Daily Ibadah Checklist and Motivation Application. UX Hackathon, National Symposium on Human-Computer Interaction 2021 (FUSION 2021). Mentor. Gold Medal.
6. EZSume. UX Hackathon, National Symposium on Human-Computer Interaction 2021 (FUSION 2021). Mentor. Bronze Medal.

#### 2020

1. Best Paper Award. 4th International Conference on Interdisciplinary Computer Science and Engineering (ICICSE2020). Understanding the Requirements of Runners to Design a Virtual Group Running System. Co-Author.
2. Kaw-Team E-commerce Platform for Mobile Application. Virtual Students' Design Competition, National Symposium on Human-Computer Interaction 2020 (FUSION 2020). Mentor. Silver Medal.
3. Pet Diary. Virtual Students' Design Competition, National Symposium on Human-Computer Interaction 2020 (FUSION 2020). Mentor. Bronze Medal.

## **2019**

1. AnnoShare (Annotate and Share): A Collaborative Online Learning Tool to facilitate Flexible Learning by Enabling Many-to-Many and Real-time Annotative Features on Shared Learning Materials. Putra InnoCreative Carnival in Teaching and Learning (PICTL 2019). Principal Investigator. Gold Medal.
2. Developing a Customizable Intelligent Web Application for Differentiated Assessment. Putra InnoCreative Carnival in Teaching and Learning (PICTL 2019). Principal Investigator. Gold Medal.
3. Pertandingan Fakulti / Pusat Terbaik. Amalan Inovasi Pengajaran dan Pembelajaran 2019. Putra InnoCreative Carnival in Teaching and Learning (PICTL 2019). FSKTM Group Leader. Third Place.
4. PUTRA Welcome. Hadiah Idea Inovasi. Hari Kualiti dan Inovasi Perkhidmatan UPM. Anugerah Idea Terbaik.
5. An AR-based Storybook on Vaccination. International STEM Olympiad 2019. Mentor. Most Commercial Project Award.
6. An AR-based Storybook on Vaccination. International STEM Olympiad 2019. Mentor. Gold Medal.

## **2018**

1. A Mobile Game to Create Awareness of Overusing Resources. International STEM Olympiad 2018. Mentor. Silver Medal.
2. Collaborative Learning Using ColloTab. Putra InnoCreative Carnival in Teaching and Learning (PICTL 2018). Principal Investigator. Silver Medal.
3. An Interactive and Engaging Learning Tool to Learn Pharmacology for UPM Medical Students. Putra InnoCreative Carnival in Teaching and Learning (PICTL 2018). Co-Investigator. Gold Medal.
4. A Framework for Assessing Student Participant in Community Services. Putra InnoCreative Carnival in Teaching and Learning (PICTL 2018). Co-Investigator. Silver Medal.
5. Improving Classical Project: Industry Involvement in HCI Course. Putra InnoCreative Carnival in Teaching and Learning (PICTL 2018). Co-Investigator. Silver Medal.

## **Performances / Services:**

1. Anugerah Perkhidmatan Cemerlang UPM 2021  
(Excellent Services Award UPM 2021)
2. Excellent Research Grant Award 2020  
(*Anugerah Geran Penyelidikan Cemerlang 2020*)
3. Excellent Teaching & Learning Award 2020  
(*Anugerah Pengajaran Pensyarah Cemerlang 2020*)
4. Excellent Teaching & Learning Award 2019  
(*Anugerah Pengajaran Pensyarah Cemerlang 2019*)
5. Excellent Intellectual Property Award 2019  
(*Anugerah Harta Intelek Cemerlang 2019*)

### Community Services:

	Organization	Position	Start Date	End Date	Expertise
1	Beat COVID-19 in Schools	Head of Project	Jan 2022	Jan 2022	Community Service, Mobile Apps
2	Sistem Interaktif Web bagi Pelajar / Guru Asas Komputer (SIWAK 2021/22) – Students	Head of Project	Dec 2021	Dec 2021	Community Service, Web Development
3	Sistem Interaktif Web bagi Pelajar / Guru Asas Komputer (SIWAK 2021/22) – Train the Trainers	Head of Project	Aug 2021	Aug 2021	Community Service, Web Development
4	Program IR 4.0: How That Will Change Your Future Lifestyle and Future Jobs	Committee Member	2019	2019	Motivation and Guidance, Community Service
5	ANILAMASI Program: NILAM Enrichment Through Animation with SK Salak, Sepang	Head of Project	2018	2018	Community Service, Animation
6	Community Service Program with SK Salak, Sepang	Speaker	2018	2018	Community Service, Multimedia
7	UPM STEM with SMKA Maahad Hamidiah, Kajang	Facilitator	2018	2018	Community Service, STEM
8	Global I-LEAD STEM Camp	Facilitator	2018	2018	Community Service, STEM
9	International STEM Olympiad ISTEMO 2018	Facilitator	2018	2018	Community Service, STEM
10	Mobile Application Development Workshop with MRSM Kuala Klawang	Head of Project	2017	2017	Community Service, Mobile App
11	Creative Teen League with MRSM Kuala Klawang	Trainer	2016	2016	Community Service, Video
12	PT3 Sustainable Knowledge 'IT Literate' Program with SMK Cheras Jaya, Selangor	Head of Project	2016	2016	Community Service, Multimedia
13	Basic Computer Science program for Secondary Schoolers Program	Committee Member	2016	2016	Community Service, Multimedia
14	Malaysia Computing Challenge Program	Committee Member	2016	2016	Community Service, Multimedia
15	F1 Competition in Schools with SMK King George V	Facilitator	2016	2016	Community Service, Multimedia

16	Creative Mural Drawing Program with SK Salak	Head Program	of	2016	2016	Community Service, Multimedia
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### Conferences (selected, last 3 years):

1. 6th Asian CHI Symposium (Asian CHI), 13 April 2022. Louisiana, USA (Virtual). Presenter.
2. International Southeast Asia CHI 2022 Workshop, 14 April 2022. Louisiana, USA (Virtual). Presenter.
3. 1st International Conference on Plantation Technology (ICPTech 2021), 23 - 24 November 2021. Serdang, Selangor, Malaysia (Virtual). Presenter.
4. ACM CHI Conference on Human Factors in Computing Systems (CHI 2022), 8 – 13 May 2021. Yokohoma, Japan (Virtual). Participant.
5. 5th Asian CHI Symposium (Asian CHI), 7-8 May 2021. Yokohoma, Japan (Virtual). Presenter.
6. National Symposium of Human-Computer Interaction (FUSION 2021), 19 August 2021. Kuala Lumpur, Malaysia (Virtual). Participant.
7. New Interfaces for Musical Expressions 2020 (NIME 2020), 21 - 25 July 2020. Birmingham, United Kingdom (Virtual). Participant.
8. International Conference on Innovations in Computer Science and Engineering (ICICSE 20120, 5 - 6 October 2020. Serdang, Malaysia (Virtual). Presenter.
9. National Symposium of Human-Computer Interaction (FUSION 2020), 19 August 2021. Kuala Lumpur, Malaysia (Virtual). Participant.
10. Southeast Asian University Consortium for Graduate Research in Agriculture and natural Resources (UC) First Faculty Forum, 23 – 24 July 2019, Los Banos, Philippines. Participant.
11. International Conference on Innovations in Computer Science and Engineering (ICICSE 2019), 26 – 28 June 2019, Miri, Sarawak, Malaysia. Presenter.
12. ACM CHI Conference on Human Factors in Computing Systems (CHI 2019), 5 – 7 May 2019, Glasgow, United Kingdom. Participant.
13. 5th Computer-Human Interaction User Experience Indonesia Conference (CHIUXID 2019), 8-9 April 2019, Bali, Indonesia. Participant.
14. 5.National Symposium on Human-Computer Interaction (FUSION 2019), 15 February 2019, Universiti Teknikal Malaysia, Melaka, Malaysia. Participant.

### Grants (selected, last 3 years):

1. Bridging the Urban-Rural Divide on Knowledge Dissemination and Learning Process of Secondary School Children from Lower Income Families Working in The Agricultural Sector in Rural Areas of Malaysia. Seed Fund for Research and Training (SFT) Grant, Southeast Asian Regional Center for Graduate Study and Research in Agriculture (SEARCA). 2020 - 2021. Principal Researcher. Completed.
2. Effects of Spatial Conceptual Metaphor on Gesture Manipulations of Musical Objects for Music Performance in Immersive Virtual Environments. Putra High Impact Grant (GPB). 2017 - 2021. Principal Researcher. Completed
3. Everyone Can SULAM: Development of Web based SULAM UPM Course Development System. Innovation in Teaching and Learning Grant (GIPP). 2021-2023. Co-Researcher. On-going.
4. Prototyping iPacer: A Generic Differentiated Assessment Tool for Mixed Ability Classroom. Innovation in Teaching and Learning Grant (GIPP). 2019 - 2021. Co-Researcher. Developing online performance evaluation tool for assessing student participant in community services for course assessment in University Putra Malaysia. Principal investigator, RM10,500.00, 3 years (2017-2020). Completed.

5. Designing A Constructivist Web-based Collaborative Learning Tool to Encourage Group Learning Activities Among Undergraduate Computer Science Students in Universiti Putra Malaysia. Innovation in Teaching and Learning Grant (GIPP). 2017-2019. Principal Researcher. Completed.
6. Developing Online Performance Evaluation Tool For Assessing Student Participant In Community Services For Course Assessment In UPM. Innovation in Teaching and Learning Grant (GIPP). 2017-2019. Co-Researcher. Completed.
7. Hand Gesture Control for Musical Composition in Immersive Virtual Environment using Spatial Conceptual Metaphor. Putra Graduate Initiative Grant (GP-IPS). 2017 - 2019. Principal Researcher. Completed.

#### Publication:

Publication Summary (main author only)	Quantity
Citation Indexed Journal	15
Non-Citation Indexed Journal	6
Cited Proceedings in Scopus	20
Proceedings	26
Chapter in Book	4

#### 2022

Razali, M. S., Halin, A. A., Chow, Y. W., **Norowi, N. M.**, & Doraisamy, S. (2022). Deep and Contextually Engineered Features for Metaphor Detection.

Sari, E., Ghazali, M., Tedjasaputra, A. B., Kurniawan, Y., Chintakovid, T., Nuchitprasitchai, S., Zulaikha, E., **Norowi, N.M.** & Makany, T. (2022, April). SEACHI 2022 Symposium: Bringing Equality, Justice, and Access to HCI and UX Agenda in Southeast Asia Region. In CHI Conference on Human Factors in Computing Systems Extended Abstracts (pp. 1-5).

Majuddin, C., Khambari, M. N. M., Wong, S. L., Ghazali, N., & **Norowi, N. M.** (2022). Students' Perspectives on the Use of Differentiated Assessment Tool: Results from an Explanatory Sequential Mixed-Method Pilot Study. *Contemporary Educational Technology*, 14(2), ep358.

#### 2021

Ming, T. R., **Norowi, N. M.**, Wirza, R., & Kamaruddin, A. (2021). Designing a Collaborative Virtual Conference Application: Challenges, Requirements and Guidelines. *Future Internet*, 13(10), 253.

**Norowi N.M.** (2021) Human-Centred Artificial Intelligence in Concatenative Sound Synthesis. In: Miranda E.R. (eds) *Handbook of Artificial Intelligence for Music*. Springer, Cham. [https://doi.org/10.1007/978-3-030-72116-9\\_21](https://doi.org/10.1007/978-3-030-72116-9_21).

**Norowi, N. M.**, Azman, H., & Wahat, N. W. A. (2021). Apple swipe: A mobile game apps for visually impaired users using binaural sounds. Paper presented at the 5th Asian CHI Symposium 2021, 196-201. doi:10.1145/3429360.3468209.

Saffian, K. A., & **Norowi, N. M.** (2021). Gestural interaction of gamelan mobile application: A preliminary study. Paper presented at the 5th Asian CHI Symposium 2021, 146-148. doi:10.1145/3429360.3468199.

M. S. Razali, A. A. Halin, L. Ye, S. Doraisamy and **N. M. Norowi**. (2021). "Sarcasm Detection Using Deep Learning With Contextual Features," in IEEE Access, vol. 9, pp. 68609-68618, 2021, doi: 10.1109/ACCESS.2021.3076789.

## **2020**

Mustaffa, M. R., **Mohd Norowi, N.**, & Yee, S. M. (2020). Content-Based Feature Fusion Representation For Marine Invertebrates. Malaysian Journal of Computer Science, 33(3), 170–187. Retrieved from <https://jupidi.um.edu.my/index.php/MJCS/article/view/25273>.

Choong, C.W., **Norowi, N.M.**, Mustaffa, M. R., and Doraisamy, S. C. (2020). Understanding The Requirements Of Runners To Design A Virtual Group Running System. International Journal of Advanced Research in Engineering and Technology (IJARET). Volume 11, Issue 12, December 2020, pp. 1304-1314.

Sharin, N.A., **Norowi, N.M.**, and Abdullah, L.N. (2020). A User Requirements Study For Developing Mobile-Based Augmented Reality Indoor Map Locator Application. International Journal of Advanced Research in Engineering and Technology (IJARET). Volume 11, Issue 12, December 2020, pp.1361-1373.

**Norowi, N.M.**, Anuar, N.A., Mustaffa, M.R., Hussin, M. (2020). Content-based Audio Classification System for Bird. . International Journal Of Advanced Research In Engineering and Technology (IJARET). IAEME Publication, International, 2020.

Mustaffa, M. R., Ong, S.F., **Mohd Norowi, N.**, & Hussin, M. (2020). Outfit Classification And Recommendation Based On Integrated Features And Bagged Decision Tree. International Journal Of Advanced Research In Engineering and Technology (IJARET). Volume 11, Issue 12, December 2020, pp.1400-1409.

Majuddin, C., Khambari, M. N. M., Wong, S. L., & **Norowi, N.M.** An Exploratory Study On Putrapacer As A Differentiated Assessment Tool For Learning. Proceedings of the 28th International Conference on Computers in Education. Asia-Pacific Society for Computers in Education

## **2019**

Ming, T. R., Liang, O. B., **Norowi, N. M.**, Rahmat, R.W.O.K, and Jantan, A.H. A Seamless Multi-touch Interaction for Collocated Multi-mobile System. 2019. Journal of Advanced Trends in Computer Science and Engineering.

Y. Ang, P. S. Sulaiman, R. W. O. K. Rahmat and **Norowi, N.M.** "Swing-In-Place (SIP): A Less Fatigue Walking-in-Place Method With Side-Viewing Functionality for Mobile Virtual Reality," in IEEE Access, vol. 7, pp. 183985-183995, 2019, doi: 10.1109/ACCESS.2019.2960409.

Zabidi, N.S., **Norowi, N.M.**, and Rahmat, R.W.O.K On the Use of Image and Emojis in Graphical Password Application. 2019. International Journal of Innovative Technology and Exploring Engineering. 8(8), 379 – 385. 2019.

**Norowi, N.M.**, Ming, T.R., Jantan, A.H., Liang, O.B. and Rahmat, R.W.O.K. (2019). Mind the gap: joining bezel-separated lines in multi-mobile systems. In Proceedings of Asian CHI Symposium 2019: Emerging HCI Research Collection (AsianHCI '19). Association for Computing Machinery, New York, NY, USA, 178–182.

Choong, C. W, **Norowi, N.M.**, Doraisamy, S.C. and Mustaffa, M.R. (2019). Interactive Musical Songs Recommendation Using 3D Coordinates Model. In Proceedings of the 5th International ACM In-Cooperation HCI and UX Conference (CHlUXiD'19). Association for Computing Machinery, New York, NY, USA, 78–87.

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