



## Profesor Madya Dr. Che Soh bin Said

- ✉ chesoh@meta.upsi.edu.my
- ☎ 05-4505082
- 📍 Faculty Of Computing And Meta-Technology  
Universiti Pendidikan Sultan Idris (UPSI)

### BIOGRAPHY

A lecturer from the Faculty Of Computing And Meta-Technology ,  
Universiti Pendidikan Sultan Idris, Tanjung Malim, Perak, Malaysia.  
Specializes in Instructional Technology, Computing Education, Multimedia,  
Virtual and Augmented Reality, Animation.

### ACADEMIC QUALIFICATION

- 2012 **Ijazah Doktor Falsafah (Pendidikan & Multimedia) (Sains Komputer)**  
UNIVERSITI SAINS MALAYSIA
- 2001 **Ijazah Sarjana Sains Komputer (Sains Komputer)**  
Universiti Putra Malaysia (UPM)
- 1995 **Ijazah Sarjana Muda Sains Komputer serta Pendidikan (Kepujian)**  
(Teknologi Maklumat)  
Universiti Teknologi Mara (UiTM)

### RESEARCH

- PEMBANGUNAN MODUL PEMBELAJARAN SOLAT DENGAN  
TEKNOLOGI MASSIVE OPEN ONLINE LEARNING (MOOC)  
2018 **Leader** Universiti Pendidikan Sultan Idris
- Pembangunan Dan Penilaian Perisian Visualisasi Anatomi Tiga Dimensi  
2013 **Leader** Universiti Pendidikan Sultan Idris  
Design Dan Development A Web-Based Spatial-Ability Virtual Trainer  
(Websavt)  
2006 **Leader** Universiti Pendidikan Sultan Idris
- Penggunaan Perisian Latihan Berbantuan Komputer Dalam  
Meningkatkan Penguasaan Kemahiran Literasi Komputer Di Kalangan  
Guru  
2003 **Leader** Universiti Pendidikan Sultan Idris
- PEMBANGUNAN MODUL PEDAGOGI TEKNOLOGI GENERASI-IV  
(META PEDAGOGI) DALAM PEMBELAJARAN STEM SEKOLAH  
MENENGAH STRATEGI INKUIRI-TEKNOLOGI GENERASI KEEMPAT  
2023 **Leader** Universiti Pendidikan Sultan Idris

### ACADEMIA INFO

Scopus ID :  
35202314700  
Google Scholar :  
Che Soh Said

### AREAS OF EXPERTISE

Teknologi Maklumat  
Instructional Technology,  
Computing Education,  
Multimedia, Virtual and  
Augmented Reality, Animation

### SUPERVISION

PhD  
Completed : 10  
Ongoing : 10  
Master  
Completed : 21  
Ongoing : 4

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## RESEARCH

- 6 PEMBANGUNAN MODUL PEDAGOGI TEKNOLOGI GENERASI-IV (META PEDAGOGI) DALAM PEMBELAJARAN STEM SEKOLAH MENENGAH STRATEGI INKUIRI-TEKNOLOGI GENERASI KEEMPAT  
2023 Leader Universiti Pendidikan Sultan Idris
- 8 Pengurusan Pangkalan Data Pengurusan Amil Dan Kutipan Zakat  
2019 Member Negeri Perak
- 9 APLIKASI PERISIAN ?SASTERAYA? MEMBANTU MEMBANGUNKAN MODAL INSAN PELAJAR SEKOLAH MENENGAH  
2019 Member Universiti Pendidikan Sultan Idris
- 10 Reka Bentuk Kerangka Teknologi Persuasif Pintar (Intelligent Persuasive Technology) Berasaskan Tahap Tingkah Laku Kanak-Kanak Dalam Permainan Digital  
2016 Member Universiti Pendidikan Sultan Idris
- 11 Learning Style 4U (Mobile Apps)  
2015 Member Universiti Pendidikan Sultan Idris
- 12 Development Of Virtual Herbarium For Higher Plants  
2012 Member Universiti Pendidikan Sultan Idris
- 13 Pembangunan Reka Bentuk Sistem Cerdas E-Penasihatan (Mentor-Mentee) Menggunakan Profil Pembelajaran Pelajar (Student Learning Pr  
2012 Member Universiti Pendidikan Sultan Idris
- 14 Design And Development Of Biology Computer Visualization Tools (Biovt)  
2005 Member Universiti Pendidikan Sultan Idris
- 15 Using Desktop Virtual Reality Technologies To Develop A Geometry Modeling Learning Tools For Primary School Mathematics  
2006 Member Universiti Pendidikan Sultan Idris
- 16 Pembinaan Perisian Multimedia Pintar Teknologi Maklumat Kbsm  
2006 Member Universiti Pendidikan Sultan Idris
- 17 Pembangunan Perisian Perancangan Pengajaran (K-It) Menyokong Pembelajaran Teknologi Maklumat  
2005 Member Universiti Pendidikan Sultan Idris
- 18 Model Portal Pendidikan  
2004 Member Universiti Pendidikan Sultan Idris
- 19 Koswer Multimedia Interaktif Biologi: Fotosintesis  
2003 Member Universiti Pendidikan Sultan Idris

20 Development Of Educational Video For Online Learning Based On Inquiry Learning: Science At Home

2023 Member Cepr Malaysia Sdn. Bhd

22 MEMPERKASAKAN PROGRAM PENGAJIAN PASCA SISWAZAH FKMT

2026 Member

23 Pembangunan Modul Guru ChatGPT: Panduan Penggunaan ChatGPT Dalam Memperkasakan Produktiviti Guru Yang Effisien

2026 Member

24 Formulasi Kerangka Reka Bentuk Kandungan Multimodal Tiga Dimensi Dalam Persekitaran Realiti Maya Immersif Untuk Inkuiri Sains Berasaskan Pendekatan Heutagogi .

2024 Member Universiti Pendidikan Sultan Idris

25 Python As A First Programming Language For Schools And The Development Of A 2d Game Module For Learning : A Case Study

2013 Member Universiti Pendidikan Sultan Idris

26 Pembangunan Sistem Pakar Penasihatn Pemilihan Kursus Dalam Talian

2012 Member Universiti Pendidikan Sultan Idris

## PUBLICATIONS

27 **Sorotan Naratif ChatGPT dalam Pendidikan: Peluang, Cabaran dan Kebimbangan Etika**

EDUCATUM Journal of Social Sciences

2025 Malaysian Citation Index Co-Author  
Correspondence Author

28 **ONLINE LEARNING DURING COVID-19 PANDEMIC: SURVEY AMONG UNIVERSITY STUDENTS TOWARDS USAGE OF VIDEO BASED LEARNING**

JURNAL 'ULWAN

2023 Malaysian Citation Index First Author

29 **Exploring University Students' Acceptance in Online Learning Using Technology Acceptance Model (TAM)**

International Journal of Academic Research in Progressive Education and Development

2022 Excellent Research Australia (ERA) First Author

30 **The Design and Evaluation of a Mocc Islamic Prayers Learning Module**

International Journal of Academic Research in Business and Social Sciences


2022 Excellent Research Australia (ERA) Correspondence Author

31 **TAHAP KEPIMPINAN TRANSFORMASI PENYELIA PENOLONG PEGAWAI PERUBATAN DI HOSPITAL PAKAR NEGERI SELANGOR**

International Journal of Education, Psychology and Counseling (IJEPC)

2024 Malaysian Citation Index Co-Author

- 32 **The Effect of Virtual Reality Gaming on Developing Computational Thinking Skills**  
Indonesian Journal of Computer Science  
2024 Google Scholar Co-Author
- 
- 33 **Development and Usability Testing of a Virtual Reality Game for Learning Computational Thinking**  
International Journal of Serious Games  
2024 SCOPUS Co-Author
- 
- 34 **Assessing the levels of knowledge of personal data protection among students**  
International Journal on Social and Education Sciences  
2023 Academic Journal Co-Author
- 
- 35 **Defining the construct and elements of aesthetics experience and user experience in augmented reality comics.**  
International Journal of Creative Multimedia  
2022 Academic Journal Co-Author
- 
- 36 **Kesan Metodologi TRIZ Terhadap Kemahiran Penyelesaian Masalah dalam Kalangan Pelajar Komputeran**  
Journal of ICT in Education  
2022 Malaysian Citation Index Co-Author
- 
- 37 **A Strategy of Learning Computational Thinking through Game Based in Virtual Reality: Systematic Review and Conceptual Framework**  
Informatics in Education  
2022 SCOPUS Co-Author
- 
- 38 **The Design and Validation of a Tool to Measure Content Validity of a Computational Thinking Game-based Learning Module for Tertiary Educational Students**  
IOER International Multidisciplinary Research Journal  
2022 Google Scholar Co-Author
- 
- 39 **PENGUNAAN BAHAN BANTU MENGAJAR DALAM KALANGAN TENAGA PENGAJAR TEKNOLOGI ELEKTRONIK DI KOLEJ**  
Jurnal IPDA  
2021 Non Index Co-Author
- 
- 40 **Embedding I-think Tools in an ITVC Chemistry Virtual Classroom: A Study Among High and Low Spatial Ability Students**  
EDUCATUM Journal of Science Mathematics and Technology  
2021 Malaysian Citation Index Co-Author
- 
- 41 **Design Principle for Public Transportation Infographic**  
International Journal of Innovative Computing  
2021 Google Scholar Co-Author
- 
- 42 **Applying Fuzzy Delphi Method (FDM) to obtaining the Expert Consensus in Aesthetic Experience (AX) and User Experience (UX) Elements in Augmented Reality Comic (AR Comic)**  
Psychology and Education  
2020 SCOPUS Co-Author

- 
- 43 **Developing Software Application of Sasteraya To Enhance the Activity in Covid-19 Pandemic: An Empirical**  
International Journal of Pharmaceutical Research  
2020 SCOPUS Co-Author
- 
- 44 **Characterizing Computational Thinking for Tertiary Education Learning**  
Journal of Contemporary Issues and Thought  
2020 Malaysian Citation Index Co-Author
- 
- 45 **Adaptif e-Sistem Mentor Mentee Mentor Mentee Adaptive e-System**  
Journal of ICT in Education  
2014 Non Index Co-Author
- 
- 46 **THE RELATIONS OF METACOGNITIVE AWARENESS, MULTIPLE INTELLIGENCES, AND GENDER WITH UNDERGRADUATES PERCEIVED MOTIVATION IN USING MULTIMEDIA**  
International Journal of Multimedia and its Applications  
2017 Excellent Research Australia (ERA) Co-Author
- 
- 47 **Aplikasi Teknologi Realiti Maya dalam Pembangunan Koswer Rumah Tradisional Melayu Terengganu**  
KUPAS SENI: Jurnal Seni dan Pendidikan Seni  
2017 Malaysian Citation Index Co-Author
- 
- 48 **Using a collaborative Mobile Augmented Reality learning application (CoMARLA) to improve Improve Student Learning**  
IOP Conference Series: Materials Science and Engineering  
2016 SCOPUS Co-Author
-

## SUPERVISION

- 1 A Framework Of Immersive Virtual Reality Game Based Learning To Foster Computational Thinking Skills  
2025 PHD International Co-Supervisor Completed
- 2 The Effects Of Collaborative Mobile Augmented Reality Application On Student's Learning Performance  
2017 PHD National Supervisor Completed
- 3 Kesan Koswer Realiti Maya Terhadap Pencapaian Pelajar Yang Berbeza Tahap Kemahiran Memvisualisasi Ruang Dan Tahap Kreativiti  
2017 PHD National Supervisor Completed
- 4 Impak Metodologi Triz Terhadap Penyelesaian Masalah Dalam Kalangan Pelajar Komputeran  
2022 PHD National Supervisor Completed
- 5 The Effect Of MoSTMaT On Learning Motivation Strategies And Metacognitive Awareness Of Computing Students  
2023 PHD National Supervisor Completed
- 6 Mobile Banking Information System Adoption Framework  
2026 PHD National Supervisor Waiting for Viva
- 7 Penambahbaikan Integrasi Hubungan Pengurusan Operasi Perniagaan Kecil Dan Sederhana Dalam Industri Pembinaan Di Kawasan Luar Bandar Negeri Sarawak.  
2026 PHD National Supervisor Presentation
- 8 Kesan Pengajaran Berasaskan Video Terhadap Prestasi Ingat Kembali Dan Ketekalan Ingatan Nilai Universal Dalam Kalangan Pelajar Pendidikan Moral  
2026 PHD National Supervisor Presentation
- 9 HUBUNGAN ANTARA KEPIMPINAN PENGAJARAN DIGITAL PENGETUA DENGAN KOMITMEN ORGANISASI GURU TEKNOLOGI MAKLUMAT NEGERI SARAWAK: KOMPETENSI DIGITAL GURU SEBAGAI MODERATOR.  
2026 PHD National Supervisor Presentation
- 10 Pembinaan Instrumen Penilaian Berbantuan Kecerdasan Buatan Dalam Pendidikan Teknologi Maklumat.  
2026 PHD National Supervisor Presentation
- 11 KESAN APLIKASI TEKNOLOGI REALITI MAYA IMERSIF TERHADAP PENCAPAIAN DAN HUBUNGANNYA TERHADAP MINAT PELAJAR DALAM TOPIK SEJARAH APRESIASI SENI VISUAL BERBEZA TAHAP SPATIAL  
2026 PHD National Supervisor Presentation

- 12 PEMBANGUNAN KERANGKA PENTAKSIRAN BERBANTU AI BERORIENTASIKAN PROSES BAGI KURSUS ANALISIS DAN REKABENTUK SISTEM (SAD): KAJIAN PENYELIDIKAN BERASASKAN REKA BENTUK DI POLITEKNIK KUCHING SARAWAK  
2026 PHD National Supervisor In Progress
- 13 Kerangka Rekabentuk Berasaskan Pengalaman Pengguna Bagi Projek Akhir Pelajar Teknologi Maklumat  
2026 PHD National Supervisor In Progress
- 14 INTERGRASI AI DAN MULTIMEDIA DALAM PENDIGITALAN PENDIDIKAN ; KEBERKESANAN TERHADAP PEMBELAJARAN INTERAKTIF PELAJAR  
2026 PHD National Supervisor In Progress
- 15 Pembangunan Dan Pengujian Kelas Maya I–Think Elektrokimia Ke Atas Kemahiran Berfikir Aras Tinggi Dan Minat Murid Berbeza Keupayaan Spatial  
2022 PHD National Co-Supervisor Completed
- 16 Kesan Modul Pembelajaran Teradun Berasaskan Inkuiri Terhadap Pencapaian Pelajar Aliran Vokasional Dalam Program Teknologi Elektronik  
2022 PHD National Co-Supervisor Completed
- 17 Keberkesanan Koswer I–Media Terhadap Pencapaian Pembelajaran Pelajar Dewasa  
2019 PHD National Co-Supervisor Completed
- 18 Kesan Intervensi Modul Pembelajaran Berasaskan Permainan Terhadap Kemahiran Pemikiran Komputasional Dalam Kalangan Pelajar Program Pendidikan  
2025 PHD National Co-Supervisor Completed
- 19 Development Of A Hexagon Aesthetic User Experience Model For Augmented Reality Comics  
2022 PHD National Co-Supervisor Completed
- 20 Developing A Self-regulated Learning (SRL) Framework For Programming Courses To Mitigate AI Dependency Among IT Diploma Students In Sarawak Polytechnics  
2026 PHD National Co-Supervisor In Progress
- 21 Moderating Effects Of Spatial Ability  
2023 Master International Supervisor Completed
- 22 Penggunaan ICT Dalam Proses Pengajaran Dan Pembelajaran Pada Sekolah Menengah Kejuruan Di Banda Aceh.  
2015 Master International Supervisor Completed
- 23 A Hybrid Random Forest–TOPSIS Framework For Evaluating IoT Traffic Management Solutions  
2026 Master International Supervisor Presentation
- 24 Hubungan Antara Penerimaan Dengan Sikap Terhadap Penggunaan Sistem Pengurusan Pembelajaran Maya  
2016 Master National Supervisor Completed

25	Pembangunan Dan Penilaian Perisian Multimedia Interaktif Pendidikan Seni Visual : Rumah Tradisional Melayu Terengganu Untuk Menengah Atas	2013	Master	National	Supervisor	Completed
26	Tracking Bus Application Using Android	2017	Master	National	Supervisor	Completed
27	Faktor–Faktor Yang Mempengaruhi Penerimaan Sistem Analisis Peperiksaan Dalam Kalangan Guru Sekolah Seri Rasau	2013	Master	National	Supervisor	Completed
28	Kebergunaan Augmented Reality (AR) Dalam Aplikasi Bentangan 3D Sekolah Rendah Bagi Pelajar Berbeza Keupayaan Spatial	2020	Master	National	Supervisor	Completed
29	Kesan Penggunaan Perisian Multimedia Oleh Guru Sebagai Alat Bantu Mengajar Subjek Pendidikan Seni Visual Tingkatan 4	2013	Master	National	Supervisor	Completed
30	Pembangunan Perisian Multimedia Berasaskan Teori Konstruktivisme Bagi Asas Perakaunan KOS	2013	Master	National	Supervisor	Completed
31	PEMBINAAN APLIKASI MOBILE UNTUK SUBJEK ICT TINGKATAN 4	2018	Master	National	Supervisor	Completed
32	TINJAUAN KEMAHIRAN PERISIAN APLIKASI MULTIMEDIA DAN HUBUNGAN ANTARA BEBAN TUGAS AKADEMIK DENGAN PRODUKTIVITI PELAJAR PENDIDIKAN MULTIMEDIA	2024	Master	National	Supervisor	Completed
33	Penerimaan Dan Kepenggunaan VLE FROG Sebagai Medium Pengajaran Dalam Kalangan Guru Sekolah Rendah Jenis Kebangsaan (Tamil)	2022	Master	National	Supervisor	Completed
34	Android Application For Tracking Supervisor	2017	Master	National	Supervisor	Completed
35	Hubungan Antara Kemudahan, Kebergunaan Dan Keseronokan Dengan Sikap Terhadap Augmented Reality (AR) Dalam Kalangan Murid Bagi Subjek Bahasa Inggeris	2019	Master	National	Supervisor	Completed
36	PEMBANGUNAN BUKU INTERAKTIF HIKAYAT MISA MELAYU DENGAN TEKNOLOGI AUGMENTED REALITY (AR)	2018	Master	National	Supervisor	Completed
37	Pembangunan Dan Penilaian Laman Web Virtual Herbarium	2013	Master	National	Supervisor	Completed
38	Faktor–Faktor Yang Mempengaruhi Penerimaan Sistem Maklumat Hospital (HIS) Di Kalangan Jururawat Hospital Haji Ahmad Shah (HOSSAS)	2013	Master	National	Supervisor	Completed

- 39 Kesan Penggunaan Prinsip Imej Dalam Video Pengajaran Terhadap Pencapaian Pelajar Dalam Pembelajaran Sejarah  
2019 Master National Supervisor Completed
- 40 Keberkesanan Penggunaan Kaedah "Augmented Reality" Dan "Leap Motion" Dalam Penguasaan Topik 'Occupations' Dalam Subjek Bahasa Inggeris Tahun 2: Satu Kajian Di S.K Tanjung Minyak, Melaka.  
2017 Master National Supervisor Completed
- 41 THE RELATIONSHIP OF USER EXPERIENCE WITH ACCEPTANCE OF IMMERSIVE VIRTUAL REALITY GAME AMONG MULTIMEDIA STUDENTS WITH DIFFERENT LEVELS OF SPATIAL ABILITY AND METACOGNITIVE KNOWLEDGE  
2026 Master National Supervisor Presentation
- 42 Programming Anxiety Amongst Primary School Student, Learning And Motivation Towards Programming.  
2026 Master National Supervisor Presentation
- 43 Kesan Penggunaan Teknik Inkuiri Penemuan Berbanding Tutorial Terhadap Pencapaian Pelajar  
2018 Master National Co-Supervisor Completed
- 44 Kesan Modul Pengaturcaraan Menggunakan Aplikasi Scratch Bagi Mata Pelajaran Asas Sains Komputer Terhadap Pencapaian Murid  
2021 Master National Co-Supervisor Completed
- 45 Investigating The Influence Of AI-Powered Personalized Learning Tools On Students' Critical Thinking Skills ; A Quantitative Study  
2026 Master National Co-Supervisor In Progress

## CONSULTATION

- 1 PROJEK PERUNDINGAN PEMBANGUNAN MODUL TRANSFORMASI AMALAN PENGAJARAN, PEMBELAJARAN, PENTAKSIRAN DAN PENTABIRAN SEKOLAH GURU-GURU SEKOLAH DI NEGERI PERAK MELALUI PENGGUNAAN TEKNOLOGI GENERATIVE ARTIFICIAL INTELLIGENCE (AI)  
2025 UNIT PERHUBUNGAN DAN LATIHAN, BAHAGIAN PENDIDIKAN, JABATAN AGAMA ISLAM PERAK (JAIPK)  
Completed
- 2 PERUNDING BENGKEL KERJA APLIKASI KECERDASAN BUATAN (AI) BAGI PEGAWAI JABATAN PENDIDIKAN NEGERI DAN PEJABAT PENDIDIKAN DAERAH PERINGKAT NEGERI PERAK TAHUN 2025  
2025 Jabatan Pendidikan Negeri Perak (JPN) Completed
- 3 PERUNDING PROGRAM TRANSFORMASI KECEKAPAN DAN KOMPETENSI KKDW SIRI 2 TAHUN 2026: STRATEGI EFEKTIF UNTUK MENINGKATKAN PRESTASI KERJA BAGI SKIM PEMBANTU TADBIR KEMENTERIAN KEMAJUAN DESA DAN WILAYAH  
2026 INFINITY TRAINING & RESOURCES In Progress
- 4 PEMERIKSA DALAM DISERTASI SARJANA UPSI  
2017 UPSI Completed
- 5 PEMERIKSA DALAM DISERTASI IJAZAH SARJANA UPSI  
2017 UPSI Completed
- 6 PENILAI GERAN PENYELIDIKAN UNIVERSITI  
2021 RMIC, UPSI Completed
- 7 PEMERIKSA DALAM DISERTASI SISWAZAH SARJANA UPSI  
2017 UPSI Completed
- 8 PANEL PENILAI PROGRAM AKADEMIK UPSI  
2023 PPQ, UPSI In Progress
- 9 PANEL PEMBANGUNAN DOKUMEN MQA SARJANA PENDIDIKAN MULTIMEDIA  
2022 UNIVERSITI PENDIDIKAN SULTAN IDRIS In Progress
- 10 PEMERIKSA LUAR THESIS  
2024 UNIVERSITI TEKNOLOGI MALAYSIA Completed

## AWARD / RECOGNITION

- 1 Sasteraya AR Application  
INTERNATIONAL EXHIBITION OF RESEARCH,IDEA & INNOVATION ON CREATIVE AND HUMANIZING 2019  
**2019** International INTERNATIONAL EXHIBITION OF RESEARCH,IDEA & INNOVATION ON CREATIVE AND HUMANIZING 2019 Gold
- 2 Mybkd: Mobile-Assisted Kadazandusun Language Learning Application  
INTERNATIONAL EXHIBITION OF RESEARCH,IDEA & INNOVATION ON CREATIVE AND HUMANIZING 2019  
**2019** International INTERNATIONAL EXHIBITION OF RESEARCH,IDEA & INNOVATION ON CREATIVE AND HUMANIZING 2019 Gold
- 3 Microbes AR Application  
INTERNATIONAL EXHIBITION OF RESEARCH,IDEA & INNOVATION ON CREATIVE AND HUMANIZING 2019  
**2019** International INTERNATIONAL EXHIBITION OF RESEARCH,IDEA & INNOVATION ON CREATIVE AND HUMANIZING 2019 Gold
- 4 Best Product Presentation – UPSI EduResearch  
UPSI Edu Research Committee  
**2006** International UPSI Edu Research Committee Gold
- 5 ITEX 2006  
MINDS  
**2006** International MINDS Bronze
- 6 Salon International Des Inventions Geneve  
Salon International Des Inventions Geneve Organisation  
**2006** International Salon International Des Inventions Geneve Organisation Bronze
- 7 LEARNING STYLE 4 (MOBILE APPS)  
INNOVATION AND INVENTION IN EDUCATION COMPETITION 2016 (2iec'16)  
**2016** National INNOVATION AND INVENTION IN EDUCATION COMPETITION 2016 (2iec'16) Gold
- 8 Q-bot: Kemahiran Pemikiran Komputasional Melalui Permainan  
EduInnovate  
**2025** National EduInnovate Silver
- 9 Pameran Penyelidikan IPTA 2005  
Jawatankuasa Pameran Penyelidikan IPTA 2005  
**2005** National Jawatankuasa Pameran Penyelidikan IPTA 2005 Bronze
- 10 Pingat Emas, Penyelidikan Peringkat Fakulti  
Universiti Pendidikan Sultan Idris  
**2005** University Universiti Pendidikan Sultan Idris Gold
- 11 Anugerah Perkhidmatan Cemerlang  
Universiti Pendidikan Sultan Idris  
**2013** University Universiti Pendidikan Sultan Idris