ENCIK TENH HOCK KUAN (01122A)
PENSYARAH UNIVERSITI (TETAP)
FACULTY OF CREATIVE TECHNOLOGY AND HERITAGE
UNIVERSITI MALAYSIA KELANTAN
BEG BERKUNCI NO. 1
BACHOK

Email: kuan.th@umk.edu.my
Tel: 09-7797288/7528

A. PERSONAL DETAILS

UMK JOIN DATE	16-Feb-2014
DATE OF APPOINTMENT FOR CURRENT POSITION	16-Feb-2014
DATE OF CONFIRMATION FOR CURRENT POSITION	22-Aug-2017
EDUCATION(S)	• **()** INTERNATIONAL ENGLISH LANGUAGE TESTING SYSTEM • **(2013) UNIVERSITI UTARA MALAYSIA** IJAZAH SARJANA TEKNOLOGI MAKLUMAT • **(2007) UNIVERSITI UTARA MALAYSIA** IJAZAH SARJANA MUDA MULTIMEDIA • **(2000) SMK SULTAN YAHYA PETRA 1 KUALA KRAI, KELANTAN** SPM
GROUP OF EXPERTISE	• Computer Animation and Digital Arts (Including Edutainment, Information Processing Services, Integrated and Expert System for Designing, Multimedia Content, Virtual Reality and Virtual Manufacturing) • Human Computer Interaction (HCI) • Other Information, Computer and Communication Technology (ICT) n.e.c. • Other Multimedia n.e.c.
AWARD(S)	• Award Name: **Anugerah Perkhidmatan Cemerlang 2015 (2016)** Awarded by: Universiti Malaysia Kelantan
WORKING EXPERIENCE(S)	• Web Designer | Asia Pacific (NET) Sdn. Bhd. 01-Jun-2008-01-Feb-2009
PROFESIONAL MEMBERSHIP(S)	

B. TEACHING-LEARNING ACTIVITIES

COURSES TAUGHT	• CFT1063 - BASIC MULTIMEDIA AND WEB TECHNOLOGY • CFT1073 - VISUAL ART PRESENTATION TECHNIQUES • CFT1093 - COMPUTER AND ARTS • CFT3124 - RESEARCH PROJECT I • CFT4108 - INDUSTRIAL TRAINING • CFT4134 - RESEARCH PROJECT II • CMT3122 - NARRATIVE STRUCTURE DESIGN • CMT3143 - ADVANCED WEB TECHNOLOGY AND INTERACTIVE MEDIA • CMT3213 - DIGITAL PHOTOGRAPHY • CMT4153 - EXPLORATION VIDEO • CMT4164 - MOBILE APPS DEVELOPMENT • CVT2122 - DIGITAL DESIGN • CWT3113 - DESIGN THEORY • SCA1013 - HISTORY AND PRINCIPLES OF ANIMATION • SCA2053 - ANIMATION STUDIO I

	• SCA2083 - ANIMATION STUDIO II • SCA3103 - 2D STUDIO ANIMATION • SCC2103 - VIDEOGRAPHY • SCD1012 - MEDIA ECONOMY • SCD2053 - CINEMATIC DRAMATURGY • SCM3173 - MULTIMEDIA TECHNOLOGY IN MUSEOLOGY • SCX1203 - DRAWING • SCX1213 - HISTORY OF ARTS • SCX1223 - COMPUTER AND ARTS

C. RESEARCH AND DEVELOPMENT

JOURNAL(S)	1. Mohamad Shahfik Afendi Abdul Ghani, Sudirman Kiffli, Tenh Hock Kuan, Syadiah Nor Binti Wan Shamsudin, Normala Binti Rahim. (2025-12). Developing a Conceptual Framework for Enhancing Cultural Heritage Learning Using Virtual Reality Technology. International Journal of Applied and Creative Arts (IJACA) , Vol. 8(2) , pp. 116-130. 2. Mohamad Shahfik Afendi Bin Abdul Ghani, Syadiah Nor Binti Wan Shamsuddin, Normala Binti Rahim, Tenh Hock Kuan, Sudirman Kiffli. (2023). A Case Study of the Sarawak Cultural Village (SCV) Application: An Evaluation of User Perception of SCV Application. Sarawak Museum Journal , Vol. 107 , pp. 33-50. 3. Kuan, Tenh Hock, Shiratuddin, Norshuhada. (2022). Components of Adaptive Augmented Reality Model for Heritage Mobile Application. International Journal of Interactive Mobile Technologies , Vol. 16 (2) , pp. 17 - 27. https://doi.org/10.3991/ijim.v16i02.27317
PROCEEDING(S)	1. Mohamad Shahfik Afendi Bin Abdul Ghani, Sudirman Kiffli, Tenh Hock Kuan, Syadiah Nor Wan Shamsuddin, Normala Rahim. (2025). Cultural Heritage in The Digital Age: Evaluating User Experience in Virtual Reality Cultural Heritage Learning Application. In International Conference on Advanced Communication Technology, ICACT , pp. 343 - 350. Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.23919/ICACT63878.2025.10936756 2. Mohammad Syukran Bin Kamal Ruzzaman, Tenh Hock Kuan, Mohammad Dzulsyafiq Mohammad Yusoff, Mohd Yusri bin Naser, Suraya Sukri, Nordiana Ab Jabar, Daeng Haliza Daeng Jamal. (2024-09). Digital Archive of Malaysian Heritage Infographic with The Assistance of Generative-AI Imagery. In INTERNATIONAL UNIVERSITY CARNIVAL ON E-LEARNING (IUCEL 2024) X KONGRES DAN PERTANDINGAN INOVASI PENGAJARAN & PEMBELAJARAN UKM (kNOVASI 2024) , pp. 24 - 27. Universiti Kebangsaan Malaysia. 3. Tenh Hock Kuan, Syamsul Bahrin Zaibon. (2023). Evaluation of Adaptive Augmented Reality application: usability study of The Mahsuri AAR Apps in Kota Mahsuri, Langkawi. , pp. 35-37. UMK Press. 4. Norshuhada Shiratuddin, Tenh, Hock Kuan. (2021). Defining Core Knowledge Elements of Adaptive Augmented Reality (A2R) through Conceptual Model Analysis. In KNOWLEDGE MANAGEMENT INTERNATION CONFERENCE (KMICe) 2021 , pp. 284. School of Computing, College of Arts and Sciences, Universiti Utara Malaysia.. 5. Tenh, H. K, Tan, T.G., Yusof, A.M., Khidzir N.Z., Chin, K. O.. (2017). A Review on the Application of Augmented Reality in Education. In INTED2017: 11TH INTERNATIONAL TECHNOLOGY, EDUCATION AND DEVELOPMENT CONFERENCE , pp. 9981-9981. IATED-INT ASSOC TECHNOLOGY EDUCATION & DEVELOPMENT. https://doi.org/10.21125/inted.2017.2370
BOOK(S)	1. Nasirin Abdillah, Tenh Hock Kuan, Mohamad Shahfik Afendi Bin Abdul Ghani, Arif Datoem. (2022). Peranakan Cina Kelantan. Penerbit UMK. 2. Nur Hafezah Binti Hussein, Tenh, Hock Kuan, Anuar Mohd Yusof, Mohammad Syukran Kamalruzzaman, Liyana Ahmad Afip, Nor Hazwani Munirah Lateh, Noor Izma binti Ab. Ghani, Nik Azida binti Abd Ghani, Wanly a/p Eh Keon, Nor Ashikin binti Mazlan, Nor Abidah binti Abdul Hamid, Tan Tse Guan. (2021). e-PROCEEDING CARNIVAL OF RESEARCH & INNOVATION (CRI2021). Research Management Innovation Centre (RMIC) UMK.
CHAPTER(S)	
OTHER(S)	1. Tenh Hock Kuan, Mohamad Shahfik Afendi Abdul Ghani. (2025-12). 360 Panoramic VR: a new Way to Learn, Shop, and Explore. Unit Penerbitan FTKW. 2. Mohamad Shahfik Afendi Abdul Ghani, Sudirman Kiffli, Tenh Hock Kuan. (2025-12). Masa Depan Teknologi Maya Selepas AI. Fakulti Teknologi Kreatif dan Warisan. 3. Mohamad Shahfik Afendi Abdul Ghani, Sudirman Kiffli, Tenh Hock Kuan. (2025-12). Peranan Realiti Maya Dalam Teknologi Pendidikan. Fakulti Teknologi Kreatif dan Warisan. 4. Tenh Hock Kuan, Nor Samiha Yusoff, Mohamad Shahfik Afendi Abdul Ghani. (2025). KIDS+VR = Fun Way To Learn Jawi!. Unit Penerbitan FTKW. 5. Tenh Hock Kuan, Fatimah Muhd Shukri. (2024-12-19). Syarikat Pelajar FTKW Rangkul Pingat Perak Di Program Digital Innovation Creativepreneur (DICE) 2.0. Unit Penerbitan FTKW. 6. Mohamad Shahfik Afendi Bin Abdul Ghani, Tenh Hock Kuan, Sudirman Kiffli. (2024-12-19). Pendekatan Baharu untuk memelihara Muzium Istana Jahar Menggunakan Teknologi Realiti Maya. Unit Penerbitan FTKW. 7. Tan, Tse Guan, Tenh, Hock Kuan, Mohamad Shahfik Afendi Bin Abdul Ghani. (2024). Machine Learning in Malaysia's Food and Beverage Industry A Recipe for Innovation. 8. Tenh Hock Kuan, Tan, Tse Guan, Mohamad Shahfik Afendi Bin Abdul Ghani. (2024). Bringing History to Life AR as a Storytelling Tools in Museum. Penerbit UMK.

RESEARCH(S)	1. MODELING A FRAMEWORK OF USER EXPERIENCE ASSESSMENT FOR CULTURAL HERITAGE LEARNING USING VIRTUAL MUSEUM TECHNOLOGY | MEMBER | FRGS | 2022 2. MODELING A FRAMEWORK OF USER EXPERIENCE ASSESSMENT FOR MALAYSIA CULTURAL HERITAGE USING VIRTUAL MUSEUM TECHNOLOGY | MEMBER | FRGS | 2022
SUPERVISION	• **EXPLORING THE APPLICATION OF AUGMENTED REALITY IN PRODUCT DESIGN** | CO SUPERVISOR FOR A PHD'S STUDENT • **TAHAP KEBOLEHGUNAAN REKA BENTUK ANTARA MUKA PENGGUNA APLIKASI MUDAH ALIH FLOOD RESCUE: SATU KAJIAN KES** | CO SUPERVISOR FOR A MASTER'S STUDENT
RESEARCH AWARD (S)	• Product Name: MY TERATAK HUNT! Award: GOLD Role: Member Exhibition Name:iNVENTX 2023 • Product Name: FROM PHYSICAL TO VIRTUAL: SIMULATING MUSEUM EXHIBITION WITH "ARTSTEPS" Award: GOLD Role: Member Exhibition Name:Carnival of Research and Innovation (CRI2023) • Product Name: Pembelajaran Cerita Jenaka Pak Pandir menggunakan permainan digital melalui 3T dalam kalangan pemula Award: GOLD Role: Member Exhibition Name:CRI2023 • Product Name: MY TERATAK HUNT! Award: GOLD Role: Member Exhibition Name:Carnival of Research and Innovation (CRI2023)

D. CONSULTATION

CONSULTATION(S)	1. MENAIK TARAF MUZIUM PERANG (BANK KERAPU) | MEMBER | 2021

E. COMMUNITY SERVICES

COMMUNITY SERVICES	