MOHD RAZIF MUSTAPHA

Senior Lecturer | Immersive Learning Researcher | Creative Technologist

Penang, Malaysia | razif@pbu.edu.my

PROFILE

Senior Lecturer with 16 years of experience across IT, software development, UX/UI, multimedia and instructional immersive learning. Research and professional practice connect augmented and virtual reality with teaching, learning and creative production.

CURRENT PROFESSIONAL FOCUS

POLYCC Instructional Expert for Immersive Technology

PILOT | 2026-present

Head of the Digital and Multimedia Learning Center

Politeknik Balik Pulau

Previously Head of the Project Unit; teaching, project supervision, research and digital learning innovation.

PROFESSIONAL EXPERIENCE

Senior Lecturer | Politeknik Balik Pulau

2017-present

Software development and design, iOS and Android development, multimedia and IT student project supervision. Publications include journal and conference papers, book chapters and teaching innovations.

Lecturer | Politeknik Seberang Perai

2010-2017

Software development, Visual Basic .NET, web programming and multimedia teaching; student projects and teaching innovation.

Administrative Officer | KeTTHA

2009-2010

Event management, governance, graphic design, multimedia and industry-government collaboration.

EDUCATION

PhD in Multimedia (Instructional Multimedia)

Universiti Utara Malaysia | 2018-2025

Master of Instructional Multimedia

Universiti Sains Malaysia | 2012-2014

BSc (Hons) Computer Science - Software Development

Universiti Teknikal Malaysia Melaka | 2006-2009

Diploma in Information Technology - Programming

Politeknik Sultan Mizan Zainal Abidin | 2003-2006

INNOVATION & EXPERTISE

SELECTED INNOVATIONS WITH MYIPO COPYRIGHT

MARCO

Silver Medal, I-RIA 2021 | Copyright LY2021E02131

Android marker-based augmented reality application for learning computer organization.

OSIMVR

Silver Medal, I-RIA 2021 | Copyright LY2021E02165

Unreal Engine virtual reality system for learning the OSI model in an immersive environment.

IMMEROSIM

Best Innovation Award, Academia Fiesta@USM 2025 | Copyright CRLY2024P06543

Unity-based virtual reality for learning the OSI model, with fully immersive and desktop experiences.

VRIOTS

Gold Award, ICIIIC 2025 | Copyright CRLY2025P07178

Unity-based virtual reality learning environment for IoT and the ESP32 controller.

SELECTED RECOGNITION

Overall Winner | eDola 2024

Digital Learning Innovation Award, JPPKK

Also 1st Place in Augmented Reality and Podiumcast, and 2nd Place in AI Video Creative.

eDola 2025

1st Place, Podiumcast | 2nd Place, ARIFF

Anugerah Perkhidmatan Cemerlang

Ministry of Higher Education | 2019

PROFESSIONAL CERTIFICATES & MEMBERSHIPS

Certified Ethical Hacker, EC-Council (2022); NIOSH HRDF Train the Trainer (2021); Certified Microsoft Innovative Educator (2021); Blockchain Certified Associate Developer (2021); iOS Certified Associate Developer (2020); Android Certified Application Developer (2019); TRIZ Level 1 Certified Instructor (2016).

MBOT Graduate Technologist in IT (2021); Majlis Rekabentuk Malaysia (2015).

CORE EXPERTISE

AR/VR design and development; instructional design; generative AI; software and mobile application development; UX/UI and database design; project management; photography, videography, audio/video editing and multimedia.

RESEARCH & ENGAGEMENT

SELECTED PUBLICATIONS

A Systematic Literature Review on Augmented Intelligence Reality: Bridging Augmented Reality and Artificial Intelligence

Mustapha & Hashim | IRISECON 2026, Atlantis Press

DOI: 10.2991/978-94-6239-745-3_15

VRIOTS: Design and development of an immersive virtual reality platform for Internet of Things education

Mustapha, Hashim & Ismail | Journal of Vocation, Technology & Education, 2025

DOI: 10.54844/vte.2025.1071

Incorporating Spatial-Visual Topology In Mobile Augmented Reality Application To Enhance Visual Realism

Mustapha, Annamalai & Othman | Journal of Advanced Research in Applied Sciences and Engineering Technology, 2023

DOI: 10.37934/araset.30.2.176189

The Basic Guide to Photography

Mustapha, Hashim & Daud | Politeknik Balik Pulau, 2025

Instructional Design Model for Augmented Reality Application

Mustapha & Goh Eg Su | Advances in Extended Reality, Chapter 7, UTM Press, 2021

TRAINING & CONSULTATION

Training areas include AR with Unity, Meta XR/Oculus VR, generative AI, digital photography, interactive Canva eBooks, instructional design and digital multimedia.

Selected workshops

2025-2026

Unity 6 and Meta XR, Kolej Komuniti Kulim; AI and XR, Kolej Komuniti Sungai Petani; Snap & Learn photography, Politeknik Balik Pulau; blended learning, hybrid classrooms and AI materials, Politeknik Tuanku Syed Sirajuddin.

Multimedia Technology & Computer Science Consultant

Masfara Sdn Bhd | 2025-present

Curriculum & programme development

Malaysian Polytechnics

Digital Multimedia curriculum developer (2023-2026); lead researcher for IT (Information Security) programme needs analysis (2025).

PROFESSIONAL CONTRIBUTIONS

Creative Asia Journal reviewer (2026-present); Robocon Malaysia jury (2022-2023); Final Year Project Masterclass, Proj Kast podcast (2025).

CONTACT

For training, speaking, research and creative technology collaboration: razif@pbu.edu.my. Languages: Malay and English.