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<b>Name</b>	Dr. Firmanul Catur Wibowo, M.Ed.
<b>Position</b>	Lecturer in Physics Education
<b>Educational Background</b>	<ol style="list-style-type: none"> <li>1. Bachelor's degree Physics Education, Semarang State University</li> <li>2. Master's degree Physics Education, Indonesia University of Education</li> <li>3. Doctoral degree Science Education, Indonesia University of Education</li> </ol>
<b>Academic Career (Employment)</b>	<ol style="list-style-type: none"> <li>1. Lecturer in Road Transportation Safety Polytechnic (PKTJ) 2011-2014</li> <li>2. Lecturer and in Universitas Sultan Ageng Tirtayasa 2014-2019</li> <li>3. Regional coordinator of SINTA Jabar Banten district Indonesia, Ministry of Education, Culture, Research and Technology 2018-2019</li> <li>4. Lecturer in Master Physics Education, Jakarta State University</li> </ol>
<b>Research and Development project over the last 5 years</b>	<ol style="list-style-type: none"> <li>1. Development of Augmented Reality Integration (ARI) based Model Physics Independent Learning (MPIL) for Facilitating 21st-Century Skills (21-CS)</li> <li>2. Development of Augmented Reality Integration Physics (ARIP) to Improve Students' Critical Thinking Skills for Reconstructing Physics Conceptions</li> <li>3. Pengembangan Interactive Digital Modul Physics (IDMP) Berbasis STEM (Science, Technology, Engineering, Mathematics) Untuk Meningkatkan Kompetensi Abad 21 Employability Skills</li> <li>4. Development Flipped Classroom Based Inquiry Learning (FCBIL) For 21-Century Skills (21-CS): Problem Solving Skills and Creativity Skills in Prototype Curriculum Schools</li> <li>5. Development Of an Interactive Book Augmented Reality (IBAR) For Lesson On Student Stem For Facilitating 21st-Century Skills (21-CS)</li> </ol>

	<ol style="list-style-type: none"> <li>6. Development of a Stem-Based Physics Learning Website (Wpf) as a Source of Home Learning (Bdr) for High School Students During the Pandemic</li> <li>7. Development of E-Character Mental Revolution (E-Krm) Based on Mobile Digital Education (Mde) to Strengthen Santri and Student Competence in Facing the Disruptive Era Development Of Game Open Online Physics Instructional (Goopi) For Improving 21st-Century Careers: Creativity Skill</li> <li>8. Designing Moocs With Virtual Microscopic Simulation (Vms) For Student's Levels Of Understanding And Model Of Understanding</li> <li>9. Development of a Virtual Physics Laboratory (VPL) as a Facility for Inquiry and Problem Solving Laboratory Activities for Microscopic Materials for Prospective Physics Teacher Students</li> <li>10. Development of E-Character Mental Revolution (E-Krm) Based on Mobile Digital Education (Mde) to Strengthen Santri and Student Competence in Facing the Disruptive Era</li> <li>11. Development of an Assessment Virtual Test (Asvite) Based on Interactive Lecture Demonstration (ILD) to Improve 21st Century Competency Employability Skills</li> <li>12. Development of a Virtual Physics Laboratory (VPL) as a Facility for Inquiry and Problem Solving Laboratory Activities for Microscopic Materials for Prospective Physics Teacher Students</li> <li>13. Design For Assessment The Millennial Character Education With System Recording Students Character (Ssrc) For Developing 21 Century Skills</li> </ol>
<p><b>Industry collaboration/ Community Services over the last 5 year</b></p>	<ol style="list-style-type: none"> <li>1. International Collaborative Community Services (ICCS): Dissemination of Virtual Microscopic Simulation (VMS) to Sparking Innovation in STEM Education for Facilitating 21st-Century Skills (21-CS) in Universitas Negeri Jakarta and Universiti Sains Malaysia</li> <li>2. International Collaborative Community Services (Iccs): Dissemination of GOOPI (Game Open Online Physics Instructional) To Sparking Innovation In Stem Education For Facilitating 21st-Century Skills (21-Cs) In Universitas Negeri Jakarta And Universiti Sains</li> <li>3. PPM to improve the quality of PKBM learning in kel. Tanjung Barat kec. Jagakarsa, administrative city of South Jakarta through the implementation of digital classes based on Microsoft 365 education</li> <li>4. PPM Speed Orbital (SO) Making Training for Physics Teachers at Dwiwarna High School, Bogor Regency, West Java Province</li> <li>5. PPM Efforts to Improve the Quality of Az-Ziyadah Islamic Boarding School Education in Klender Village, Duren Sawit District, East Jakarta City through Learning Using Innovative Smart Orbital (ISO) Media</li> <li>6. PPM Through Training on the Development of Gangsing Smart Orbital (Gso) Media to Improve Creative Thinking Skills for</li> </ol>

	Physics Teachers at Dwiwarna High School, Bogor Regency, West Java Province
<b>Patents and Intellectual Property Right (IPR)</b>	<ol style="list-style-type: none"> <li>1. Story Board Optics Virtual Laboratory (OVL) Based On Physics Independent Learning (PIL)</li> <li>2. Augmented Reality Integration (ARI) Based Model Physics Independent Learning (MPIL)</li> <li>3. Program Komputer Interactive Digital Modul Physics (IDMP) Berbasis STEM</li> <li>4. Program Komputer Augmented Reality Integration Physics (ARIP)</li> <li>5. Buku Media Dan Sumber Belajar</li> <li>6. Buku Strategi Mengajar DI Tingkat Pendidikan Menengah</li> <li>7. eSWoP On Heat</li> <li>8. Alat Praktikum Pembiasan Cahaya Menggunakan Sensor Photodiode</li> <li>9. Game Open Online Physics Instructional (GOOPI)</li> <li>10. Program Komputer SRSC</li> <li>11. Program Komputer ASVITE (Assessment Virtual Test)</li> <li>12. Program Komputer Perpindahankalor.com</li> </ol>
<b>Important publications over the last 5 years</b>	<ol style="list-style-type: none"> <li>1. 2022 Digital Learning Research in the Last 30 Years: Important Role of Interactive Learning in Physics</li> <li>2. 2022 Analyze The Mechanism Of Tsunami Based On The Scopus Database</li> <li>3. 2022 Implementation Of Online Problem-Based Learning Assisted By Digital Book With 3d Animations To Improve Student's Physics Problem-Solving Skills In Magnetic Field Subject</li> <li>4. 2021 PhET-assisted electronic student worksheets of physics (eSWoP) on heat for inquiry learning during covid</li> <li>5. 2021 The technology of interactive book augmented reality (IBAR) for facilitating student 21-century skills</li> <li>6. 2021 Critical thinking skills on physics learning during COVID- 19 Pandemic: A bibliometric analysis using VOS viewer</li> <li>7. 2021 E-learning in sains learning: A-review of literature</li> <li>8. 2021 Project Based Learning (PjBL) learning model in science learning: Literature review</li> <li>9. 2021 Review of trends project based learning (PjBL) integrated STEM in physics learning</li> <li>10. 2021 Website of physics instructional (WoPI): Learning physics from home during COVID-19</li> <li>11. 2021 Trends of flipped classroom studies for physics learning: A systematic review</li> <li>12. 2021 A review of research on the use of augmented reality in physics learning</li> <li>13. 2021 Augmented reality geometrical optics (AR-GiOs) for physics learning in high schools</li> <li>14. 2021 Development of Android Physics Applications (APA) as learning media on dynamic fluid concepts</li> </ol>

	<p>15. 2021 Four Tier Test (FTT) development in the form of virtualization static fluid test (VSFT) using rasch model analysis to support learning during the Covid-19 pandemic</p> <p>16. 2021 Unveil problem based learning on physics learning: A literature review</p> <p>17. 2021 Interactive Book Augmented Reality (IBAR) for lesson physics on STEM</p> <p>18. 2021 Flipped learning models and students' scientific literacy on physics achievement test</p> <p>19. 2021 Trends of augmented reality in science learning: A review of the literature</p> <p>20. 2021 Design of Massive Online Simulation (MOS) on concept archimedes' principle</p> <p>21. 2021 Design of massive online simulation in the learning physics of thermodynamics process</p> <p>22. 2021 Design of Massive Online Simulation (MOS) on kinetic theory of gases</p> <p>23. 2021 Digital storytelling of Physics (DiS-Phy): Learning physics from home through stories</p> <p>24. 2021 Dissemination of GOOPI (Game Open Online Physics Instructional) to sparking innovation in education</p> <p>25. 2021 Virtual Microscopic Simulation (VMS) design on light waves: Interference and diffraction</p> <p>26. 2021 Massive Open Online Simulation (MOOS) of physics concepts microscopic for improving creative thinking</p> <p>27. 2021 Product feasibility study: Development of e-learning media on schoology-based in problem based learning model on simple harmonious motion materials</p> <p>28. 2021 Development of Augmented Physics Animation (APA) with the Integration of Crosscutting Concepts about the Covid-19 as a Supplement to the Introductory Physics Course</p> <p>29. 2021 (ISO) Media for improving learning quality using analysis RapidMiner</p> <p>30. 2021 Analysis on interest motivation instrument (iim) for measure of interest and motivation of study doctoral physics education using RapidMiner</p> <p>31. 2021 Development of a Basic Physics Practicum Guide that is Integrated with Qur'anic Verses for Prospective Natural Science Teachers</p> <p>32. 2021 Effectiveness of Virtual Physics Laboratory (VPL) with Dry Cell Microscopic Simulation (DCMS) to Promote of Inquiry Activity about the Battery</p> <p>33. 2021 Implementation of discovery learning in a digital class and its effect on student learning outcomes and learning independence level [version 1; peer review: 1 approved with reservations]</p>
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	<p>34. 2020 Development of the innovative smart orbital (ISO) medium to improve the cognitive skills on the heat transfer concept</p> <p>35. 2020 Analyzing the students' conceptual change on kinetic theory of gases as a learning effect though computer simulations-assisted conceptual change model</p> <p>36. 2019 Mobile Digital Education (MDE) for increasing competence of students based on E-Characters Mental Revolution (E-CMR)</p> <p>37. 2019 Designing MOOCS with Virtual Microscopic Simulation (VMS) for increasing of student's levels of understanding</p> <p>38. 2019 Effectiveness of learning support of asset (assessment simulation test) for reconstruction physics conception</p> <p>39. 2019 Unveiling students' misconceptions through computer simulation-based PDEODE learning strategy on dynamic electricity</p> <p>40. 2019 Unveil of virtual physics laboratory (VPL) with battery microscopic simulation (BMS) to promote of problem solving activity</p> <p>41. 2019 Improvement of students' critical thinking ability through problem-based learning (PBL) model class XI MIPA 3 on temperature and heat material</p> <p>42. 2019 Investigating science interest and cognitive domain with science contextual teaching and learning (SCTL) methods</p> <p>43. 2019 Effect of welfare and teaching motivation on professional competence of elementary teachers using participatory action research (Par) methods</p> <p>44. 2019 Identifying pre-service physics teacher mental model on electric conceptions</p> <p>45. 2019 Optimizing Students' Conceptual Understanding on Electricity and Magnetism through Cognitive Conflict-Based Multimode Teaching (CC-BMT)</p> <p>46. 2019 Virtual media simulation technology on mathematical representation of sound waves</p> <p>47. 2019 Virtual simulation instructional training for students' drop out of mathematical science digital entrepreneurs</p> <p>48. 2019 Educational technology of virtual physics laboratory (VPL) for the microscopic concept</p> <p>49. 2019 Advanced virtual physics laboratory (VPL) of dynamic electricity</p> <p>50. 2018 Level conceptual change pre-service elementary teachers on electric current conceptions through visual multimedia supported conceptual change</p> <p>51. 2018 Improving students' conceptions on fluid dynamics through peer teaching model with PDEODE (PTM-PDEODE)</p>
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<b>Activities in Professional organizational over the last 5 years</b>	<ol style="list-style-type: none"><li data-bbox="516 197 1435 268">1. Member of Physical Society of Indonesia (PSI) number: 07201600643 (2016-now)</li><li data-bbox="516 275 1435 352">2. American Association of Physics Teachers (AAPT) ID 129181 (2019-now)</li></ol>
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