

STAFF HANDBOOKS



[\(SCOPUS\)](#) [\(SINTA\)](#)

Name	Fauzi Bakri, M.Sc
Position	Lecturer in Physics Education
Educational Backgrounds	<ol style="list-style-type: none"> 1. Bachelor's degree Physics Education, University Country Jakarta 2. Master's degrees Physics, Institute of Technology Bandung
Academic Career (Employment)	<ol style="list-style-type: none"> 1. Quality Assurance Systems Coordinator for Faculty Mathematics and Science . 2. Coordinator of External Quality Assurance Systems for University Country Jakarta.
Research and Development project over the last 5 years	<ol style="list-style-type: none"> 1. 2022- Development and evaluation of granular simulation for integrating computational thinking into computational physics courses 2. 2022- Development of Online Learning Tools Based on Computer Assisted Instruction Material for Newton's Law of Gravity 3. 2021-The Powtoon video in Instagram: The learning physics fun in social media 4. 2021-The development of 21st century skills and competence in service teacher through TPACK training workshop 5. 2021-The implementation of problem based learning in elasticities concept 6. 2021-Pocket book based on Android: Physics learning practice media in the 21st century 7. 2021-Textbook with augmented reality technologies: Improve critical thinking skills in elasticity concept 8. 2021-Physics in pocket: Learning physics is easy and fun 9. 2021-Textbook enriched with video augmented reality: Contextual in motion concept learning in junior high school

	<ol style="list-style-type: none"> 10. 2020-Student worksheets with ar videos: Physics learning media inlaboratories for senior high school students 11. 2020-Virtual reality media: the simulation of relativity theory on smartphones 12. 2020-Augmented Physics' Labs: Magnetic Fields Use Virtual Learning Media for 21st Century Students 13. 2020-System implementation of augmented reality application in student worksheet 14. 2020-Module Equipped with Augmented Reality Technology: An Easy Way to Understand Concepts and Phenomena of Quantum 15. 2020-QR-Code Assisted Learning Books: Scientific-Based Physical Learning Solutions 16. 2019-Textbooks equipped with augmented reality technology for physics topic in high school 17. 2019-Practice the higher-order thinking skills in optics topics through physics worksheet equipped with augmented reality 18. 2019-Video-enriched worksheets based on augmented reality technologies: The heat experiment is easier 19. 2019-Integrating augmented reality into worksheets: Unveil learning to support higher-order thinking skills 20. 2019-Media Based Arduino: Model Measurement Acceleration Gravity Earth Using the Principle of Free Fall Motion 21. 2019-Preface: The 8th National Physics Seminars 2019 22. 2019-Committees: The 8th National Physics Seminar 2019 23. 2019-Conference Photo: The 8th National Physics Seminar 2019 24. 2018-E-learning model for problem based learning on heat and thermodynamic topics in high school 25. 2018-Development Book Learning Which Be equipped Augmented Reality on the Subject of Sound Waves and Optics 26. 2018-Website e-learning based module: material learning physics senior high school with discovery learning approach 27. 2018-Development E-learning use chamilo For help Class X high school physics learning process second semester 28. 2018-Implementation of problem-based learning to improve physics learning outcomes of class X IPA-4 in SMA 59 29. 2018-Module Which Be equipped with Technology Augmented Reality: An Easy Way to Learn Physics for Concepts and Phenomena Quantum dI Class XII High School 30. 2018-Siswoyo. (2015). Development of Electronic Module Based 7E Learning Cycle Model on the Subject of Fluid Dynamics For Class XI High School Students 31. 2018-Development Quiz Interactive Physics For Material Physics Android Based High School
Industry collaboration/	<ol style="list-style-type: none"> 1. 2022-Training Development Book Teach For Learning 21st Century in vocational school Ciracas, Jakarta East

<p>Community Services over the last 5 years</p>	<ol style="list-style-type: none"> 2. PPM MKKS SENIOR HIGH SCHOOL Regency Pandeglang: Training Assessment Competence Minimum in Learning 3. PKM MGMP PHYSICS SENIOR HIGH SCHOOL : Training Making Media Digital Based Scientific Learning 4. Online Interactive Quiz Making Training Using KAHOOT!
<p>Patents and Intellectual Property Right (IPR)</p>	<ol style="list-style-type: none"> 1. 2020-app augmented reality (AR) quantum with android base 2. 2020- Android based augmented reality application for learning physics High school class x odd semester 3. 2020- Android based augmented reality application for learning physics High school class XII odd semester 4. 2020-app augmented reality kinematics material motion in SENIOR HIGH SCHOOL 5. 2019-app electromotive force simulation based android 6. 2019-app augmented reality Lorentz based android 7. 2018-design WordPress CMS based e-learning
<p>Important publications over the last 5 years</p>	<ol style="list-style-type: none"> 1. 2022- Development and evaluation of granular simulation for integrating computational thinking into computational physics courses 2. 2022- Development of Online Learning Tools Based on Computer Assisted Instruction Material for Newton's Law of Gravity 3. 2021- Augmented reality in poster: Introduction sir Isaac Newton in the study of mechanics 4. 2021- Textbook Enriched with Videos Augmented Reality: Contextual in Motion Concept Learning in Junior High School 5. 2021- The implementation of problem based learning in elasticities concept 6. 2021- Pocket book based on android: Physics learning practice media in the 21st century 7. 2021- TPACK in blended learning media: Practice 4C skills for rotational dynamics in senior high school 8. 2021- Physics learning through video by PowToon 9. 2021- Development of educational adventure game on fluid physics material 10. 2020- Physics Textbook Enriched Augmented Reality: Easy Way to Understand The Physical Concept 11. 2020- Student worksheet with augmented reality technology: Media to construct higher order thinking skills of high school students in elasticity topics 12. 2020- QR-Code Assisted Learning Book: Scientific-Based Physical Learning Solutions 13. 2020- Students worksheets with augmented reality media: Scaffolding higher orders thinking skills of high school students on uniform accelerated motion topics

	<p>14. 2020- QR-Code Assisted Learning Books: Scientific-Based Physical Learning Solutions</p> <p>15. 2019- The 3-D animation of radiation concept using augmented reality technology</p> <p>16. 2019- The augmented reality application for simulation electromotive force concept</p> <p>17. 2019- The 3D simulation of Lorentz Force based on augmented reality technology</p> <p>18. 2018- Simulation of granular in two dimensions: The effect of particles velocity on rigid wall boundary</p> <p>19. 2018- Design of multiple representations e-learning resources based on a contextual approach for the basic physics course</p>
<p>Activities in Professional organizational over the last 5 years</p>	<p>1. Member of Physical Society of Indonesia (PSI)</p>