STAFF
HANDBOOKS

(SCOPUS) (SINTA)

Name	*goddess Muliyati, S.Pd., M.Sc., M.Sc.*
Position	*Lecturer in Bachelors Physics Education, University Country Jakarta*
Educational Backgrounds	1. *Bachelor's degrees:* *Education Physics, University Country Jakarta, Indonesia, 2011* 2. *Master's degrees:* □ *Masters of Science, Institute Technology Bandung, Indonesia,2014* □ *Masters of Science, Kanazawa University, Japan, 2014*
Academic Career (Employment)	1. *Editor JPPPF (Journal Study & Development EducationPhysics), Sinta 2 National Accredited, 2015-now.* 2. *Editor SPECTRA: Journal Physics And The application, Sinta 3 NationalAccredited, 2016-now.*
Research and Development project over the last 5 years	1. *Study 2022* 2. *Development Simulation Particle Granular And The implementationOn Eye Physics Lecture Computing, 2021* 3. *Simulation Particle Granular On System Surface PorousUse Unified Particles Physics Solver, 2020* 4. *Development Media Learning Physics Based AugmentedReality, 2019* 5. *Development Web Based Learning Based Multirepresentation And Contextual For Program Physics Education, 2018*

Industry collaboration/ Community Services over the last 5 years	1. *Collaborative with PKP Vocational School 1 Jakarta Islamic School, 2022* 2. *Collaborative with MKKS SENIOR HIGH SCHOOL Regency Pandeglang, Training of Minimum Competency Assessment in Learning, 2021* 3. *Collaborative with Sagusaku Indonesian Teachers Association, Training of QR Code Integrated Portfolio Promotion Design For Teachers, 2020*
Patents and Intellectual Property Rights(IPR)	1. *Module Simulation Wavebreaker: Application And worksheets, 2022,EC00202219396* 2. *Program Computer Games Black Journey, 2022, EC00202219397* 3. *Program Computer Games Fluid, 2022, EC00202219398* 4. *Book Comic TemperaTour, 2022, EC00202219399* 5. *Module CBT Based Moodle, 2022, EC00202219400* 6. *Module On line Training QR Code For Teacher, 2021, EC00202113877* 7. *Program Computer Simulation Granular On Skin Porous By Vertical, 2020, EC00202032752* 8. *Program Computer Application Augmented Reality Based Android In Learning Physics Senior high school Class Xi Semester Odd, 2020, EC00202018390* 9. *Program Computer Simulation Granular on Skin Porous, 2019, EC00201973289* 10. *Computer Program Games Application Let's Find Out: PLTA, 2019,EC00201973286* 11. *Book Comic Biography Sir Isaac Newton, 2018, EC00201805485* 12. *Book Comic Effect Photoelectric: Comic History Effect Photoelectric from5 Scientist, 2018, EC00201805484*
Important publications over the last 5 years	1. *Development and evaluation of granular simulation for integrating computational thinking into computational physics courses, 2022* 2. *Bibliometric analysis on online physics learning during COVID-19 Pandemic: Contribution to undergraduate physics education program, 2021* 3. *The development of moodle based e-learning for newtons' law in high school physics, 2021* 4. *Development of educational adventure game on fluid physics material, 2021* 5. *'Hallwachs and the negatively charged particles'-the development of educational comics, 2021* 6. *Markerless augmented reality: Displays Compton scattering model, 2021* 7. *The effectiveness of breakwater shape: Fluid particle behavior simulation, 2021*

	8. *The simulation of granular attachments on the porous verticalsurfaces, 2021* 9. *Radioactive decay model based on augmented reality, 2021* 10. *Teaching high school physics using PhET interactive simulation, 2021* 11. *The development of on line comics to explain the "nuclear reaction" topic, 2021* 12. *The development of Android-based physics teaching materials on static fluids, 2021* 13. *The implementation of STEM learning on creative-critical thinking styles (study on pre-service physics teachers), 2021* 14. *Promoting characters education through visualization using environment comic media, 2021* 15. *Exploring elasticity concept using augmented reality, 2021* 16. *Textbooks with augmented reality technologies: Improve criticalthinking skills in elasticity concepts, 2021* 17. *Augmented reality application design on geophysics encyclopedia for android smartphones, 2021* 18. *ProSim"-Designing projectile motion worksheets to support higher-order thinking skills, 2021* 19. *Designing an Android-Based Educational Games for High SchoolPhysics, 2021* 20. *Physicsmagz" the contextual learning magazines to improve science literacy skills in particle dynamics topics, 2021* 21. *The implementation of problem based learning in elasticities concept, 2021* 22. *Design of computers based test with moodle platforms for highschool physics class X, 2021* 23. *Animated Videos: Fun physics learning, 2021* 24. *Development of Beat Frequency Practicum Devices Using ArduinoUNO and AD9833 Module, 2021* 25. *Relationships between information and communications technology literacy and the of english abilities with learning outcomes of students of physics education program, fmipa unj, 2021* 26. *Explain the "unstable atoms" concept using the radioactive comics US physics media learning, 2021* 27. *Augmented reality in poster: Introduce sir Isaac Newton in the study of mechanics, 2021* 28. *The validation of nitrite and nitrate analysis methods in bread using p-Aminobenzoic AC ID (PABA) via UV-Vis Spectrophotometry, 2021* 29. *Physics learning through videos by PowToon, 2021* 30. *Educational comics to explore electromagnetic waves through the hertz stories to prove the maxwells equations, 2021*

	31. *The development of 21st centuries skills and competence in serviceteachers via TPACK training workshops, 2021* 32. *The Development of Guided Inquiry Student Worksheet using Tracker Videos Analysis for Kinematics Motion Topics, 2020* 33. *"tempera-Tour": Developing an Alternatives Comics US Media Learning for Temperature and Heat Topics Through Traveling Story, 2020* 34. *The Design of Physics Learning Video as Joyful-Based Learning Media Enrichment by Powtoon, 2020* 35. *Trains the computational thinking skills using problem-based learning worksheets for undergraduate physics students in computational physics courses, 2020* 36. *The implementation of project-based learning to enhance the technological-content-knowledge for pre-service physics teachers in ICT courses, 2020* 37. *Students worksheet with augmented reality media: Scaffolding higher order thinking skills of high school students on uniform accelerated motion topics, 2020* 38. *Students worksheets with augmented reality technologies: Media to construct higher order thinking skills of high school students in elasticity topics, 2020* 39. *QR Code Assisted Learning Books: Scientific-Based Physical Learning Solutions, 2020* 40. *Physics Textbooks Enriched Augmented Reality: Easy Way to Understand The Physical Concept, 2020* 41. *Module Equipped with Augmented Reality Technology: An Easy Way to Understand Concepts and Phenomenon of Quantum, 2020* 42. *Student worksheet with ar videos: Physics learning media in laboratories for seniors high school students, 2020* 43. *The 3D simulation of Lorentz Force based on augmented reality technology, 2019* 44. *The IV characteristics of hydrothermal growth of ZnO nanorods, 2019* 45. *The development 3-D augmented reality animation on radioactive concepts, 2019* 46. *The augmented reality application for simulating electromotive force concepts, 2019* 47. *The 3-D visualization of the granular particles on various diameter porous surfaces, 2019* 48. *The 3-D animation of radiation concept using augmented reality technology, 2019* 49. *Simulation of ocean waves in coastal areas using the shallow-water equations, 2019* 50. *The generator operating system automatically uses a motorized change over switch devices, 2019*

	51. *The properties of zinc sodium phosphate glass system with the various concentration of chromium doped oxide, 2019* 52. *The granular buoyant force in a two-dimensional intruder-particles bed system, 2019* 53. *Integrating augmented reality into worksheets: Unveil learning to higher-order support thinking skills, 2019* 54. *Explain the physics concepts with flood phenomena using augmented reality technology, 2019* 55. *Practice the higher-order thinking skills in optics topics through physics worksheets equipped with augmented reality, 2019* 56. *Video-enriched worksheets based on augmented reality technologies: The heat experiment is easier, 2019* 57. *The development of ICT-based learning curriculum for pre-service physics teacher, 2019* 58. *The design of sound waves and optical markers for physics learningbased-on augmented reality technology, 2019* 59. *Mini photovoltaic system project: Physics laboratory activities through a technology-rich learning environment, 2019* 60. *The development of an electricity book based on augmented reality technologies, 2019* 61. *Simulation of granular in two dimensions: The effect of particles velocity on rigid wall boundary, 2018* 62. *Development of students performance assessment based on scientific approaches for a basic physics practicum in simple harmonics motion materials, 2018* 63. *Design of multiple representations e-learning resources based on a contextual approaches for the basic physics courses, 2018* 64. *Discovering and understanding the vector fields using simulationin android app, 2018*
Activities in Professional organizational over the last 5 years	1. *Members of PSI: Physical Society of Indonesia, 2018-now* 2. *Member of IPTPI (Educational Technology Professional Association Indonesia), 2015-2020* 3. *Members of Association for the Advancement of Computing inEducation (AACE), 2018-2020*