



Introduction to The International Journal of Creative Multimedia

Speaker

Ts. Dr. Khong Chee Weng
Executive Editor
IJCM (2020)



Agenda

- Background
- Readership
- Rationale
- Aim & Scope
- Submission Types
- Review Process
- Publication Process
- Publication Experience
- In Closing

Background

- International Journal of Creative Multimedia (IJCM)



Ts. Dr. Vimala Perumal
Chief Editor

- Seeks scholarly work that explores the intersection of multimedia technology with creative content and research.

Background (con't.)

- This journal focuses on all dimensions of creative multimedia and digital media as well as creative industries to allow proper collaboration of the minds between multimedia and creative fields.
- Purpose is to showcase current research in multimedia and other creative domains where knowledge of rapidly evolving digital media and its growth towards our lifestyle can be shared.

Readership

- Researchers – academic & industry.
- Specialists.
- Practitioners.
- Anyone who is keen on developments in field of creative multimedia and content creation.

Rationale

- Multimedia University is the first private university in Malaysia to offer degree programmes in multimedia content creation.
- Journal support the goals of our university, faculty and research centres.
- Global recognition to local research in creative multimedia.
- Encourage quality research in creative media domain and content development.

Aim & Scope

To provide an international forum for the exchange of ideas and findings from researchers across different cultures, and encourages research on the impact of technological factors on creative multimedia theory and practice.

IJCM is a peer-reviewed, open access international journal devoted to publishing research papers in all fields of creative multimedia including Digital Learning, Film & Animation, Media, Arts & Technology and Visual Design & Communication.

Aim & Scope (con't)

Journal is divided into 6 topical sections:

- Digital Learning,
- Media, Arts & Technology,
- Games and Virtual Reality,
- Cinema and Film Studies,
- Computer Graphics, Animation and Visual Effects, and
- Visual Design & Communication.

International Journal of Creative Multimedia (IJCM)

A Biannual Refereed International Journal of

Faculty of Creative Multimedia & Cinematic Arts, Multimedia University, Malaysia

DIGITAL LEARNING

Prof. Ts. Dr. Neo Mai, MMU, Malaysia.

- Innovative Teaching and Learning Strategies
- Curriculum Design
- Learning Spaces
- Problem-solving Learning
- Authentic Learning
- Augmented Reality in Education
- Innovative Pedagogies & Instructional Design
- New Roles of Teachers
- Redesigning Curriculum for Education 4.0
- Emerging Technologies in the Classroom
- Designing Learning Spaces for 21st Century Education



International Journal of Creative Multimedia (IJCM)

A Biannual Refereed International Journal of

Faculty of Creative Multimedia & Cinematic Arts, Multimedia University, Malaysia

MEDIA, ARTS & TECHNOLOGY

Dr. Roopesh Sitharan, MMU, Malaysia.

- Digital Humanities
- Digital Aesthetics
- Electronic Culture
- Media Arts
- Screen Arts
- Information Arts
- Music and Sound Arts
- Experimental Media Practice
- Art, Culture and Media Studies/ History/ Criticism
- To focus on the impact of the technological and scientific developments on the art, design, communication and creativity.



International Journal of Creative Multimedia (IJCM)

A Biannual Refereed International Journal of

Faculty of Creative Multimedia & Cinematic Arts, Multimedia University, Malaysia

GAMES AND VIRTUAL REALITY

Ts. Dr. Mohd Hafizuddin Mohd. Yusof, MMU, Malaysia.

- Motion Sensors
- Computer Graphics
- Multimodal Display Technology and Interaction
- Immersive Experiences in Interactive Synthetic Worlds
- Gamification in Education or Training
- Interactive Technologies
- Virtual Environments
- User-related Studies
- Pervasive Gaming
- Visualisation Techniques
- Mobile Games



International Journal of Creative Multimedia (IJCM)

A Biannual Refereed International Journal of

Faculty of Creative Multimedia & Cinematic Arts, Multimedia University, Malaysia

CINEMA & FILM STUDIES

Dr. Boon Kia Meng, MMU, Malaysia.

- Film and Society
- Film Criticism
- Film Theory
- Film Philosophy
- Malaysian and Southeast Asian Cinema
- Visual Culture
- Ethnography

International Journal of Creative Multimedia (IJCM)

A Biannual Refereed International Journal of

Faculty of Creative Multimedia & Cinematic Arts, Multimedia University, Malaysia

COMPUTER GRAPHICS, ANIMATION & VISUAL EFFECTS

Ms. Ng Lynn Sze, MMU, Malaysia.

- 2D & 3D Animation
- Modelling
- Rendering
- Computer Art
- Motion Graphics & Design
- 3-D Object Extraction
- Computer Aided Design
- Embodied Agents & Avatars
- Real-Time Simulation
- Real-time rendering
- Animation Languages & Visual Styles
- Mixed Media & Exploratory Animation
- Computer Animation
- Animation Systems
- Behavioral Animation
- Character Animation
- Physics-based animation
- Path planning
- LOD and impostors
- Visual Effects Workflows & Planning
- Photorealistic Rendering
- Effects Simulation
- Plausible Motion Simulation
- Cloth and hair animation
- Motion capture and motion retargeting
- Matchmoving and camera tracking
- Performance capture
- AI and Crowd Simulation
- Compositing Workflows & Techniques



International Journal of Creative Multimedia (IJCM)

A Biannual Refereed International Journal of

Faculty of Creative Multimedia & Cinematic Arts, Multimedia University, Malaysia

VISUAL DESIGN & COMMUNICATION

Dr. Azman Bidin, Universiti Malaysia Kelantan, Malaysia.

- Design Theories and Application of Critical Thinking Methods
- Elements and Principles of Design
- Advertising Content
- Persuasive Communication through Design and Multimedia Applications
- Branding, Positioning and Advertising Strategy
- Media Application
- Creative Process
- Digital Photography
- Usability
- User Experience
- Screen Design, Ergonomic
- User-Centered Design



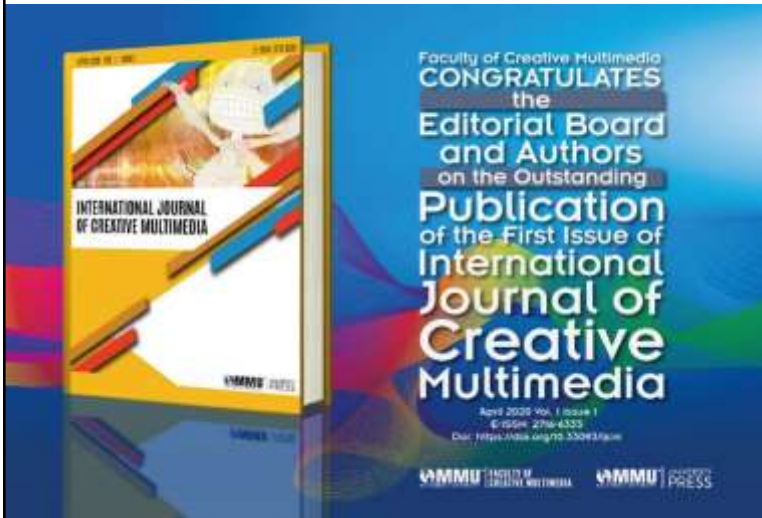
Submission Types

1. Full-length Articles – Around 5,000–7,000 words.
2. Short-length Articles – Would-be contributors may send shorter, well-presented submissions. These should also be congruent with the journal's themes and objectives, e.g. summaries of important ideas, descriptions of experimental activities, work in progress or research findings. They would normally be around 2,000–5,000 words in length.
3. Reviews of appropriate conferences, books, exhibitions, etc., are also welcomed. They would normally be 500–2,000 words.

View IJCM Website to:

1. Review Process
2. Publication Process
3. Submission Format – APA citation style

First Issue



- First issue in Apr/May 2020
- E-ISSN 2716-6333
- DOI - [10.33093/ijcm.2020.1.1](https://doi.org/10.33093/ijcm.2020.1.1)

Publication Experience



Assoc. Prof. Dr. Tan Wee Hoe, Universiti Pendidikan Sultan Idris

In Closing

- SINGLE-PIECE EXPLORATIONS
 - Single photography, video or audio piece accompanied by 2,000 word research statement.
- MULTI-PIECE PORTFOLIOS
 - Mixed media video, image and audio pieces accompanied by 3,000 word route-map.
- PRACTICE DISCOVERIES
 - 5,000-6,000 word article illustrated by relevant video, audio, imagery.
- ISSUES IN CREATIVE PRACTICE RESEARCH
 - 5 minute video essay, podcast or blog reflecting on new methodologies of creative practice research

In Closing (con't)

- Panel Reviewers, Advisory Board & Associate Editors,
- MyCite,
- Scopus,
- Sustenance.
- Call for Papers – Volume 2, Issue 1
 - Due 28th February, 2021
 - To be Published 31st March, 2021 (April 2021 issue)

Thank You



eISSN 2716-6333



MyJurnal

