Abdelbaset Jamal Assaf

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Profile	I am an Assistant Professor of Computer Science. I have completed a PhD degree in Computer Science at Queen's University Belfast. My research focuses on using, evaluating and improving the use of serious games in teaching Computer Science modules especially computer programming. I am an open-minded individual with a proven track record in planning, designing and conducting experiments, data collection and analysis. I am enthusiastic to be challenged to improve my professional IT skills especially in serious games and mobile development. I am also interested in data science topics, machine learning and cloud computing.	
Education	**PhD Degree in Computer Science** Queen's University Belfast, Belfast, UK Thesis title: Serious Games in Teaching Computer Programming: Usage and Evaluation Supervised by Dr. Barry McCollum	2020
	MSc Degree in Computer Science University of Birmingham, Birmingham, UK Thesis title: Online Mobile Banking Application Supervised by Prof. Uday Reddy Degree: Merit	2014
	BSc Degree in Computer Networks Systems Applied Science University, Amman, Jordan G.P.A: 3.1/4	2013
Experience	• Lecturer KASIT, Jordan University, Amman, Jordan	Feb 2024-Present
	• Head of ASAC Department LTUC, Amman, Jordan	Oct 2023-Feb 2024
	• Head of Foundation Department LTUC, Amman, Jordan	Jan 2022-Feb 2024
	• Assistant Professor ASAC, LTUC, Amman, Jordan	Mar 2021-Feb 2024
	• PT Assistant Professor KASIT, Jordan University, Amman, Jordan	Mar 2023-Jul 2023

	• PT Consultant EventMAP Ltd, Belfast, UK	Oct 2018 - Dec 2019
	• Laboratory Demonstrator Queen's University Belfast, Belfast, UK	Oct 2015 - Oct 2018
Publications	• Assaf, A.J., Issa, L. and Eshtay, M., 2023. "Evaluating the quality characteristics of Space Geeks". *Lecture Notes in Business Information Processing (LNBIP, Vol. 494).* • Assaf, A.J., McCollum, B. and McMullan, P., 2022. "Finding The Best Approach For Using Serious Games In Teaching Computer Programming". *Journal of Positive School Psychology, 6(7), pp.4373-4401.* • Assaf, A.J., Eshtay, M. and Issa, L., 2022. "Space Geeks: A Proposed Serious Game to Teach Array Concept for Novice Programming Students". *18th International Conference on Web Information Systems and Technologies.* • Abdellatif. A., McCollum. B. And McMullan. P., 2018. "Serious Games Quality Characteristics Evaluation: The Case Study of Optimizing Robocode". *SIIE 2018: 20th International Symposium on Computers in Education, 2018, University of Cadiz, Spain* • Abdellatif. A., McCollum. B. And McMullan. P., 2018. "Serious Games: Quality Characteristics Evaluation Framework and Case Study". *IEEE Integrated STEM Education Conference (ISEC), 2018, Princeton University, USA* • Abdellatif. A. And McCollum. B., 2016. "A Proposed Framework for Simulation Based Learning of Inheritance". *UKSim-AMSS 18th International Conference on Computer Modelling and Simulation, 2016, Cambridge University, UK*	
Skills	• Unity Games Development • Java Programming • C# Programming • Open-source projects • Simulation and serious games • Problem-solving and decision-making • High energy, confident, with proven ability to adapt under stress and daily pressure • Punctuality in Timing & Deadlines	
Achievements	• Researcher Plus certificate Queen's University Belfast, UK	2018
Taught courses	• Game Development • Data Structures and Algorithms • Advanced Programming • Programming • Introduction to Programming	

- Database Design and Development
- Computing Research
- Networking
- Professional Practice

References

- Dr. Barry McCollum
   Computer Science Department
   Queen's University Belfast, UK

- Dr. Paul McMullan
   Computer Science Department
   Queen's University Belfast, UK

- Dr. Mohammad Eshtay
   ASAC, LTUC, Amman, Jordan

- Mr. Zaid Arida
   Crown Prince Foundation, Amman, Jordan