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The International Journal of Creative Multimedia (IJCM) is a peer-reviewed open-access journal devoted to publishing research papers in all fields of creative multimedia, including Digital Learning, Film & Animation, Media, Arts & Technology and Visual Design & Communication. It aims to provide an international forum for the exchange of ideas and findings from researchers across different cultures, and encourages research on the impact of social, cultural and technological factors on creative multimedia theory and practice. It also seeks to promote the transfer of knowledge between professionals in academia and industry by emphasising research where results are of interest or applicable to creative multimedia practices. We welcome all kinds of papers that connect academic research with practical and industrial contexts in the field of creative multimedia. The scope of the IJCM is in the broad areas of Creative Multimedia, following the five major thematic streams, including but not limited to:

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

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International Journal of Creative Multimedia

Table of Content

1.	Integrating AR Technology with I-Space Theory for Safeguarding Henan's Clay Sculpture Intangible Cultural Heritage <i>Hexiang Lu, Mohd Ekram Alhafis bin Hashim</i>	1
2.	Extending Recursive Backtracking for Procedural Generation of Interconnected Rooms and Staircases in Multi-Level 3D Dungeon Layouts <i>Zhen Shern Soh, Kah Chun Chong, Bee Sian Tan, Jia Hui Ong, Chin Hui Ooi, Kim Soon Chong</i>	23
3.	Exploring Instructor Experiences with an E-Module for Online Teaching: A Qualitative Case from Maldives Higher Education <i>Fathimath Nasiha Abdul Muhaimin, Ts. Dr. Rozniza Zaharudin</i>	48
4.	Revisiting Family Television Viewing Culture in the Digital Age: The Role of Streaming, Technology and Changing Habits <i>Kelvin Inobemhe, Sharifatu Gago Ja'afaru, Daniel Ekhareafu</i>	65
5.	Conscientiousness and Gaming: A Scoping Review <i>Rosnani Abdul Rahman, Mohd Ikhwan Mohd Marzuki</i>	89
6.	Monetisation and Meaning: Examining YouTube's Economic Model, Content Homogenisation and Online Celebrity Culture in Pakistan <i>Syeda Saba Hashmi</i>	116
7.	Designing Serious Games for Cultural Heritage: A Framework Grounded in Critical and Experiential Theories <i>HongYuan Sun, Mohd Ekram Al Hafis Hashim</i>	137
8.	From Structural Logic to Visual Semiosis: Genealogical Trajectories and Digital Translation of Mortise-and-Tenon Craft <i>Shirong Feng, Mohd Ekram Alhafis bin Hashim</i>	165
9.	Integrating Animation and Immersive Media into Educational Storytelling: A Mixed-Method Classroom Study <i>Yu-Xuan Teo, Jun Wei Geuan</i>	185
10.	From Tradition to Transformation: Exploring Gender Portrayals in Pakistani TV Advertisements <i>Qirat Farooq, Aqsa Qandeel</i>	202

- | | | |
|-----|---|-----|
| 11. | Exposing the Distortion of Faith and Jurisprudence in Bidaah (2025 Through Social Criticism in Cinema)
<i>Aidatul Fitriyah</i> | 218 |
| 12. | Conceptualising the Digital ESG Shift: A Stakeholder Theory Perspective on SMEs and Emerging Technologies
<i>Anis Farzana Zulkefli, Memiyanty Abdul Rahim, Nor Suziwana Tahir</i> | 231 |
| 13. | City as Brand: A Review of Reimagine the City Advertising Design Final-Year Project Exhibition
<i>Rosnani Abdul Rahman, Rubinden Kumar Ellyna Hashim, Muhammad Syahmi Abd Aziz</i> | 249 |
| 14. | VFX Showcase Review: Projects at UNLOCK 2025
<i>Anuar Hassan, Ahmad Azlan, Muhammad Firdaus Hashim</i> | 262 |