UNIVERSITI TEKNOLOGI MARA

What's what FSKM

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UNBOXING FEELINGS:
MEASURING IPHONE HAPPINESS THROUGH SENTIMENT

INNOVATION COMPETITIONS:
GROWING CREATIVE MINDS FROM PRIMARY SCHOOL TO UNIVERSITY

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BEYOND THE CLAIM OF RANDOM SAMPLING

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Fun Meets Learning: Karnival Digital STEMria JJ MADANI Peringkat Negeri Sembilan

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EXECUTIVE SUMMARY

The Karnival Digital STEMria JJ MADANI Peringkat Negeri Sembilan was held on 20 August 2025 at Kompleks Rakan Muda, Bandar Seri Jempol, organised by the Pejabat Pendidikan Daerah Jempol Jelebu. UiTM Cawangan Negeri Sembilan, Kampus Kuala Pilah, was invited to participate by setting up a booth featuring the Faculty of Computer and Mathematical Sciences (FSKM), the Department of Physics, and the Department of Biology from the Faculty of Applied Sciences. The event successfully engaged primary and secondary school students from the Jempol and Jelebu districts through interactive STEM activities and academic promotions.

INTRODUCTION

The program was aimed at nurturing students' interest in Science, Technology, Engineering, and Mathematics (STEM) through hands-on activities, engaging exhibitions, and collaborative efforts between educational institutions. UiTM's participation showcased the university's commitment to promoting STEM education and encouraging students to explore their problem-solving and critical-thinking skills.am scores.

INTERACTIVE STEM ACTIVITIES AT THE FSKM BOOTH

The FSKM booth drew significant attention from students of all ages. Participants eagerly joined activities that challenged their logical reasoning, creativity, and spatial awareness (Figure 1). Among the highlights were:

- **Metal Wire Puzzle** – testing patience and strategy.
- **Rubik's Cube Challenge** – fostering problem-solving and perseverance.
- **Tangram** – developing creativity through geometric patterns.
- **IQ Puzzle** – stimulating logical and critical thinking.
- **Exploring Volume and Surface Area of 3D Shapes** – linking fun activities with real mathematical concepts.

Students expressed great excitement in participating and were motivated by the chance to win prizes. These interactive tasks not only entertained but also instilled curiosity in STEM learning.

Figure 1: Students engaging in activities at the FSKM booth during the Karnival Digital STEMria JJ MADANI.

In addition to the STEM activities, the booth also promoted the academic programs offered by the faculty, raising students' awareness of future study opportunities in computer science and mathematics.
The booth also served as a platform to promote the upcoming Kejohanan Catur Minangkabau UiTM Cawangan Negeri Sembilan, scheduled for October 11, 2025. The championship is expected to attract participants aged 7 to 17 years old from various backgrounds, fostering intellectual engagement and promoting strategic thinking through the game of chess.

CONCLUSION

The program proved to be a highly impactful initiative that successfully combined fun, interactive learning, and early academic exploration. It not only created an engaging environment for students to explore the wonders of STEM but also provided valuable exposure to real-world applications of science and mathematics. UiTM's active participation reinforced its role as a catalyst for promoting STEM literacy, nurturing curiosity, and developing critical-thinking skills among the younger generation. Ultimately, UiTM continues to inspire, empower, and guide students towards academic excellence, intellectual growth, and future opportunities in the world of science and technology.