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2024



International Industrial Revolution 4.0 Exposition

"INNOVATING IDEAS, TRANSPIRING DREAMS"

ABSTRACT BOOK

Strategic Partners:



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Sultan Badlishah

Organized By:

**COLLEGE OF COMPUTING, INFORMATICS AND MATHEMATICS,
UNIVERSITI TEKNOLOGI MARA, KEDAH BRANCH**

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UITM Cawangan Kedah Channel

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IREx 2024

The successful inauguration of IR4.0 Exposition IREx 2019 has witnessed ground breaking initiatives, ideas, and innovations materialised into numerous practical devices today. Treading on the same triumph, the College of Computing, Informatics, and Mathematics, UiTM Kedah is thrilled to announce the continuation of said event, IREx 2024 with the theme: *Innovating Ideas, Transpiring Dreams*.

The IREx 2024 aspires to incorporate even more exciting new technologies including, but not limited to, Information & Communication Technology (ICT), Educational Technology & Innovation (ED), Operational Excellence (OE), Internet of Things (IoT), Process Improvement, Ideas & Design, Multimedia, and Electronics that will chart new milestones in human history. This will serve as an excellent platform for scientists and innovators alike to meet the like-minded individuals and showcase inspiring ideas and notable innovations.

PROGRAM SCHEDULE

International Industrial Revolution 4.0 Exposition (IREx 2024)
21ST May 2024 (Tuesday)
Dewan Perdana, UiTM Kedah Branch

TIME	EVENT
8.00 – 9.00 am	Registration & Booth Set Up
9.00 am – 12.00 pm	Exhibition & Judging Session
12.00 pm – 2.00 pm	Obedient Drone Session & Break
2.00 pm – 5.00 pm	Official Closing & Prize Giving Ceremony
5.00 pm	Program Ends

Official Closing Ceremony

International Industrial Revolution 4.0 Exposition (IREx 2024)

TIME	EVENT
2.00 pm	Arrival of Guests and Participants
2.30 pm	Arrival of VVIP
	National anthem - Negaraku And Wawasan Setia Warga
2.40 pm	UiTM
	Welcoming Speech
3.00 pm	Rector's Welcoming Speech
	Officiating Speech
3.10 pm	Gimmick & Montage presentation
3.30 pm	Prize Giving Ceremony
4.00 pm	Photography
5.00 pm	Program Ends

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CATEGORY A

TAKRAW KICK DEVICE-MENINGKATKAN KEMAHIRAN SEPAKAN TAKRAW DI KALANGAN MURID SEKOLAH RENDAH

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ABSTRAK - Permainan sepak takraw antara permainan utama dalam kebitaraan Sekolah Kebangsaan Bukit Tinggi. Oleh itu, kemahiran asas dan kecekapan murid serta latihan yang berkesan perlu ditingkatkan bagi memahirkan murid dalam permainan sepak takraw. Pemilihan projek inovasi ini merupakan hasil sumbangan idea murid dan guru semasa menjalankan latihan sepak takraw di sekolah. Inovasi ini bertujuan meningkatkan kemahiran asas murid dalam teknik menyepak bola takraw dengan betul menggunakan satu kit inovasi permainan sepak takraw yang bersesuaian untuk murid sekolah rendah. Kajian inovasi ini dijalankan terhadap 6 orang pemain sepak takraw sekolah bagi memantapkan lagi teknik sepakan mereka. Berdasarkan pemerhatian guru ke atas keperluan fizikal dan kebolehan murid, Takraw Kick Device ini direka bagi memudahkan pengajaran guru semasa sesi latihan. Di samping itu, kit takraw ini dapat meningkatkan lebih ramai penyertaan murid dalam permainan sepak takraw di sekolah rendah. Ia juga membantu guru dalam melatih murid dengan adanya alat yang lebih mudah dan berkesan serta dapat menjimatkan masa latihan. Metodologi kajian yang digunakan melibatkan kaji selidik keperluan, analisa keperluan fizikal dan motorik, rekabentuk dan pengembangan kit prototaip. Hasil kajian menunjukkan bahawa penggunaan Takraw Kick Device ini dapat meningkatkan kemahiran murid dalam menyepak bola takraw dengan betul dan meningkatkan minat murid dalam permainan sepak takraw. Diharapkan inovasi ini dapat menyumbang ke arah ketrampilan olahraga murid-murid sekolah rendah serta mendorong gaya hidup yang lebih sihat melalui aktiviti fizikal yang dijalankan.

Kata Kunci: sepak takraw, sekolah rendah, kemahiran asas, menyepak, Takraw Kick Device



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