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2024



International Industrial Revolution 4.0 Exposition

"INNOVATING IDEAS, TRANSPIRING DREAMS"

ABSTRACT BOOK

Strategic Partners:



Perpustakaan
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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SAIDINA: WW II (WORLD WAR II)

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ABSTRAK - Subjek Sejarah merupakan subjek teras yang wajib diambil oleh semua pelajar menengah rendah. Sejarah matlamat pendidikan Sejarah adalah untuk memupuk semangat setia negara dan perasaan bangga sebagai rakyat Malaysia. Walaubagaimanapun, pencapaian pelajar dalam subjek Sejarah adalah agak membimbangkan. Rata-rata pelajar mengatakan menghadapi masalah mengingat fakta-fakta dalam subjek Sejarah kerana terlalu banyak fakta yang perlu diingat. Hal ini menyebabkan pelajar tidak meminati subjek Sejarah kerana bagi mereka ianya membosankan, sukar difahami, tiada kaitan dengan hidup mereka secara langsung dan menyebabkan pengajaran dan pembelajaran Sejarah menjadi pasif. Antara faktor penyumbangnyalah disebabkan oleh sikap pelajar yang tidak berminat untuk membaca dan ingin tahu, cara pelajar menghafal fakta tanpa memahami konsep dan kronologi peristiwa yang berlaku dan sikap pelajar yang tidak suka bertanya untuk faham. Selain itu, pelajar juga terlalu bergantung kepada ayat buku teks menyebabkan pelajar tidak dapat menjawab soalan apabila ayat tersebut diubah dan juga kebergantungan kepada fakta buku teks semata-mata menyebabkan pelajar tepu dan tegar untuk berfikir. Satu pembelajaran berasaskan permainan telah diilhamkan menggunakan permainan papan seumpama Saidina telah dibina. Satu topik dalam subjek Sejarah Tingkatan 4 berkaitan Perang Dunia Ke II telah dipilih selaras untuk tujuan ini. Permainan ini dicipta untuk membantu pelajar meningkatkan kefahaman mereka tentang subjek sejarah.

Kata Kunci: Sejarah, Perang Dunia Ke II, pembelajaran berasaskan permainan, gameboard.



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