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TEKNOLOGI
MARA

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MAY
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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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 B

VIRO – VIRTUAL REALITY OUTREACH

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ABSTRAK - Revolusi teknologi membolehkan pendekatan baru digunakan dalam proses mempromosikan institut pendidikan. Salah satu teknologi konduktif kepada pembinaan alat inovatif untuk pendidikan adalah teknologi Virtual Realiti (VR), yang menawarkan persekitaran komputer dalam bentuk 3D serta sistem interaksi yang lebih efektif dan berkesan. Projek VIRO bertujuan memperkenalkan teknologi VR ini untuk menggambarkan pengalaman pembelajaran di Kolej Vokasional kepada pelajar dengan merasai suasana KV melalui simulasi realistik dalam persekitaran maya. Pelajar dapat menjelajahi kampus, menyertai kelas maya, dan terlibat dalam aktiviti kokurikulum tanpa perlu hadir secara fizikal. Projek ini potensinya meningkatkan pemahaman dan minat pelajar terhadap pendidikan vokasional, serta membuka pintu kepada pendekatan pembelajaran yang inovatif dan berkesan. Dengan VIRO, pelajar dapat memahami lebih mendalam tentang pendidikan vokasional dan TVET sambil mempertingkatkan pengalaman pembelajaran mereka.

Kata Kunci : Virtual Reality, Outreach, Kolej Vokasional, TVET, interaktif



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