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TEKNOLOGI
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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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CATEGORY B

GHOST MATH GAME

Siti Nur Shahshina Binti Soffi¹, Nur Aleeya Eryna Binti Zulfazly²

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ABSTRAK - Kebanyakan murid di Malaysia kurang meminati mata pelajaran matematik sehinggakan tidak dapat menguasai asas matematik seperti tambah, tolak, darab dan bahagi. Tujuan permainan ini diciptakan ialah untuk menarik minat dan meningkatkan kemahiran murid terhadap mata pelajaran matematik. Aplikasi Ghost Math Game ini diciptakan melalui Scratch. Cara untuk bermain aplikasi ini adalah menjawab soalan yang berkaitan dengan mata pelajaran matematik seperti menjawab soalan yang mengandungi operasi tambah, tolak, darab dan bahagi. Tambahan pula, aplikasi Ghost Math Game ini juga turut menyediakan permainan menembak kepada murid untuk menarik perhatian dan menghilangkan rasa bosan murid apabila menjawab soalan matematik. Seterusnya, dengan menghasilkan aplikasi ini didapati bahawa murid lebih menggemari untuk menjawab soalan matematik yang mempunyai operasi yang senang seperti tambah dan tolak. Selain itu, didapati bahawa permainan ini dapat meningkatkan kefahaman murid terhadap mata pelajaran matematik ini. Oleh itu, aplikasi Ghost Math Game ini dapat meningkatkan tahap daya ingatan dengan menjawab soalan matematik secara cepat apabila disoal serta dapat memupuk minat murid terhadap mata pelajaran matematik dengan lebih mendalam.

Keywords: Scratch, Ghost Math Game, matematik, aplikasi



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