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UNIVERSITI
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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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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ANIMAL WORLD QUIZ

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ABSTRAK - Dalam pendidikan sains dan matematik, hampir separuh murid di Malaysia kurang meminati belajar subjek ini dalam peringkat rendah dan menengah. Hal ini kerana, sebahagian murid merasa bosan sewaktu mempelajari subjek sains dan matematik. Tambahan pula baru-baru ini Kemeterian Pendidikan mengeluarkan satu isu yang menjelaskan murid di Malaysia buta matematik. Oleh itu, kami membuat satu kajian yang bertujuan melahirkan murid yang meminati belajar subjek sains dan matematik. Selain itu, memastikan murid lebih mudah memahami serta menguasai subjek ini. Seterusnya, kajian ini juga bertujuan melahirkan murid yang bijak dan cekap untuk menjawab soalan sains dan matematik. Oleh itu, kami mengambil satu inisiatif dengan mencipta satu inovasi permainan yang berasaskan subjek sains dan matematik iaitu *Animal World Quizss*. Hasil pemerhatian yang kami dapat daripada inovasi ini ialah murid lebih memahami dan menggemari subjek ini. Selain itu, inovasi ini menjadikan murid lebih cekap untuk menjawab segala soalan sains dan matematik. Oleh itu, terbukti bahawa pembelajaran berasaskan permainan dapat meningkatkan tahap pembelajaran di dalam bilik darjah. Secara keseluruhannya, inovasi yang dicipta mampu membantu murid memahami subjek ini dengan lebih berkesan sekaligus dapat menarik minat murid mempelajari subjek ini. Selain itu, inovasi ini mampu meningkatkan tahap pemikiran murid menjawab persoalan mengenai sains dan matematik.

Kata Kunci: *Animal World Quiz*, murid, sains dan matematik



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