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UNIVERSITI
TEKNOLOGI
MARA

20 & 21
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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HUNGRY CAT

Siti Nor Shabsina binti Soffi¹, Sofia Alyaa Alisha Binti Mohd Ruzi²

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ABSTRAK - Pada era globalisasi ini, penguasaan matematik dalam kalangan murid di sekolah semakin lemah. Objektif permainan digital ini dicipta ialah untuk memastikan murid dapat menguasai nombor perdana dengan lebih baik. Dengan masalah yang dihadapi, kami menggunakan kaedah *Hungry Cat* untuk menyelesaikan masalah ini. *Hungry Cat* ialah satu permainan digital yang dicipta melalui *scratch*. Ianya merupakan media pembelajaran matematik yang dirancang dalam bentuk permainan digital untuk murid berusia 11-13 tahun. Pemain perlu menangkap nombor perdana yang betul untuk mendapatkan markah. Sekiranya pemain tidak mengikut arahan yang ditetapkan maka, markah akan ditolak. Jika pemain telah mencapai markah penuh, teks "Kamu Menang" akan terapar. Implikasinya, pemain akan lebih cekap menghafal dan mengenal nombor perdana dengan mudah. Tanpa disedari, ianya juga dapat mengesan tahap fokus seseorang. Konklusinya, permainan *Hungry Cat* dapat memberi kesan yang positif dari segi pembelajaran sekaligus menarik minat murid untuk belajar sambil bermain.

Kata kunci : Murid, Permainan digital, Nombor perdana, *Hungry Cat*



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