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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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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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INTERACTIVE MATH GAME

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ABSTRAK - Matematik merupakan salah satu mata pelajaran penting yang diajar di sekolah sama ada sekolah menengah ataupun sekolah rendah. Namun, sering dikatakan bahawa kebanyakan murid kurang meminati mata pelajaran matematik. Perkara ini telah membuatkan ibu bapa bimbang akan prestasi anak-anak mereka terhadap mata pelajaran matematik. Oleh itu, kami telah menghasilkan sebuah aplikasi dengan bertujuan untuk menarik minat murid-murid terhadap mata pelajaran matematik. Dengan adanya aplikasi ini murid-murid dapat menjawab soalan berkaitan operasi dengan cekap tanpa menggunakan kalkulator. Aplikasi ini boleh membantu mempertingkatkan lagi kefahaman murid-murid. Aplikasi ini dinamakan sebagai *Interactive Math Game*. *Interactive Math Game* ini mempunyai 2 jenis tahap iaitu Tahap 1 dan Tahap 2. Tahap 1 mengandungi operasi tambah dan tolak manakala Tahap 2 pula mengandungi operasi darab dan bahagi. Setiap tahap mempunyai 5 soalan dengan operasi yang dipilih secara rawak oleh sistem. Apabila murid selesai menjawab soalan, mereka akan diberitahu skor yang diperolehi berdasarkan jumlah soalan yang betul dan akan diberi pilihan sama ada berhenti bermain, ulang semula ataupun melanjutkan tahap yang lain. Permainan ini bukan sahaja boleh dimainkan oleh murid-murid malahan orang dewasa juga boleh mencubanya. Kesimpulannya, aplikasi ini dapat membantu murid-murid menjawab soalan operasi tambah, tolak, darab dan bahagi dalam masa yang singkat dan dapat meningkatkan lagi prestasi murid-murid dalam mata pelajaran matematik.

Kata Kunci: mata pelajaran matematik, permainan, murid-murid, aplikasi, *Interactive Math Game*



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