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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 C

SnooGo

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ABSTRAK - Tulisan Jawi merupakan salah satu warisan budaya yang berkait rapat dengan jati diri masyarakat, identiti negara dan mempunyai nilai sejarahnya yang tersendiri. Kepentingan untuk memartabatkan tulisan Jawi telah dipandukan melalui pelaksanaan bidang Jawi dalam Kurikulum Standard Sekolah Rendah (KSSR) Pendidikan Islam Semakan 2017. Hamdzah dan Surat (2020) merumuskan dapatan penyelidikan terdahulu menunjukkan bahawa cabaran pembelajaran Jawi adalah disebabkan faktor minat yang rendah berpunca daripada persepsi Jawi sukar dipelajari dan tidak penting. Selain itu, kaedah pengajaran yang kurang sesuai juga menjadi asbab murid memandang rendah terhadap mata pelajaran Jawi ini. Satu pembelajaran berasaskan permainan yang diilhamkan daripada snooker dan BINGO telah dibina selaras untuk tujuan ini, iaitu SnooGo yang terdiri daripada mata pelajaran Pendidikan Islam dalam bidang Jawi tahap satu tahun dua yang memfokuskan kemahiran membaca dan menulis. Permainan ini dicipta untuk membantu pelajar meningkatkan kefahaman dan minat mereka terhadap bidang Jawi. Seramai 30 orang responden terlibat dalam kajian rintis ini dimana 90 peratus bersetuju bahawa prosedur atau pelan permainan ini diterangkan dengan jelas dan mudah digunakan. 95 peratus responden juga menyokong permainan ini dapat meningkatkan asas dan pengetahuan terhadap kemahiran membaca dan menulis. Justeru, permainan ini boleh digunakan pada masa hadapan kepada murid lain.

Kata Kunci: Tulisan Jawi, kemahiran membaca, menulis, bidang Jawi, Pendidikan Islam.



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