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PROGRAMME ABSTRACT

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INNOVATION

DESIGN

INVENTION

"Bridging Gaps with Creativity for Future Sustainability"

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"Bridging the Gaps with Creativity for Future Sustainability"

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BLS: LET'S RESCUE GAMEBOARD ADVANCE

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UNIVERSITY TEKNOLOGI MARA KAMPUS SEREMBAN

Abstract

The level of awareness about basic life support and cardiopulmonary resuscitation (CPR) is still low among Malaysians. One of the factors is the lack of interactive learning and high dependency on theoretical sessions in the classroom. In recognizing this problem, we have created a BLS (Basic Life Support) : Let's Rescue - Dam Ular Gameboard Advance (Snake and Ladder-style board game) together with support learning materials (mannequin & CD). This innovation has allowed for basic life support to be taught via interactive learning, with minimum 2 players. Players were asked to perform activities, outlined on the cards, in order to climb the ladder or to avoid being swallowed by snakes. The questions on the card consist of theoretical and practical questions regarding basic life support.

E.H.C GAME

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Abstract

E.H.C (eye-hand coordination) game is a game that need high concentration and also need others cognitive components. This game also creates a stage for player to establish and to improve in their physical aspects and also in the cognitive aspects. One of the effect of poor hand-eye coordination is it can greatly compromise ability to exercise and can also affect everyday tasks such as writing and this can causing student to be diagnosed with a learning disability. The E.H.C can be uses as an intervention tool for special needs children who have difficulty in fine motor skills, attention and postural stability such as Attention Deficit Hyperactive Disorder (ADHD), Down syndrome and Developmental Delay. E.H.C game was designed to improve mental in aspect of cognitive level and also physical which is (i) To enhance fine motor skills involving small muscles of the hands and fingers, (ii) To develop eye-hand coordination which require eyes and hands to execute activities in simultaneous, (iii) To improve attention span and concentration of the child during activity, and (iv) To increase hand dexterity for a more precise grip. Furthermore, it has 3 different levels that a player must be completed and it also has grading which is from easy level to the more difficult. In conclusion, E.H.C game is suitable for those children that age from 5-17 years old, especially for special needs children.