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Social Innovation Initiatives

Volume.2

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Faculty of Education

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Table of Contents

NO.	TITLE PAGES	PAGES
	Table of Contents	
	About the Book	
1	Karnival MyJeram 2019 (Zumba & Voluntary activities)	1-2
2	"It's Never Too Late" Motivation Programme, Faculty of Education	3-4
3	Walkhathon De'Cendana	4-6
4	Educational Mural for Pre-School at Sekolah Kebangsaan Raja Muda (SBT)	7-8
5	Karnival Sukan Tradisional	9-10
6	HURES X ETSA: English Fun Day 2019	11-12
7	Science Technology Education Festival 2019	13-14
8	Sports for All: Growth Through Inclusivity	15-16
9	Ultimate Mathematics Challenge (UMC) 2019	17-18
10	Senamrobik Majlis Perasmian Program Sayangi Sawitku	19-20
11	Taburkan Jasa & Semaikan Budi Programme	21-22
12	'Ujian SEGAK' Phase 1/2019 Carnival: SK Raja Muda, Seksyen 4, Shah Alam	23-24
13	English Language Empowerment Camp	25-26
14	Klinik Keselamatan Sukan Lasak 2019	27-28
15	SchoWALL STREAM: Selangor TABIKA KEMAS PINTAR STREAM Mural Project	29-30
16	Sehari Bersama Garaj Belia MBSA	31-32
17	Projek IQRA	33-34
18	Casuarina E-Sport Championship (CESC)	35-36
19	English Please! 2.0 (2019)	37-38
20	Latihan Kesukarelawan Projek Promosi Kesihatan (Skwad MySihat) Siri 1/2019.	39-40
21	Artventure.19	41-42
22	Program Penanaman Pokok Nipah, Kelestarian Sg Kajang, Tanjung Karang	43-44
23	Readers' Theatre Workshop: SK Seri Sekinchan	45-46
24	X.O.X @Decathlon	47-48



About The Book

This book is a compilation of summaries that describe the programmes that have been run by the academics and students at the Faculty of Education, Universiti Teknologi MARA. The main objective of the programmes is to create a platform for the faculty members to take part in social innovation projects in the local community. More importantly, the programmes also complement the students' regular class experience as they also can learn a range of skills that can make them more active socially and entrepreneurially.

Definition of social innovation:

Social innovations are new ideas that meet social needs, create social relationships and form new collaborations. These innovations can be products, services or models addressing unmet needs more effectively.

18. Casuarina E-Sport Championship (CESC)

Contributor

Ahmad Fahim Zulkifli

What

The championship was organised to celebrate the integration of digital games into e-sport throughout the world. Additionally, CESC provided a platform for students to showcase their ideas and skills in utilising technology to achieve specific goals. The two-day event saw players playing Mobile Legend, an online multiplayer game developed by Moonton, against other players to win prizes.

Who

The final-year undergraduates majoring in Physical and Health Education collaborated with UiTM Casuarina College Representative Committee to organise CESC 2019. The students were responsible for planning and engaging with the college committee, as well as for preparing, executing and monitoring the activities throughout the program. They were pre-serviced teachers not only trained in physical and health education but also to lead various physical activities involving people coming from all walks of life. CESC is relatively a new program, which is beneficial as it enables students to experience conducting physical and health related programs.

When

It was held on the 6 – 7th April 2019.

Where

The program was conducted at Angsana Cafeteria, Universiti Teknologi MARA Puncak Alam.





Story

CESC was planned with the aims to promote e-sport and healthy gaming activities among university students. The students who acted as co-hosts rendered their support in the forms of administrative matters and good gaming practice among gamers. The Mobile Legend game requires its players to collaborate with other players to strategize and make decisions on upgrades or movements. Players will have the experience assuming different roles such as marksmen, assassins, mages, supports, fighters, and tanks. Each of the roles has different strengths, weaknesses, and responsibilities which then complement each other to achieve their main objective, which is to beat the opposing team.

Beneficiaries/ Stakeholders

The final-year pre-serviced teachers collaborated with several stakeholders such as colleges, corporate sponsors, and various university departments to achieve the objectives of the program.

Key lessons

The championship provided the students the opportunities to diversify their knowledge and skills in promoting physical activities to the community. The ability to adapt and celebrate differences among each individual will help the future teachers to be better and respected educators. Additionally, the ability to utilise technology to teach effectively is becoming essential to the prospective teachers. Apart from teaching, e-sport also provided them an avenue to express ideas and hone their creativities. They also got to meet new friends and create networking, which will be useful for their lifetime development.



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