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BRONZE MEDAL IN INDES 2018: BUILDING LECTURES

A team of innovative lecturers including, Muhammad Redza Rosman, Hafizah Mohd Latif, muhammad Naim Mahyuddin, Noor Sahidah Samsudin and Rafizah Mohamed Nordin won a bronze medal in the International Innovation, Invention and Design Competition (INDES) 2018 which was held on August 15, 2018.



The ever-changing education environment demands some changes and innovation in terms of teaching and learning methods. Therefore, game-based learning was introduced 20 years ago and has been one of the best teaching methods. The brainchild of the team in this event is known as "Build-It-Right"; an interactive construction board game. It invites players to engage in an interactive method of learning regarding building construction process. The players' engagement in the game indirectly allows them to learn new ideas and concepts that the game has to offer.

using the basic knowledge of building construction such as the positioning of walls, doors, windows and more. For instance, children might already know the design of a simple house structure through daily observation, so they will know the essential building components they need to collect in the game to build the tallest structure.

This is because it depends on the players' creativity

This board game concept is similar to that of Monopoly but the gameplay is channelled towards learning the construction components. For example, instead of "monopolizing" the property and dominating the market in the classic game of Monopoly, "Build-It-Right" lets players acquire necessary building components to construct the building, manage the in-game "currency" or "play money" to buy building components. It also lets the players to have face-to-face interactions and communicate with other players to trade components in order to pay rental fees and get the game going.



An additional perk of "Build-It-Right" is the Trivia Cards that have been designed to further strengthen the construction-related knowledge. When players land on a spot in the board game that requires them to pick a Trivia Card, they will have to answer questions pertaining

basic construction knowledge. Should they fail to answer, the correct answers will be revealed to them. This definitely enables players to learn something new while enjoying the game. This innovative board game is suitable for players of wide age group ranging from primary school students to adult learners as the construction process in the game is considerably limitless.



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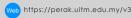
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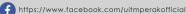


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