

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.

This is because it depends on the players' creativity 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 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.

EDITORS



SR. DR MOHD FADZIL MAT YASIN (Executive Editor)
MAHFUZH RAFEK (Chief Editor)
NORAZIAH AZIZAN
FARAHIDATUL AKMAR AWALUDIN
AMERI MOHD SHARIFF

LANGUAGE EDITORS





NORASYIKIN ABDUL MALIK
WAN NURUL FATIHAH WAN ISMAIL
ZARINATUN ILYANI ABDUL RAHMAN
SHEEMA LIZA IDRIS
NOORLINDA ALANG
NURUL NADWA AHMAD ZAIDI
NOR HIDAYATI ABDULLAH
TN. HJ. ROSLI ABDUL RAHMAN


GRAPHIC DESIGNERS



NURUL AKLA AHMAD KHALIL
AHMAD RIDZUAN ABDUL RAHMAN Corporate Communication Unit

 <https://perak.uitm.edu.my/v3>

 <https://www.facebook.com/uitmperakofficial>

 <https://www.instagram.com/uitmperakigrasmi>

 <https://twitter.com/UITMPerak>

e-Canang NEWS

UiTM PERAK BRANCH

17

ISSUE 2.2019

All rights reserved. No part of this publication may be reproduced, distributed or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission from UiTM.



PUBLISHED BY
Corporate Communication Unit
Universiti Teknologi MARA, Perak Branch

Surat kami : 700-KPK (PRP.UP.1/20/1)

Tarikh : 20 Januari 2023

Prof. Madya Dr. Nur Hisham Ibrahim
Rektor
Universiti Teknologi MARA
Cawangan Perak



Tuan,

**PERMOHONAN KELULUSAN MEMUAT NAIK PENERBITAN UiTM CAWANGAN PERAK
MELALUI REPOSITORI INSTITUSI UiTM (IR)**

Perkara di atas adalah dirujuk.

2. Adalah dimaklumkan bahawa pihak kami ingin memohon kelulusan tuan untuk mengimbas (*digitize*) dan memuat naik semua jenis penerbitan di bawah UiTM Cawangan Perak melalui Repositori Institusi UiTM, PTAR.

3. Tujuan permohonan ini adalah bagi membolehkan akses yang lebih meluas oleh pengguna perpustakaan terhadap semua maklumat yang terkandung di dalam penerbitan melalui laman Web PTAR UiTM Cawangan Perak.

Kelulusan daripada pihak tuan dalam perkara ini amat dihargai.

Sekian, terima kasih.

“BERKHIDMAT UNTUK NEGARA”

Saya yang menjalankan amanah,

SITI BASRIYAH SHAIK BAHARUDIN
Timbalan Ketua Pustakawan

nar

Setuju.

27.1.2023

PROF. MADYA DR. NUR HISHAM IBRAHIM
REKTOR
UNIVERSITI TEKNOLOGI MARA
CAWANGAN PERAK
KAMPUS SERI ISKANDAR