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International Teaching Aid
Competition 2023

Reconnoitering Innovative Ideas in Postnormal Times

iTAC

2023

iTAC 2023
INTERNATIONAL TEACHING AID COMPETITION
E-PROCEEDINGS

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Cover Design : *Asrol Hasan*

Layout : *Nurina Anis Mohd Zamri*

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PREFACE

iTAC or International Teaching Aid Competition 2023 was a venue for academicians, researchers, industries, junior and young inventors to showcase their innovative ideas not only in the teaching and learning sphere but also in other numerous disciplines of study. This competition was organised by the Special Interest Group, Public Interest Centre of Excellence (SIG PICE) UiTM Kedah Branch, Malaysia. Its main aim was to promote the production of innovative ideas among academicians, students and also the public at large.

In accordance with the theme "Reconnoitering Innovative Ideas in Post-normal Times", the development of novel ideas from the perspectives of interdisciplinary innovations is more compelling today, especially in the post-covid 19 times. Post-pandemic initiatives are the most relevant in the current world to adapt to new ways of doing things and all these surely require networking and collaboration. Rising to the occasion, iTAC 2023 has managed to attract more than 267 participations for all categories. The staggering number of submissions has proven the relevance of this competition to the academic world and beyond in urging the culture of innovating ideas.

iTAC 2023 committee would like to thank all creative participants for showcasing their innovative ideas with us. As expected in any competition, there will be those who win and those who lose. Congratulations to all the award recipients (Diamond, Gold, Silver and Bronze) for their winning entries. Those who did not make the cut this year can always improve and join us again later.

It is hoped that iTAC 2023 has been a worthy platform for all participating innovators who have shown ingenious efforts in their products and ideas. This compilation of extended abstracts published as iTAC 2023 E-Proceedings contains insights into what current researchers, both experienced and novice, find important and relevant in the post-normal times.

Best regards,

iTAC 2023 Committee
Special Interest Group, Public Interest Centre of Excellence (SIG PICE)
UiTM Kedah Branch
Malaysia

VIVACITY: IGNITING CAMPUS SPIRIT THROUGH DYNAMIC STUDENT RECREATION

Juliza Mohamad

Faculty of Architecture and Ekistics, Universiti Malaysia Kelantan
juliza@umk.edu.my

Nik Nurul Hana Hanafi

Faculty of Architecture and Ekistics, Universiti Malaysia Kelantan
hana.h@umk.edu.my

Nor Hafizah Anuar

Faculty of Architecture and Ekistics, Universiti Malaysia Kelantan
norhafizah@umk.edu.my

Ahmad Humaizi Hasim

Faculty of Architecture and Ekistics, Universiti Malaysia Kelantan
g20b0160@siswa.umk.edu.my

Nur Zulaika Mat Pakurudin

Faculty of Architecture and Ekistics, Universiti Malaysia Kelantan
g20ba0223@siswa.umk.edu.my

Syed Muhamad Naufal Syed Nadzri

Faculty of Architecture and Ekistics, Universiti Malaysia Kelantan
g19b0151@siswa.umk.edu.my

ABSTRACT

This project addresses the pressing need for a vibrant and student-focused campus recreation environment at Universiti Malaysia Kelantan (UMK). The current recreational facilities fail to fully engage students in meaningful activities, lacking excitement and appeal. To address this, a proposal is put forth for the creation of a vivacious student recreation alley that offers an attractive and lively space where students can socialize, maintain healthy lifestyles, and have fun. The primary objective of this study is to develop an architectural design concept that encapsulates the vivacity of space, transforming the recreation alley into a central focal point within UMK's campus accommodation. The proposed design introduces innovative elements, including movie night busking, indoor and outdoor games, food kiosks, and various social interaction activities. These elements not only cater to student interests but also promote stress relief and social engagement. The novelty of this project lies in its ability to create a dynamic and visually stimulating environment that captures the essence of vivacity. By integrating these components, the proposed recreation alley will provide a unique and immersive experience for students, fostering a sense of excitement and energy. The benefits to society from implementing this project are manifold. Firstly, it will significantly improve student well-being by offering an enhanced

and diverse range of recreational opportunities. The creation of a vibrant and engaging campus atmosphere will contribute to a more fulfilling and enriching student experience. Furthermore, the proposed vivacious student recreation alley has considerable commercialization potential. It can attract visitors, generate revenue through partnerships with food kiosks and vendors, and serve as a model for other universities seeking to revitalize their recreational spaces.

Keywords: Campus recreation, student interests, vivacity, social interaction, attractive space

INTRODUCTION

The LORONG is a design proposal for the recreation alleyway of the residential college of UMK City Campus, intended to revitalise and create a favourable space for students to engage in recreational activities within the campus housing. The project is located in an alley between the residential buildings. The primary objective of The LORONG is to provide a place for students to congregate, relax, and socialise, with the zig-zagging linear structure and graphics suggesting a variety of smaller spaces within the alley, thereby dividing the overall space into a series of more intimate spaces, or "urban rooms." The LORONG intends to function as an architectural emblem at the campus' core.

The general outlook and appearance of the design are inspired by the design's conceptual idea, which is the shapeshifting of gesture and structure. The design approach for this concept is to generally create a landmark and iconic structure that could best represent the University. It is a representation, symbolically, of the journey of a student as well as a navigating medium through which the community is bridged to the University.

The term 'Gesture' is the series of motions (walking, gazing around) that a person performs when perceiving an architectural environment; these movements are caused by the place and include emotional repercussions. It refers to the direct effect of a piece of architecture on the subject, the relationship between architecture and the human body. Due to the fact that all humans have virtually identical sensory-motor systems, we can all connect to this action.

DESIGN DEVELOPMENT

"The Vivacity" proposal offers distinctive features, one of which is the openness of the alley. This open and airy design concept makes it conducive because it maximises the natural light at the same time and controls the sun exposure in the alley. The students can connect with each other, spot friends more easily, and see the variety of activities taking place around them. The design of the roof allows access to the wind flow to cool the area. The wavy roof design creates the ambience of motion under the roof.

1. This project aims to provide a vivacious recreation alley for students of Universiti Malaysia Kelantan that offers a lively, exciting, and attractive space through the

activities of movie night busking, indoor games, outdoor games, and food kiosks, and social interaction activities.

2. To provide a significant focal point within the vicinity of the university's campus accommodation.
3. To provide a thermally comfortable environment for university students in an outdoor recreation area.

The idea was started by brainstorming the site issues, opportunities, and constraints that will lead to the various design solutions; at the same time, considering the opportunity for the alley to be developed as a focal point and main attraction for the UMK City Campus's residential college. The ideation was then improvised using sketches and 3D modelling to grasp the virtual views of the specific location of the proposed recreation alley. Finally, the design was finalised and named the VIVACITY.

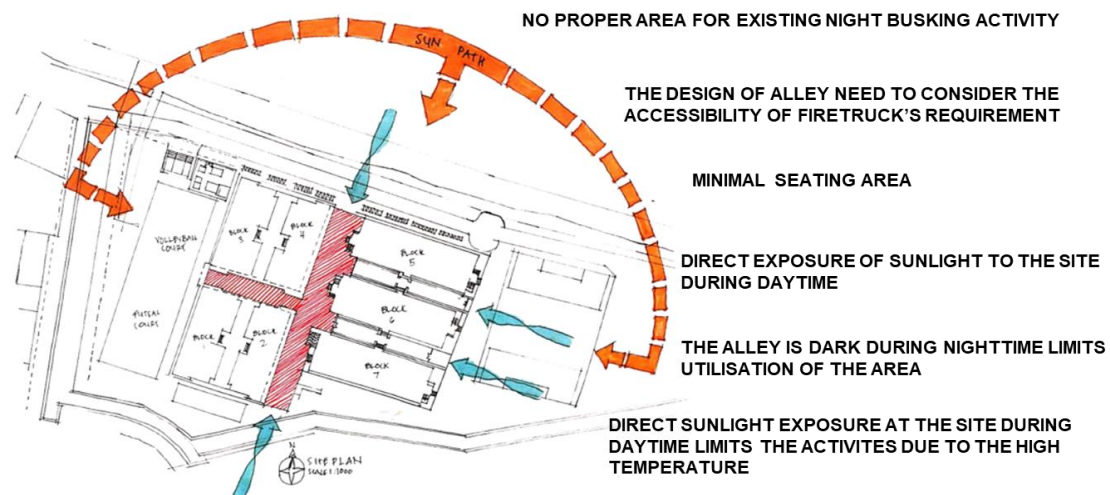


Figure 1. The conceptual idea of THE VIVACITY is developed based on the issues that have been identified at the site.

BACKGROUND OF INNOVATION

This project was initiated to design the recreation alley at the UMK City Kampus residential college in order to revitalise it and offer a conducive space for students to engage in recreational activities within the campus' accommodation. The design incorporates the inspiration to offer a lively, exciting, and attractive space through the activities of movie night busking, indoor games, outdoor games, food kiosks, and social interaction activities. The alley focuses only on pedestrian users. The Vivacity also has a recreation area where students can do their activities both during the day and at night. The consideration of site opportunities and constraints contributes to the various design solutions; for example, the use of roofing structures to help

the issue of excessive sunlight reduce the high solar radiation intensity causing glare or overheating. At the same time, it serves as a comfortable area for students to sit and enjoy the environment and pleasant ambience of the alley.

ADVANTAGES OF INNOVATION

The idea of designing and revitalising the students' campus accommodation recreation alley is based on several possibilities, such as the main goal of the recreation alley, which is to promote the activities both during the day and night. Therefore, it can be a focal point as well as the main attraction of the residential college. The design of the VIVACITY provides several advantages, namely:

1. It serves as one of the landmarks for the local site context.
2. It serves as an iconic structure for the UMK City Campus.
3. It represents a move in line with the future with its overall modern design and material usage.
4. It provides a convenient recreation area.
5. It provides a shaded area from the undesirable hot and rainy weather.
6. It provides a better environment for students to do the activities at the alley.

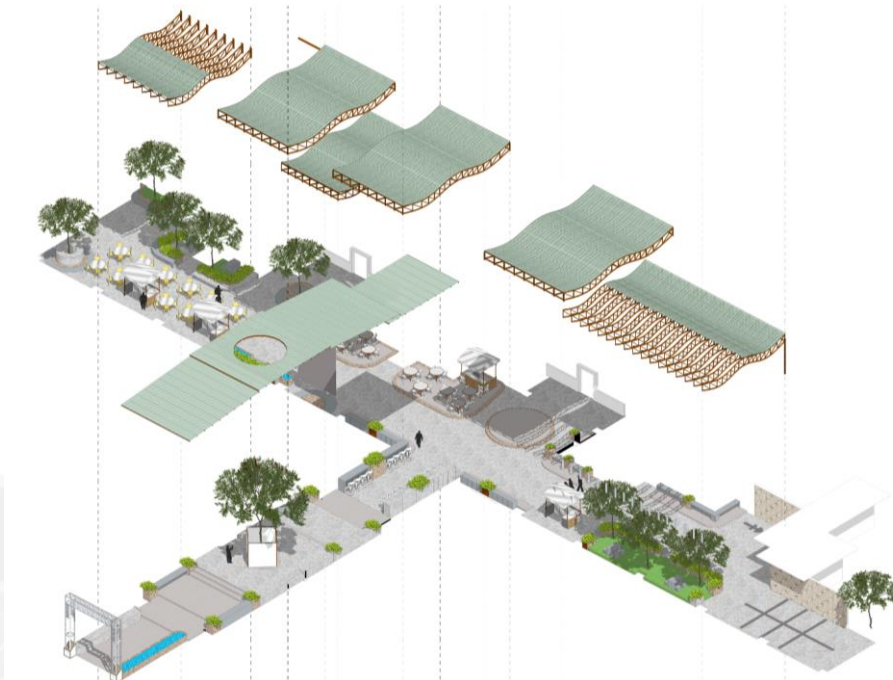


Figure 2. The exploded axonometry of the Vivacity



Figure 3. Overall sectional perspective of the Vivacity

COMMERCIAL VALUES

The VIVACITY works as an iconic, vivacious students' recreation alley for UMK and has significantly become an example of students' recreational activities of appreciation. Thus, this design can be commercialised as a UMK landmark that can promote and introduce UMK by providing conducive and innovative recreation places for students to do their activities. This design may be registered for Copyright or even as an Intellectual Property MyIPO.



Figure 4. Views from different angles of the Vivacity

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