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PENDANG'S MIND SPARKHUB

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ABSTRACT

Pendang's Mind SparkHub concept introduces a new approach to education and recreation in community parks. This study aims to explore the integration of educational parks into the community. In addressing the existing challenges of the lack of information dissemination, the absence of comprehensive information about the park landscape and the failure to harness the use of innovative ideas for young people. The sentiment of this issue is recognized as a critical issue. Furthermore, the lack of educational initiatives in recreational areas highlights gaps in community development. This study identified effective methods to disseminate information and attract visitors. This study also investigates the latest innovative technologies that can be integrated into an educational park, leveraging efficient ICT tools to attract the interest of the modern generation by using the Mind SparkHub concept, which emphasizes a dynamic and engaging educational approach, as the basis for a recreational park. This approach aims to bridge the gap between entertainment and learning. This research uses an approach that involves various fields such as education, technology, and community development. By coordinating the existing elements, this study aims to propose a comprehensive framework for the development of Pendang's Mind SparkHub. The findings of this research provide insight into the potential transformation of conventional recreational spaces into hubs of education, creativity and innovation. Finally, the integration of educational elements into the community garden has the potential to increase the encouragement of users from children to adults in addition to fostering a culture of continuous learning in the community.

Key Words: Pendang's Mind SparkHub, recreation park, innovative, entertainment, education

1. INTRODUCTION

In the current era, there is the construction of public recreational parks that have landscape elements that do not contribute to educational services. The purpose of this study is to examine the needs of landscape elements and information that can provide educational services to the local community. This study was conducted based on three problems, one of which is that landscape elements do not have information or information about a landscape and there is no innovative use of technology to deliver information. The method of this study is conducted with random sampling, which is to distribute questionnaires to 50 respondents as visitors to obtain the level of respondents' agreement with the 5 elements proposed. The results show that as many as 4 elements of the proposal are used as informative elements with the support of high respondents. Meanwhile, there is one element of the proposal that was dissolved due to low respondents. This is that the proposed elements do not meet the criteria and lack of information presented. Based on the data, a proposal and innovation was found to create an informative recreation park that can channel educational services to the community. In conclusion, the proposal is to solve the problem of the current state of the recreational park area in Taman Tasik Pendang Town.

2. LITERATURE REVIEW

The introduction of Pendang Mind SparkHub represents a groundbreaking and innovative approach aimed at enriching the knowledge of the community frequenting Taman Rekrasi Pendang. This proposal strives to offer a dynamic and informative experience to park visitors as they engage in recreational activities. The essence of Pendang Mind SparkHub lies in providing comprehensive insights into the various elements of the park's landscape, effectively marrying recreation with education. To achieve this, the proposal suggests the integration of informative brochures at designated checkpoints near these natural elements. These brochures will feature captivating 3D maps and animations, complete with QR codes providing access to invaluable information and interactive quizzes. This forward-thinking initiative aims to captivate the community's interest, enticing them to explore the recreational park while simultaneously acquiring knowledge about each natural element. In essence, Pendang Mind SparkHub aspires to cultivate a generation with a profound love for reading and a strong aptitude for learning.

Pendang Mind SparkHub leverages modern technology and design to transform the conventional recreational experience. By introducing engaging and educational brochures placed strategically near each noteworthy landscape element, visitors are encouraged to embark on an exploratory journey. The inclusion of 3D maps and animated content adds a visually stimulating and immersive dimension to the educational process, making it more accessible and appealing to individuals of all ages. The integration of QR codes facilitates instant access to detailed information and interactive quizzes, fostering a sense of interactivity and engagement.

Pendang Mind SparkHub aspires to achieve more than just the dissemination of information; it aims to cultivate a deeper appreciation for knowledge. By seamlessly blending education and recreation, the proposal endeavors to instill a love for reading and a thirst for learning in the hearts of park visitors. Through this initiative, visitors of all ages can gain a comprehensive understanding of the park's natural elements, sparking curiosity and encouraging further exploration.

Pendang Mind SparkHub is not just a recommendation; it is an invitation to change the way communities engage with their local recreational spaces. By incorporating educational elements into the heart of Pendang Recreation Park, this initiative aims to bridge the gap between leisure and learning, fostering a culture of curiosity and intellectual growth. The integration of modern technology, dynamic visuals and interactive content is sure to attract individuals of all ages to the park while fostering a generation that values knowledge and embraces the joy of discovery. Pendang Mind SparkHub represents a bold step towards creating a more informed, engaged and intellectually curious community.

3. OBJECTIVES

In order to achieve that goal, three objectives have been set, namely:

- a) Identify landscape elements that provide educational benefits to the community;
- b) Identify efficient and innovative methods in the park
- c) Suggest Pendang Mind SparkHub Info in the form of a brochure

4. METHODOLOGY

This study is descriptive in nature to identify the level of knowledge required for each element contained in this Recreation Park. Quantitative data was collected through a questionnaire that was sent to visitors who came to get their comments and opinions on the recommendations implemented in the park.

The use of a likert scale with a scale of [1]"Strongly Disagree", [2]"Disagree", [3]"Uncertain", [4]"Agree", [5]"Strongly Agree" to describe the views of element statement requirements informative landscape in the area.

5. OUTPUT OF PRODUCT

This study is a new proposal in providing information about the landscape found in Pendang Recreation Park. Through the innovation of QR Code generation that will be featured at each checkpoint near the element, the visiting community will be exposed to the information that will be delivered and can improve the level of education for the community. In addition, the impact of this innovation would be in terms of economy and also the attraction of foreign tourists.

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