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- **EXTREME EVENT ANALYSIS: ESTIMATING BOUNDARIES FOR DATA EXTREMITY**
- **ROBOTICS, STEM & IOT: LEADING THE MALAYSIAN STUDENT GENERATION TOWARDS A SUSTAINABLE FUTURE**
- **ARE WE EATING PLASTIC?**
- **MASTERING VIDEO PRODUCTION: TECHNIQUES, TOOLS, AND THE CREATIVE PROCESS**
- **BRIDGING TECHNO-DIVIDE IN TAHFIZ EDUCATION WITH DIGITAL SKILL TRAINING**

KPPIM KUALA PILAH AT KARNIVAL S3K FOR STEM 2024

Tuan Norhafizah Tuan Zakaria, Siti Noor Dina Ahmad, Yusrina Andu
Pengajian Sains Pengkomputeran dan Matematik ,
Kolej Pengajian Pengkomputeran, Informatik dan Matematik (KPPIM),
Universiti Teknologi MARA (UiTM), Cawangan Negeri Sembilan, Kampus Kuala Pilah
72000, Negeri Sembilan Darul Khusus, Malaysia.
tuannorhafizah@uitm.edu.my

EXECUTIVE SUMMARY

The College of Computing, Informatics and Mathematics (KPPIM) at UiTM Negeri Sembilan Kampus Kuala Pilah participated in the Karnival S3K held on July 31st, 2024 at SMK Seri Jempol. This event, which focused on STEM, career, health, and entrepreneurship, was organised by SMK Seri Jempol. The primary aim was to expose students to STEM careers and foster critical thinking and problem-solving skills, alongside health and entrepreneurship awareness. During the event, students actively participated in mathematical exercises, science demonstrations, and career briefings.

INTRODUCTION

The Karnival S3K emphasized the importance of Science, Technology, Engineering, and Mathematics (STEM) education in shaping Malaysia's future talent pool. By integrating career and health briefings, the program also encouraged students to think beyond STEM, exploring potential career paths and entrepreneurial opportunities. This multidisciplinary approach aligns with Malaysia's national goals of fostering economic competitiveness through innovation.

On July 31, 2024, three representatives from the College of Computing Informatics and Mathematics, UiTM Negeri Sembilan, Kuala Pilah Campus were involved in guiding students through interactive mathematical games, STEM workshops, and career briefings. These activities not only promoted academic interest but also highlighted entrepreneurship opportunities within the STEM fields. Students were awarded prizes for completing the exercises and mind games, which further motivated participation.

The KPPIM provided some mathematical exercises and mind games for the participants. Mind games have been shown to provide various benefits to school students. They can enhance higher-level thinking skills, including analytical thinking, critical thinking, and decision-making abilities, particularly in gifted students [1]. These games also contribute to improving communication, creativity, problem-solving, and mathematical and logical thinking skills [2].

RESULTS /ACHIEVEMENTS

The Karnival S3K was successful in engaging students from Sekolah Menengah Kebangsaan Seri Jempol and surrounding areas. The combination of STEM activities, and career guidance created a holistic learning environment. Students responded enthusiastically, particularly to the mathematical and mind games, reflecting a heightened interest in STEM fields and entrepreneurial pathways. Feedback indicated that students were inspired to explore future careers in STEM.



Figure 1: Students Participated in The Activities.



Figure 2: Excited Students with Their Game Prizes



Figure 3 : Lecturers Participated in The Exhibition

CONCLUSION

The KPPIM, Kampus Kuala Pilah, UiTM Cawangan Negeri Sembilan played a pivotal role in promoting STEM education during Karnival S3K. The program successfully introduced students to STEM-related careers, entrepreneurship, and health awareness, fostering critical thinking and problem-solving abilities. Moving forward, expanding these initiatives to include more schools and incorporating industry involvement could significantly amplify their impact, fostering a sustained interest in STEM fields and entrepreneurial activities.

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