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2024



International Industrial Revolution 4.0 Exposition

"INNOVATING IDEAS, TRANSPIRING DREAMS"

ABSTRACT BOOK

Strategic Partners:



Perpustakaan
Sultan Badlishah

Organized By:

**COLLEGE OF COMPUTING, INFORMATICS AND MATHEMATICS,
UNIVERSITI TEKNOLOGI MARA, KEDAH BRANCH**

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Copy Editors: Mohd Zhafri Mohd Zukhi
Shahida Farhan Zakaria
Norin Rahayu Shamsuddin
Nor Athirah Mohd Zin
Khairul Adilah Ahmad

Cover Design: Syahrini Shawalludin
Jasmin Ilyani Ahmad

IREx 2024

The successful inauguration of IR4.0 Exposition IREx 2019 has witnessed ground breaking initiatives, ideas, and innovations materialised into numerous practical devices today. Treading on the same triumph, the College of Computing, Informatics, and Mathematics, UiTM Kedah is thrilled to announce the continuation of said event, IREx 2024 with the theme: *Innovating Ideas, Transpiring Dreams*.

The IREx 2024 aspires to incorporate even more exciting new technologies including, but not limited to, Information & Communication Technology (ICT), Educational Technology & Innovation (ED), Operational Excellence (OE), Internet of Things (IoT), Process Improvement, Ideas & Design, Multimedia, and Electronics that will chart new milestones in human history. This will serve as an excellent platform for scientists and innovators alike to meet the like-minded individuals and showcase inspiring ideas and notable innovations.

PROGRAM SCHEDULE

International Industrial Revolution 4.0 Exposition (IREx 2024)
21ST May 2024 (Tuesday)
Dewan Perdana, UiTM Kedah Branch

TIME	EVENT
8.00 – 9.00 am	Registration & Booth Set Up
9.00 am – 12.00 pm	Exhibition & Judging Session
12.00 pm – 2.00 pm	Obedient Drone Session & Break
2.00 pm – 5.00 pm	Official Closing & Prize Giving Ceremony
5.00 pm	Program Ends

Official Closing Ceremony

International Industrial Revolution 4.0 Exposition (IREx 2024)

TIME	EVENT
2.00 pm	Arrival of Guests and Participants
2.30 pm	Arrival of VVIP
	National anthem - Negaraku And Wawasan Setia Warga
2.40 pm	UiTM
	Welcoming Speech
3.00 pm	Rector's Welcoming Speech
	Officiating Speech
3.10 pm	Gimmick & Montage presentation
3.30 pm	Prize Giving Ceremony
4.00 pm	Photography
5.00 pm	Program Ends

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IRX082	MULTIPURPOSE SOAP	5
IRX083	PUFFER FISH BOAT	6
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IRX095	'ROBOCRAB' PEMBERSIH SAMPAH	8
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CATEGORY B

THE IDIOMS BOARD GAME

Kaisah Qaisara Binti Khairil Amir¹, Lidyawati Izzaidah Binti Ahmad²

^{1, 2}*Maktab Rendah Sains Mara Kubang Pasu*

²g-38303916@moe-dl.edu.my

ABSTRACT - This project is aimed to assist pupils through ‘The Idioms Board Game’ in improving the learning of idioms. Besides that, it serves as a purpose to inculcate learning through games. This product is appropriate to all levels of English learners. The product consists of a board game, a dice and few cards. It can be played by a single or multi players. It starts with the singing of the idiom's song by a player/players. The aim of the song to be sung in advanced is to introduce all the idioms that will be asked throughout the game later. The chosen song must be catchy in order to attract players to play. This game has shown that player/players display more interest and are able to use simple idioms in their daily conversation and writing. Without doubt, idioms play a great role in the enrichment of the English language. Idioms represent unique cultural and historical information as well as broaden people’s understanding and manipulation of English. Thus, ‘The Idioms Board Game’ is inarguably a perfect tool to enhance once skill in improving their knowledge in idioms.

Keywords: The idioms board game, Idioms, Assist in learning.



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