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UITM SEBUAH UNIVERSITI



UNIVERSITI  
TEKNOLOGI  
MARA

20 & 21  
**MAY**  
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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## 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)  
21<sup>ST</sup> 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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# CATEGORY B

## BOX KID PUZZLE

Siti Nur Shahshina Binti Soffi<sup>1</sup>, Nur Iman Umairah binti Ahmad Yusri<sup>2</sup>

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**ABSTRAK** - Kebanyakan murid sukar untuk memahami mata pelajaran sains terutamanya dalam subtopik pengelasan haiwan, kelas makanan dan khasiatnya serta sistem suria. Tujuan permainan ini dihasilkan untuk memudahkan murid lebih memahami semua subtopik tersebut. Selain itu, aplikasi ini dapat menambah baik prestasi murid dalam pelajaran sains. Aplikasi Box Kid Puzzle dicipta dengan menggunakan aplikasi Maze Game dan aplikasi ini merupakan satu permainan dicipta yang mempunyai halangan. Tambahan pula, permainan ini dapat dikatakan permainan mencari jalan keluar sehingga murid dapat menemukan jalan keluar. Permainan edukatif ini mempunyai jalan yang sempit dan berliku-liku. Oleh itu, setiap bahagian permainan ini mempunyai soalan berkaitan pengelasan haiwan, kelas makanan dan khasiatnya serta sistem suria. Seterusnya, apabila murid ini sudah melepasi satu bahagian, markah dan kedudukan dipamerkan di hujung permainan. Hasil dapatan aplikasi Box Kid Puzzle dapat meningkatkan prestasi murid dalam pembelajaran, murid lebih memahami mata pelajaran sains terutamanya dalam ketiga-tiga subtopik tersebut. Ringkasnya, aplikasi Box Kid Puzzle dapat memupuk minat murid terhadap mata pelajaran sains.

**Keywords:** Box Kid Puzzle, Maze Game, pengelasan haiwan, kelas makanan dan khasiatnya, sistem suria





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