# Empowering Learning: A Comprehensive Study on The Impact And Efficacy of Digital Technology Integration In UiTM Perak Branch, Tapah Campus

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#### **Abstract**

The goal of this study is to investigate the efficacy of using digital technology in teaching and learning. 100 students from the College of Computing, Informatics, and Mathematics took part in this study. The online questionnaire is delivered via WhatsApp, Telegram, and other social media apps. Students benefit from incorporating digital technology into their education by keeping up with the latest technology, having access to course materials 24 hours a day, creating a comfortable and engaging learning environment, preparing students for the future, and encouraging spontaneous learning. Its distinctiveness arises from the flexibility with which course materials can be accessed, collaborative teaching methods, and the addition of gamification aspects. According to the findings, digital technology can assist students in developing a happy learning environment, build self-esteem and confidence, improve soft skills, increase productivity and focus, and improve communication. In addition, the potential for commercialization includes digitizing course materials, accessing a larger student population, and constantly developing teaching and learning methods.

Keywords: Digital Technology, Education, Student Engagement



### **TEACHING AND LEARNING POSTER IDEAS**

**TALPI 2023** 

TOWARDS INNOVATIVE GLOBAL TRENDS IN EDUCATION

VIRTUAL COMPETITION

Empowering Learning: A comprehensive study on the impact and efficacy of Digital Technology Integration in UiTM Perak branch, Tapah campus.

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#### **ABSTRACT**

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#### OBJECTIVE

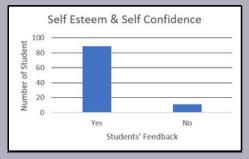
To determine the effectiveness of using digital technology in teaching and learning.

#### **ADVANTAGES**

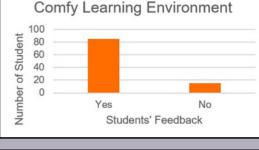
- Update with latest technology.
- Course materials are accessible at any time.
- Comfy and exciting learning environment.
- Prepare student for the future.
- Encourage spontaneous learning.

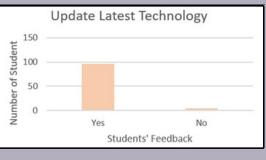
#### **USEFULNESS & APPLICATION**

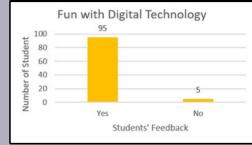
- Comfortable and joyful environment of learning.
- Gain self-esteem & confident level.
- Enhance soft skills.
- Increase productivity and focus.
- Improve communication skill.

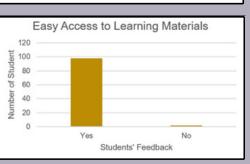








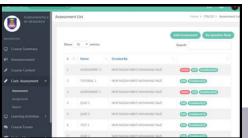






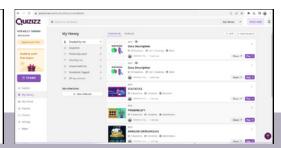


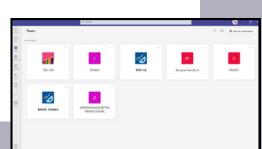
#### Example of Platform use











#### **NOVELTY**

- Flexibility in accessing course material for students.
- Teaching Collaboration between educators.
- Utilization of gamification tools to add element of fun learning.

#### **COMMERCIALISATION POTENTIAL**

- Digitalize module of course materials
- Capture large number of students
- Provide continuous improvement in teaching and learning innovation process

# Universiti Teknolog CERTIFICATE OF AWARD

Silver Award

## **EDGII EDUCATIONAL DESIGN** GAMES, INVENTION **EDGII** COMPETITION 2022

E-book publication

#### **Abstract**





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Prof. Madya Dr. Nur Hisham Ibrahim Rektor Universiti Teknologi MARA Cawangan Perak

Tuan,



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Perkara di atas adalah dirujuk.

- Adalah dimaklumkan bahawa pihak kami ingin memohon kelulusan tuan untuk mengimbas (digitize) dan memuat naik semua jenis penerbitan di bawah UiTM Cawangan Perak melalui Repositori Institusi UiTM, PTAR.
- 3. Tujuan permohonan ini adalah bagi membolehkan akses yang lebih meluas oleh pengguna perpustakaan terhadap semua maklumat yang terkandung di dalam penerbitan melalui laman Web PTAR UiTM Cawangan Perak.

Kelulusan daripada pihak tuan dalam perkara ini amat dihargai.

Sekian, terima kasih.

"BERKHIDMAT UNTUK NEGARA"

Saya yang menjalankan amanah,

setyju.

27.1-2023

PROF. MADYA DR. NUR HISHAM IBRAHIM REKTOR UNIVERSITI TEKNOLOGI MARA CAWANGAN PERAK KAMPUS SERI ISKANDAR

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