



UTM
UNIVERSITI TEKNOLOGI MALAYSIA

Faculty of Computing

SECP 1513-06 (TECHNOLOGY AND INFORMATION SYSTEM)

Assignment 1

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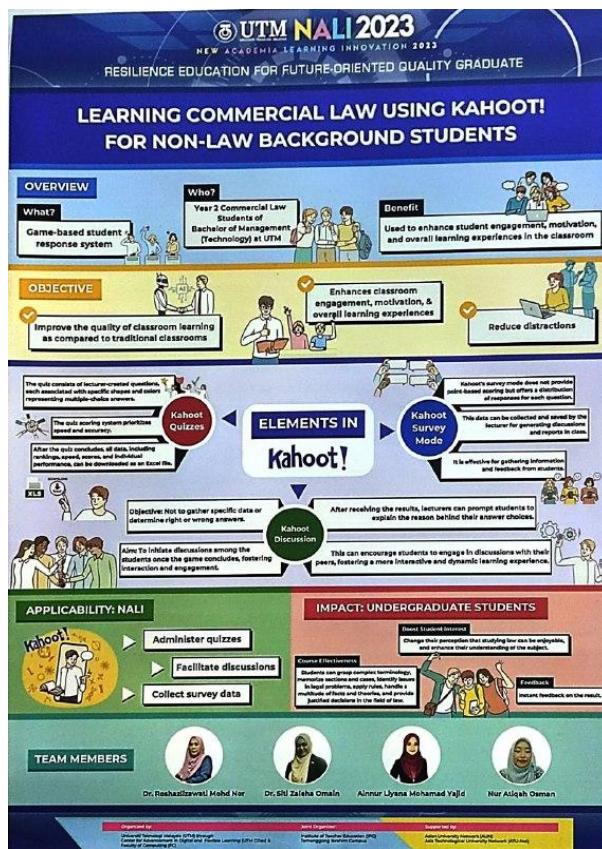
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Introduction

We are from Group 3 (**Lord Python**) from section 06 of subject *Technology and Information System* from the Faculty of Computing, Universiti Teknologi Malaysia (UTM). Our group consists of **Faris Iskandar bin Zamani**, **Atharalikh Baihaqi Mubarak**, **Haziq bin Shahmen**, **Muhammad Fakhrul Mustaqim bin Suhaimi**, and **Emmadullah Bhurgri**. We are honored to give the reports, reflections, reviews, and conclusions based on the program that we had attended, which is the *New Academia Learning Innovation*, also known as NALI, an event that describes the development and innovation of ICT courses.

Universiti Teknologi Malaysia (UTM) in collaboration with the *Centre for Advancement in Digital and Flexible Learning* (UTM CDex) hosts the annual NALI knowledge-sharing event. New Academia Learning Innovation, a framework to support creative teaching and learning methods in education, is another name for NALI. It includes tools for attaining entrepreneurial academia, a blended learning philosophy that is focused on the needs of the learner, and a variety of learning modalities. 2018 saw the organization of NALI's inaugural edition.

Posters



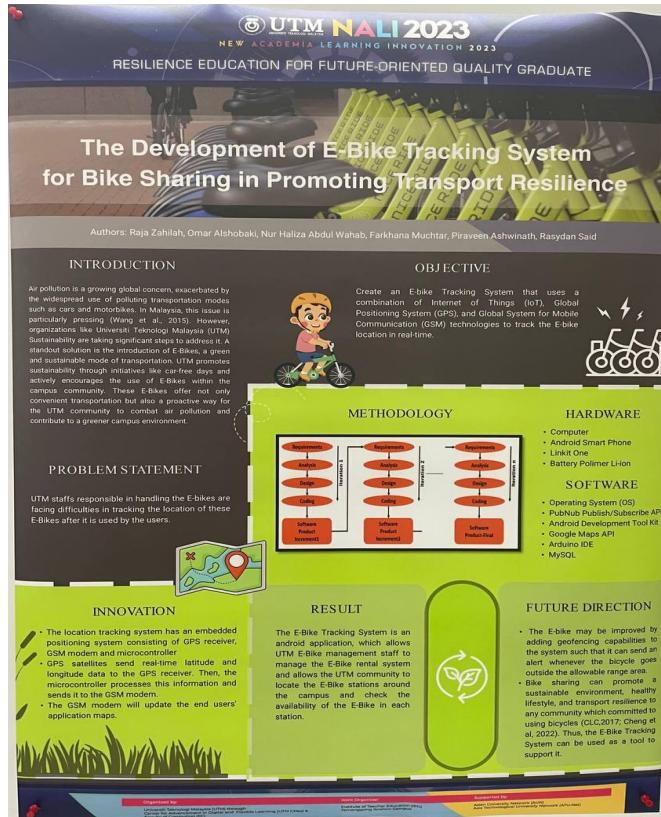
Reflection by Atharalikh Baihaqi Mubarak

- 1) This Poster explained about the use of Kahoot! for a commercial law for non commercial law students. Kahoot! Is a new method for learning rather than stuck in a traditional method. It enhances classroom engagement and evergil learning experience. There are three elements in Kahoot! that we can use. I felt that this innovation can lead the world of learning to be more fun and the point of view of studying will be more enjoyable in the future. Honestly I have tried this Innovation for a different subject and I felt the enjoyment of using it. Usually the teacher/lecturer gives Kahoot! quiz using the element of Kahoot! Quizzes to test the students' understanding after they are done explaining about the topics. Another advantage is that students do not have to feel afraid when they answer the question incorrectly. Because by that mistake we can get a new lesson and enhance our understanding of the topic. I realize that this innovation can support learning methods to be on another level. Since most of the students are always on their gadgets, we can use this as an advantage to study everywhere and anytime.



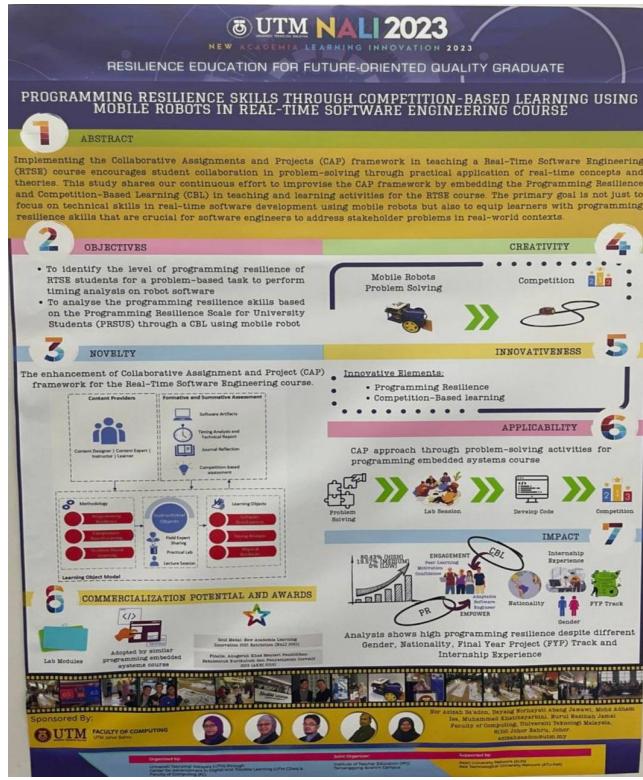
Reflection by **Faris Iskandar bin Zamani**

2) This poster explains about the usage of *Virtual Reality* (VR) technology for architectural activities. VR introduces an immersive environment to the people, especially for the future architects to discover a totally fresh and exciting sandbox experience. This method of learning allows students to improve their spatial understanding and better virtualization as well as improving their real-world simulation skills through contextual learning. The exposure of VR through the aspects of learning in ICT is surely to give positive impacts to the students studying this kind of subject, for instance the students are able to deal with real-world problems more effectively and efficiently in architecture. From my point of view, this activity makes me realize that virtual reality allows students to learn in and out of their classrooms. This will help the students to increase their soft skills and theoretical knowledge on the course a lot better. As a result, they can deal with problems and challenges easily. Furthermore, I believe this activity will spark excitement among students, as VR technology is beneficial, entertaining and sophisticated for the context of learning and teaching. The event NALI 2023 along with the interview sessions helps me to understand the course material a lot easier. There are numerous fun facts and detailed explanations in regards to the technology innovation. This is a great opportunity for people to discover new experiences and for students to excel their studies more efficiently.



Reflection by Haziq Bin Shahmen

3) This poster explained about The Development of E-Bike Tracking System for Bike Sharing in Promoting Transport Resilience. The e-bike tracking system is an innovative solution to students' problems. Firstly, e-bikes can help students to reduce air pollution by the usage of renewable energy. Secondly, e-bikes can help students to improve traffic congestion by making it easier for them to move around without using motor vehicles such as cars and motorcycles. Thirdly, e-bikes can also help students to promote a healthy lifestyle, as e-bikes allow them to exercise. The e-bikes have tracking systems, which may give positive impacts on the outcome of the ICT subjects. Transport resilience is the ability of an easier transportation system for students to overcome the issues of losing themselves in places. From this activity, I learned that e-bikes provide a useful accommodation for students to travel across the facilities of their schools as well as providing a greener environment. I believe that this activity will surely spark excitement among the students, especially the students in UTM. The students can travel freely and provide a healthier environment using e-bikes. Hence, by visiting NALI 2023 along with the interview sessions that I had done, I noticed that the contribution of the innovation of computer technology allows us to understand the concept and the course material a lot better, specifically in ICT courses.



Reflection by **Emmadullah Bhurgri**

4) This poster explains about the use of mobile robots to solve real time questions and problems which are programmed in a way similar to what we commonly see in used openAi or better known as ChatGPT. The objective of this is to first identify the level of programming resilience of students for problem based tasks, secondly it aims to analyze the programming resilience skills based on the ‘Programming Resilience Scale for University Students (PRSUS) through a CBL (Competition-Based Learning). Not only does this help with student engagement but also equips them with necessary skills to understand its usage as using such tools for problem solving can lead to some lab sessions which in turn can help a student develop a code themselves for such wondrous machines. Such skills are often crucial for software engineers to address stakeholder problems in real-world contexts. The interview with the presenter in NALI 2023 helped us get more into the details. The presenter explained to us that working with such machines and technology prepares one for the world of the future, as we continue to advance in technology where machines are getting capable of doing average tasks themselves, the most well known usage of such is Auto-pilot. She further mentions that this field or method of learning is not held back by expensive costs, as the entry level is very cheap in comparison to the grand schemes of the technological marvels out there. Not only will this activity in NALI be one of the

most eye-catching but I believe students with keen eyes will notice how innovative and exciting this activity will be.



Reflection by Muhammad Fakhrul Mustaqim Bin Suhaimi

5) These posters explain about Probased, a project-based learning application system that can be used either for students or lecturers. Probased supports project-based learning activities by simplifying the administration process of the method, and also providing efficient assessment tools. This application system can help many students and lecturers to manage their abundant project-based learning activities in a single application. They can automate the administrative process in Project-Based learning including project submission, motivation test, problem solving test and peer review using 360 Degree measurement which includes lecturer, supervisor and subordinate. This is very helpful for students to make sure all group members participate in the group assignment. From this activity, I learned that this application system is very convenient and beneficial for both students and lecturers. With this application, students can get more familiar with the professional practice and educate them about the real project situation. This will aid them to be more prepared in the future as they are going to handle bigger projects in real life situations, increasing student motivation and their problem solving skills. Moreover , I believe this activity will spark excitement among students, especially students in UTM. The NALI 2023 event, as well as the interview sessions, make it much easier for me to understand the course material thoroughly. There are various interesting facts and extensive explanations about technological innovation that made students keen and curious to learn more deeper, particularly in ICT courses.

Conclusion

Overall, New Academia Learning Innovation (NALI) 2023 event really packs up with lots of technology innovation that are proven to be useful for all of us, especially students and the users. From the presenters that we have interviewed, we have gained lots of information in regards to the development of the technology, such as the tracking system of E-bikes, Project Based Learning, Virtual Reality technology for Architecture Design Studio, Robotics and the software application Kahoot! These are some of the examples that provide useful accommodation for all of the students in the UTM, especially the ICT students. The knowledge and the development of technology never ends and it keeps on growing and growing from time to time. We believe that in the future, many advanced and sophisticated technologies will be developed by our future generations. We are hoping that these technologies will bring peace and happiness to our daily lives in the future.

Interview Link

Below is the YouTube link of the interview that we made in NALI.

https://youtu.be/Bk9cdH-X_1c?feature=shared