

REFLECTIONS

Assignment 1

During the interview session, I had known more about the project BANDURA's SOCIAL LEARNING THEORY. This project is also called, Misi Bantu Baca and mainly focuses on enhancing the reading literacy skills of students by using the skills observation, imitation and modelling.

It is using the platform Facebook live, and children from 5-year-old also can attend the course. It is really a good project as during the period of Covid-19, students cannot attend physical class. Therefore, this project has illuminated the possibilities of continued learning by using the platform Facebook. Thus, this project brings convenience to us as students from everywhere are able to participate in this program.

In conclusion, I consider that students will gain a lot of benefits and will enjoy it while attending this virtual reading class.

Assignment 2

Attending the Industry Talk, I had learned invaluable insights into the crucial part ICT jobs play in influencing and developing a variety of sectors. The discussion highlighted how important these positions are for today's workforce because ICT specialists are at the forefront of advancing technological innovation, optimizing workflows, and guaranteeing the smooth operation of businesses. Students have the opportunity to make a meaningful contribution to the constantly changing field of technology through the wide range of job prospects that the dynamic ICT sector offers, from cybersecurity to software development. In addition, the discussion focused on the growing need for qualified ICT workers in the current digital age and the need of gaining the necessary knowledge and abilities to succeed in this crucial and quickly expanding industry. This has inspired me to seek a career in ICT as a student since I understand how revolutionary technology can be for both industries and society at large.

Assignment 3

My visit to UTM Digital was a fascinating and eye-opening experience that provided me with valuable insights into the cutting-edge advancements in technology and innovation. The cutting-edge facilities and interactive exhibits highlighted the university's dedication to digital excellence and its function as a center for technology education.

The exposure to a variety of initiatives, from virtual reality to artificial intelligence, expanded my knowledge of the digital landscape and excited me about the seemingly endless potential in the industry. During my tour, I had the opportunity to engage with experienced teachers and industry leaders, which helped me understand the practical uses of digital technology and its impact on numerous sectors. Overall, the UTM Digital visit has inspired me to explore further in the realm of digital innovation and consider the vast potential it holds for shaping the future.

Assignment 4

For the next four year, my aim as a system developer is develop strong communication, teamwork and project management skills. As system developer often work in teams, and communication is crucial in this occupation. Besides, I need to attaining mastery in Python, PHP and C++ language as this will provide a solid foundation for tackling diverse technical challenges within my field. Furthermore, I also have to participate in developer groups, joining industry events and make connections with others professionals in order to enhance my skills.

PC Assemble (Lab)

In this lab, I learned how to unplug PC components and then reassemble them until the PC functions properly. This provided me with a deeper understanding of the intricate components that make up the heart of a computer. As I meticulously disassembled every component, ranging from the processor to the motherboard and memory modules, I had a palpable understanding of the accuracy and intricacy required to create these modern wonders. Observing how the many parts were interconnected and realizing how important each was to the CPU's smooth operation was intriguing.

Moreover, this practical exercise piqued interest in learning more about computer hardware and architecture. It emphasized how important it is for technologists to have both theoretical and practical expertise. All things considered, taking apart and reassembling the CPU was a worthwhile educational experience that helped me better understand the inner workings of a computer and increased my appreciation for the skill and attention to detail that go into making these indispensable gadgets.

Design Thinking

My goal about my program in graphics and multimedia are centered around becoming a proficient and innovative professional in the dynamic and creative realms of technology. My goal is to use my education's technical expertise and creative insights to have a positive impact on the rapidly changing field of digital media. Simultaneously, I aim to explore the field of digital media art and animation with the goal of creating engaging visual effects, artwork, and animations for a variety of media, such as games, movies, and commercials.

Design thinking profoundly influences my aspirations within this program. It encourages me to understand the needs and preferences of end-users, fostering a user-centric approach in designing interfaces and interactive elements. Furthermore, I am able to design experiences that are both aesthetically pleasing and functionally efficient by developing empathy for the target audience.

To enhance my potential in the industry, I will aggressively look for chances for professional growth through online courses, workshops, and community interaction to stay up to date on emerging trends and technology because continuous learning is crucial. Besides, collaboration and networking will also be a priority as I look for chances to collaborate with experts and peers in order to broaden my industry connections and acquire a variety of perspectives.