Name : Jason Joel Johnny
Matric No. : A23CS0091

The NALI 2023 conference, presented by Universiti Teknologi Malaysia (UTM), provided a wealth of inspiration and insight into the revolutionary possibilities of Information and Communication Technology (ICT) in education. As our group immersed itself in the varied range of projects, it became clear that these initiatives are not only pushing the boundaries of traditional teaching approaches, but are also tackling specific difficulties faced in modern educational environments.

PROBASED: A Solution for Evolving Educational Needs

In the midst of obstacles compounded by the COVID-19 epidemic, the PROBASED project shone out as a beacon of flexibility. Its inception, motivated by the recognition of students' declining problem-solving skills, illustrates the creator's insight and commitment to improving the educational experience. PROBASED's immediate feedback environment and collaborative problem-solving capabilities demonstrate its potential to change the learning process.

Gamification in Urban and Regional Planning: A Playful Approach to Learning

Gamification in Urban and Regional Planning projects, combining SimCity with LEGO Bricks, demonstrated a unique method to practical learning. Engaging students in solo and group simulations not only improves comprehension but also encourages creativity. Suggestions for increasing student engagement through a reward system and tiered learning content demonstrate the dedication to long-term motivation and effective learning.

UTM ECO Mobile App: Bridging Outdoor Learning and Citizen Science

The UTM ECO Mobile App introduces a real-world application to students' outdoor learning experiences. Acting as a citizen science platform, it not only enriches students' education but also instills a sense of responsibility and participation in larger scientific endeavors. The project aligns education with practical applications, emphasizing the importance of contributing to the scientific community.

Mini Industry NXT-PRIME: Bridging Gaps in Robotic System Knowledge

The UTM ECO Mobile App adds a practical component to students' outdoor learning experiences. It acts as a citizen science platform, enriching students' education while also instilling a sense of responsibility and participation in bigger scientific pursuits. The project integrates education and practical applications, emphasizing the significance of contributing to the scientific community.

Archvision VR: Immersive Design Pedagogy for Future Architects

The incorporation of virtual reality (VR) into architectural education is a significant step forward. Despite the project's exorbitant expenses, its ability to bridge the gap between theory and practice is significant. Practical solutions, such as budget distribution and

maintenance fees, present feasible avenues for students and educators to make immersive VR experiences a reality.

Conclusion: Shaping the Future of Education

NALI 2023 has left an indelible impression on our understanding of ICT's potential for altering the future of education. The projects highlighted collectively represent a big step toward creating resilient, innovative, and successful learning environments. As technology advances, these initiatives serve as a source of inspiration for educators and organizations seeking to harness the transformative power of ICT in the quest of quality education.