



UTM
UNIVERSITI TEKNOLOGI MALAYSIA

SEP1513 TECHNOLOGY AND INFORMATION SYSTEM

Section: 06

Group 7: Nexus

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Introduction of NALI 2023

New Academia Learning Innovation (NALI) is an annual knowledge sharing event organised by Universiti Teknologi Malaysia (UTM), through Center for Advancement in Digital and Flexible Learning (UTM CDex). NALI also stands for New Academia Learning Innovation, a framework to promote innovative teaching and learning practices in education. The event which was first held in 2018, promotes a student-centered and blended learning philosophy, offering multiple learning modes and materials to foster entrepreneurial academia.

In its latest edition in 2023, NALI adopted the theme “Resilience Education for Future-Oriented Quality Graduates”. This year, the event featured an exceptional panel of teaching experts, professionals, and thought leaders who shared strategies and insights that resonate with the theme, enhancing our ability to face the future's challenges. It polishes the individual's ability to bounce and blend into changes, avoid stress and diversity- based problems. The event, held from November 6 to 8, 2023, included several interesting workshops and presented posters related to Information and Communication Technology (ICT) in teaching and learning.

Video for interview sessions

<https://youtu.be/d2dk8rO-tlk?feature=shared>

Poster

1.0 UTM ECO Mobile App: Biodiversity Geo-tagged Ecotourism Experience on UTM Campus

UTM NALI 2023
NEW ACADEMIC LEARNING INNOVATION 2023
RESILIENCE EDUCATION FOR FUTURE-ORIENTED QUALITY GRADUATE

UTM ECO Mobile App: Biodiversity Geo-tagged Ecotourism Experience on UTM Campus

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Abstract
Malaysian campuses house rich species biodiversity that are capable to become a tourist attraction. However, no Malaysian campus has developed the initiative to encourage ecotourism and increase the environmental awareness among students. In this context, UTM ECO offers a user-friendly mobile application providing the users and nature lovers about the biodiversity knowledge in the Universiti Teknologi Malaysia (UTM) to enhance on-campus ecotourism experience. The methodology emphasised two important aspects of the development of biodiversity database of UTM Johor Bahru campus through crowdsourcing efforts, developing a user-friendly ecotourism mobile application to provide users with a simple yet intuitive biodiversity exploration within UTM campus.

Key Objectives

- To establish a biodiversity database of UTM Johor Bahru campus through continuous crowdsourcing efforts by UTM's community which records of flora and fauna.
- To build an interactive ecotourism mobile app to both celebrate and educate the users on the rich UTM campus biological diversity.

Commercialisation Potential

- Local Parks
- National Parks
- Eco-campuses

Novelty

- Mobile App
- Outdoor Learning + Citizen Science
- Database
- Self Learning & Exploration
- Biodiversity Database
- Mobile Technology
- Digital Pamphlet

Creativity

Innovativeness

- Improve knowledge: Providing outdoor class activity that promotes understanding and exploration of biodiversity based on personal experience.
- Increase biodiversity database: The students can also capture the new flora and fauna photos and submit them to the "Naturalist" app during exploration.
- Eco-tourism capability: Provides a low-obstacle way to learn about biodiversity, increase awareness, and explore the campus biodiversity.

Impact to Students' Learning ..

- Empowering leadership and teamwork
- Encourage citizen Science
- Increase conservation awareness

Publication:

- [1] Conceptual Design for Crowdsourcing Biodiversity Tagging Application (2019)
- [2] UTM ECO Mobile App: Biodiversity Geo-tagged Ecotourism Experience on UTM Campus (2022)
- [3] MoDNAmark.org: A Comprehensive Genomic Visualisation Database for Malaysian Species

Applicability

- Learning Framework
- Lifelong Learning

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Mohamad Ali bin Mohamad

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Asia Technological University Network (ATU-NET)

SUSTAINABLE DEVELOPMENT GOALS

Explanation and reflection:

UTM ECO offers a user-friendly mobile application providing the users and nature lovers about the biodiversity knowledge in Universiti Teknologi Malaysia (UTM) to enhance on campus ecotourism experience. The key objective of the innovation is to establish a biodiversity database of UTM JB campus through continuous crowdsourcing efforts by UTM's community which records flora and fauna, coupled with build interactive edutourism mobile apps to educate the users on the rich UTM campus biological diversity. Moreover, UTM ECO promotes outdoor self learning and exploration by combining biodiversity databases and mobile technology. It provides users with a simple yet intuitive biodiversity exploration within UTM campus. By using the application, users can choose their favourite species and see its details. Through UTM ECO, users can learn more about nature and the details of biodiversity. It has a simple navigation function to the selected species and users can explore nature along the jogging trails. Likewise, users can share the flora and fauna photos that are found on campus to the application which can promote more understanding and exploration of biodiversity. From UTM ECO, users can empower their leadership and teamwork, increase conservation awareness and encourage citizen science. In addition, it provides lifelong learning to learn more about campus biodiversity.

I think UTM ECO is a very good invention because people in today's era are addicted to technological products and have less contact with nature. This invention combines technology and nature, allowing people to learn about nature and promotes understanding and exploration of biodiversity around them while walking and they can use it at anytime. Users can gain more knowledge about biodiversity through the application. In addition, UTM ECO also increases users' outdoor activities and makes friends by sharing their exploration within the application. Furthermore, UTM ECO increases conversation awareness and people will pay more attention to all living things around them. Nonetheless, UTM ECO provides a low-obstacle way to learn about biodiversity, increase awareness and explore the campus biodiversity. I highly recommend that students use UTM ECO in their campus life.

2.0 TikTok: An Emerging Opportunity for Interactive Learning Tools for the Theory of Modern Architecture

UTM NALI 2023
NEW ACADEMIC LEARNING INNOVATION 2023
RESILIENCE EDUCATION FOR FUTURE-ORIENTED QUALITY GRADUATE

TikTok: An Emerging Opportunity for Interactive Learning Tools for the Theory of Modern Architecture (SBEA2812)

ABSTRACT

Malaysia's Education Blueprint aims to equip graduates with digital industry competencies through the Education 4.0 programme. Conventional teaching techniques are less effective in engaging students and fostering critical thinking.

NOVELTY

A novel educational platform for students to create and share unique content, enhancing their learning experience. Unique features are short videos and interactive challenges encourage active participation.

CREATIVITY

Encouraging students to create content enhances creativity, confidence, and self-expression. It fosters critical thinking, problem-solving, and personal interests, making the learning process more enjoyable and memorable.

INNOVATIVENESS

Video production in education fosters innovativeness by encouraging students to think creatively and experiment with storytelling techniques, fostering problem-solving skills and digital media literacy.

APPLICABILITY

TikTok is a versatile tool for educators, enhancing understanding of various subjects and making learning more relatable, engaging, and relevant, extending beyond the classroom.

IMPACTFUL

TikTok can significantly enhance students' learning experiences, fostering resilience, digital literacy skills, and hands-on experience in digital media, preparing them for future challenges in a technology-driven world.

COMMERSALIZATION

TikTok's growing popularity exposes students to advertisements and sponsored content, requiring educators to teach them how to navigate this commercialized landscape and ensure they benefit from the educational experience.

THEORY OF MODERN ARCHITECTURE

The Theory of Modern Architecture (SBEA 2812) subject uses TikTok for innovative pedagogy. TikTok offers a personalized, active learning experience, encouraging collaboration and community building. Educators can leverage social media's popularity to create a dynamic and inclusive learning environment.

OBJECTIVE

To identify issues related to the theory of modern architecture using traditional pedagogical methods. To explore the potential cross-cultural exchange and connect with peers from different backgrounds. To elucidate the interactive learning using TikTok, fostering teamwork and communication skills.

FAMILIARIZATION

In Q1 2020, TikTok generated the most downloads in a quarter for any app ever (OVER 315 MILLION).

CONTENT CREATION

Users on TikTok are far more likely to engage with your content than on other social platforms.

SHARING AND FEEDBACK

Share video and received feedback. Peer assessment.

ASSESSMENT

videos are evaluated using a rubric in various aspect.

METHOD

videos are evaluated using a rubric in various aspect.

FINDING

The Theory of Modern Architecture can be improved through project-based learning and interactive methods like group discussions and role-playing. An interactive learning tool can enhance students' communication, creativity, and understanding by promoting collaboration, visual display, and fostering confidence and critical thinking.

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Explanation and reflection:

ICT stands for Information and Communication Technology. It is a broad term that encompasses the technologies used to manage and communicate information. Examples of ICT are social media, vlogs, Internet of Things (IoT), email, Artificial Intelligence (AI) etc. The ICT used in this poster is social media. It achieves teaching and learning purposes by using TikTok. The content on this poster explains that we can publish videos on TikTok and get feedback from them. This will also allow students to get used to how to use TikTok.

Due to the use of ICT, we can get some benefits from it. First of all, the first benefit is to get information from various sources. Students can get the information they want from the Internet and past research. Secondly, communication can also be facilitated on the Internet. ICT tools such as email, messaging and video can deliver messages regardless of distance.

The technology demonstrated in this poster helps enhance the teaching and learning experience as it allows students to develop teamwork and communication skills. Besides, this innovative method can make students more creative. For example, students can share learning content or other creations on TikTok, etc. This gives students a much more sense of participation and allows them to be more involved compared with traditional learning methods.

The innovations are aligned with the broader goals and themes of the conference. This poster is considered an innovative model because this method is not well known and not widely used. However it does help with teaching and learning. For example, content creation on Tiktok improves learning through sharing videos, comments, and collaboration. However, traditional methods such as report writing lack interactivity, limiting opportunities for interaction and collaboration among students. Thus, an innovative approach would be the more interesting way, and this can also cultivate students' abilities in different aspects.

In my opinion, ICT should be used in actual teaching and learning environments. For example, the school can set a required course in the curriculum, or the school can also allow students to share tasks in the form of videos when doing tasks. This gives all students experience in this area, which can potentially benefit them in their future jobs or entrepreneurship. This helps the student to connect to the industry of the society.

3.0 Direct Entry Management System (DEMS)

The poster is titled "UTM NALI 2023" with the subtitle "NEW ACADEMIA LEARNING INNOVATION 2023" and the theme "RESILIENCE EDUCATION FOR FUTURE-ORIENTED QUALITY GRADUATE". It features a central title "Direct Entry Management System (DEMS)" and several sections: "DEMS", "ABSTRACT", "NOVELTY", "OBJECTIVES", "INNOVATIVENESS", "APPLICABILITY", and "IMPACT". The "DEMS" section includes a list of technologies used (React library, Laravel, MySQL, Agile Development Methodology) and an illustration of four students. The "ABSTRACT" section describes the system's purpose and how it streamlines the credit exemption process. The "NOVELTY" section highlights the use of web-based technology and Agile Methodology. The "OBJECTIVES" section lists three goals for the system. The "INNOVATIVENESS" section discusses the integration of various components. The "APPLICABILITY" section addresses the challenge faced by Direct Entry students. The "IMPACT" section highlights the twofold impact on efficiency and student success. At the bottom, author details and logos for organizing and supporting institutions are provided.

DEMIS

DEMIS is a web-based application allowing students and coordinators to run the credit exemption process more efficiently. DEMIS will only focus on Faculty Computing and students from "Perdana".

DEMIS built by using:

- React library
- Laravel
- MySQL
- Agile Development Methodology

OBJECTIVES

- To design and develop a system that allows the coordinator to manage the student's study plan easily, students can review their study plan, and the academic office can access the CI, transcript and MUET PDF file more quickly.
- To enhance the process for producing an efficient Direct Entry Management System in UTM
- To improve the quality of direct entry management in UTM

ABSTRACT

Students applying to UTM have various methods, including the Direct Entry channel. This channel allows students to reduce their study duration by getting credit exemptions. Managing their study plans is crucial for timely graduation, but currently, this process is manual and challenging, especially for Direct Entry students with unique credit exemptions. The proposed solution is the Direct Entry Management System (DEMIS), a web-based application designed to streamline the credit exemption process efficiently. DEMIS focuses on the Faculty of Computing and "Perdana" students and will use the Laravel framework for the backend, React Library for the frontend, and MySQL for the database. It follows Agile Development Methodology and allows students to update their diploma results and submit necessary documents easily. DEMIS also provides a Frequently Asked Questions (FAQ) section for student guidance, ensuring a smooth credit exemption process.

NOVELTY

The proposed Direct Entry Management System (DEMIS) introduces a novel approach to streamline and automate the credit exemption process for students entering UTM. The use of web-based technology, the Laravel framework, and React Library for front-end development represents a departure from the manual processes traditionally employed.

CREATIVITY

The creativity lies in the use of technology to address a longstanding issue. DEMIS creatively leverages web-based tools and databases to simplify complex credit exemption management, enabling students to graduate on time. It also offers a Frequently Asked Questions (FAQ) panel for added user support.

INNOVATIVENESS

DEMIS innovates by integrating various components like student record management, document submission, and credit calculation into a unified digital platform. The incorporation of Agile Development Methodology further emphasizes its innovativeness by ensuring flexibility and adaptability throughout the development process.

APPLICABILITY

DEMIS directly addresses the challenge faced by Direct Entry students at UTM by providing a tailored solution. It streamlines the credit exemption process, making it highly applicable to this specific group of students, allowing them to efficiently manage their study plans and documents.

IMPACT

The impact of DEMIS is twofold. Firstly, it significantly improves the efficiency of the credit exemption process, reducing the administrative burden on Direct Entry Coordinators and Academic Office staff. Secondly, it enhances the experience of Direct Entry students, helping them graduate on time by simplifying their study plan management. This has a positive impact on student success and overall institutional efficiency.

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Explanation and reflection:

Direct Entry Management System (DEMS) is a web-based application designed to streamline the credit exemption process for students entering UTM. The poster highlights the following benefits of DEMS:

- Efficiency: DEMS automates the credit exemption process, making it more efficient for students, coordinators, and the academic office.
- Accuracy: DEMS reduces the risk of errors in the credit exemption process.
- Transparency: DEMS provides students with a clear view of their credit exemptions and study plans.
- Convenience: DEMS allows students to submit their diploma results and necessary documents easily online.
- Support: DEMS includes a Frequently Asked Questions (FAQ) section to help students through the credit exemption process.

The poster also emphasizes the following key features:

- Novelty: DEMS is a novel approach to streamlining and automating the credit exemption process for students entering UTM.
- Creativity: DEMS creatively leverages web-based tools and databases to simplify complex credit exemption management, enabling students to graduate on time.
- Innovativeness: DEMS innovates by integrating various components like student record management, document submission, and credit calculation into a unified digital platform.
- Applicability: DEMS directly addresses the challenge faced by Direct Entry students at UTM by providing a tailored solution. It streamlines the credit exemption process, making it highly applicable to this specific group of students.

The poster is informative and well-designed. It effectively conveys the key benefits of the Direct Entry Management System (DEMS) and its potential to improve the student experience. The use of visuals and concise language helps to make the information easy to understand. Here is a more detailed reflection of the poster:

- Clarity: The poster clearly and concisely communicates the benefits and features of the Direct Entry Management System (DEMS). The use of bullet points and headings makes the information easy to scan and understand.
- Visual Appeal: The poster is visually appealing and uses a variety of colors and images to capture the viewer's attention. The use of a white background ensures that the text is easy to read.
- Call to Action: The poster includes a clear call to action, encouraging students to learn more about DEMS. The website URL is prominently displayed, making it easy for students to access more information.

4.0 The Development of E-Bike Tracking System for Bike Sharing in Promoting Transport Resilience

UTM NALI 2023
NEW ACADEMIC LEARNING INNOVATION 2023
RESILIENCE EDUCATION FOR FUTURE-ORIENTED QUALITY GRADUATE

The Development of E-Bike Tracking System for Bike Sharing in Promoting Transport Resilience

Authors: Raja Zahilah, Omar Alshobaki, Nur Haliza Abdul Wahab, Farkhana Muchtar, Piraveen Ashwinath, Rasydan Said

INTRODUCTION

Air pollution is a growing global concern, exacerbated by the widespread use of polluting transportation modes such as cars and motorbikes. In Malaysia, this issue is particularly pressing (Wang et al., 2015). However, organizations like Universiti Teknologi Malaysia (UTM) Sustainability are taking significant steps to address it. A standout solution is the introduction of E-Bikes, a green and sustainable mode of transportation. UTM promotes sustainability through initiatives like car-free days and actively encourages the use of E-Bikes within the campus community. These E-Bikes offer not only convenient transportation but also a proactive way for the UTM community to combat air pollution and contribute to a greener campus environment.

PROBLEM STATEMENT

UTM staffs responsible in handling the E-bikes are facing difficulties in tracking the location of these E-Bikes after it is used by the users.

INNOVATION

- The location tracking system has an embedded positioning system consisting of GPS receiver, GSM modem and microcontroller
- GPS satellites send real-time latitude and longitude data to the GPS receiver. Then, the microcontroller processes this information and sends it to the GSM modem.
- The GSM modem will update the end users' application maps.

OBJECTIVE

Create an E-bike Tracking System that uses a combination of Internet of Things (IoT), Global Positioning System (GPS), and Global System for Mobile Communication (GSM) technologies to track the E-bike location in real-time.

METHODOLOGY

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graph LR; A[Requirements] --> B[Analysis]; B --> C[Design]; C --> D[Coding]; D --> E[Software Product Increment1]; E -- Iteration 1 --> F[Requirements]; F --> G[Analysis]; G --> H[Design]; H --> I[Coding]; I --> J[Software Product Increment2]; J -- Iteration 2 --> K[Requirements]; K --> L[Analysis]; L --> M[Design]; M --> N[Coding]; N --> O[Software Product Final]
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HARDWARE

- Computer
- Android Smart Phone
- Linkit One
- Battery Polymer Li-Ion

SOFTWARE

- Operating System (OS)
- PubNub Publish/Subscribe API
- Android Development Tool Kit
- Google Maps API
- Arduino IDE
- MySQL

RESULT

The E-Bike Tracking System is an android application, which allows UTM E-Bike management staff to manage the E-Bike rental system and allows the UTM community to locate the E-Bike stations around the campus and check the availability of the E-Bike in each station.

FUTURE DIRECTION

- The E-bike may be improved by adding geofencing capabilities to the system such that it can send an alert whenever the bicycle goes outside the allowable range area.
- Bike sharing can promote a sustainable environment, healthy lifestyle, and transport resilience to any community which committed to using bicycles (CLC, 2017; Cheng et al, 2022). Thus, the E-Bike Tracking System can be used as a tool to support it.

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Explanation and reflection:

The poster on the E-Bike Tracking System shows a good idea by UTM Sustainability to help the environment with smart technology. The poster starts by explaining the problem of dirty air in Malaysia and how UTM is trying to fix it by using E-Bikes as a clean way of moving around the campus. The poster makes it clear why they need a system to track the E-Bikes and how they plan to do it.

They use a mix of IoT, GPS, and GSM technologies to create a real-time tracking system that works with an Android app. They list the different tools and platforms they use to build the system, such as Android Development Tool Kit, Google Maps API, and Arduino IDE. They also explain how they put GPS and GSM modules in the E-Bikes to send data to the app, making it easy for UTM staff to manage the bikes.

They also think about the future of their project and how they can make it better. They suggest adding geofencing features to stop people from misusing the bikes and expanding the system to other bike-sharing programs. They support their ideas with research that shows how bike-sharing can help the environment and the community.

Their poster shows that they care about sustainability, innovation, and well-being. They have created a complete solution that deals with both environmental issues and campus transportation needs.

5.0 Physical Education Augmented Reality (P.E.A.R)

P.E.A.R
PHYSICAL EDUCATION
AUGMENTED REALITY

JABATAN PENDIDIKAN JASMANI DAN KESIHATAN IPGKTI

ABSTRACT

This research introduces the "P.E.A.R." Augmented Reality (AR) app, designed to aid students with disabilities and offer additional resources to mainstream students. The study's main goal is to assess the app's effectiveness in enhancing the grasp of movement concepts.

The research process involved creating the P.E.A.R. app, which visualizes 3D movement models. By integrating image tracking, students can engage with virtual models in real-world scenarios. Teachers from specific schools tested the app, leading to positive feedback about improved engagement and comprehension, especially among students with disabilities.

Results show successful app implementation, with teachers endorsing enhanced learning experiences. While acknowledging areas for improvement exist, the app's interactive and inclusive nature aligns with Howard Gardner's Theory of Multiple Intelligences, bridging gaps between students.

OBJECTIVES

- Improve the learning experience
- Encourage physical activity and active participation among students.
- Facilitate skill development in various sports and physical activities.
- Educate users about proper techniques and safety measures in physical activities.

PROBLEM STATEMENT

This research introduces the Augmented Reality (AR) app "P.E.A.R." designed to provide educational support for students with disabilities while also offering valuable resources to mainstream students. The primary objective of the study is to evaluate the efficacy of the app in enhancing the understanding of locomotor and non-locomotor movements. The app was developed using Unity software, incorporating image tracking software (Vuforia) and 3D objects sourced from Mixamo Adobe.

INITIAL FINDINGS OF CONSUMERISM

Category	Value
INTEREST	LOW
INTEREST	HIGH
INTEREST	LOW

SCAN HERE

TARGET GROUP

PHYSICAL EDUCATION TEACHER & STUDENT
SPECIAL EDUCATION TEACHER & STUDENT
EDUCATOR

USAGE PROCEDURE

1. Download & open P.E.A.R. apps in your devices.
2. Follow teacher's instruction.
3. Practice the movement shown in the apps.

ISBN

FATIH HADI HAZIQ HANA EN HALIM EN FAZLI

PRESENTER

IPGKTI

Explanation and reflection:

P.E.A.R Augmented Reality (AR) app designed to aid students with disabilities and offer additional resources to mainstream students. The study's main goal is to assess the app's effectiveness in enhancing the grasp of movement concepts. They create the P.E.A.R app which visualizes 3D movement models. By integrating image tracking, students can engage with virtual models in real-world scenarios. Their objective is to improve the learning experience, encourage physical activity and active participation among students, facilitate skill development in various sports and physical activities, educate users about proper techniques and safety measures in physical activities.

The target audience for the “P.E.A.R” poster are educators, students, professionals, and particularly disabled students who are interested in innovative teaching and learning practices. The key takeaways from the “P.E.A.R” poster are the importance of resilience education, the role of ICT in teaching and learning, and the innovative practices promoted by P.E.A.R to help disabled students become self-dependent. The innovative teaching and learning practices highlighted in the “P.E.A.R” poster include the use of ICT and the promotion of a student-centered and blended learning philosophy, which are designed to empower disabled students to become self-dependent.

NALI is a commendable initiative that provides a platform for educators and students to explore and adopt innovative teaching and learning practices. The main theme of the “P.E.A.R” poster is “Resilience Education for Future-Oriented Quality Graduates”, with a special focus on empowering disabled students to become self-dependent. The focus on resilience education is particularly relevant in today's rapidly changing world. It equips individuals with the ability to adapt to changes, manage stress, and navigate diversity-related challenges. By fostering problem-solving and social skills, NALI is playing a crucial role in preparing students for the future.

Conclusion:

1. Do the activities give benefit to the student?

Yes. The activities can benefit the students by sharing information from the presenter. Presenters explain their innovation to the students and students can know more of their efforts and purposes for different inventions through the explanations of the poster. Students can gain more knowledge from the experienced presenters by listening to their explanation and asking questions. These innovators are experienced and can quickly transfer ICT concepts to students during these question-and-answer sessions. Therefore, students can have better practical abilities and integrate ICT concepts into their own ideas. NALI provides students with diverse learning experiences, enhancing their problem-solving, social, and adaptability skills, all crucial in today's world.

2. How do these activities impact the outcome of the course/subject?

These activities positively impact the outcome of the course/subject. In addition to understanding the school curriculum, these activities allow us to gain additional ICT knowledge that cannot be obtained in the school curriculum. This activity shows many different types of sharing and innovation, allowing students to not only absorb knowledge in the lecture class but also understand the current industry developments in society. We no longer only know some theoretical knowledge, but can apply ICT to all aspects of life, thereby mastering the ability to solve problems. They equip students with the necessary skills and knowledge to navigate future challenges, thereby enhancing the overall learning outcome.

3. Do you learn something impactful from the activity?

The ongoing advancements in Information and Communication Technology (ICT) open new horizons for learning about the latest trends. From this activity, we learned about the multi-faceted development of ICT, improved communication skills and exercised our courage during the interview. Furthermore, the application of ICT in teaching and learning is no longer limited to some online communication platforms such as zoom, WebEx, etc. Beyond virtual meetings, developers have developed ICT in teaching and learning into educational games. Students pursuing game development can use online games such as SimCity as a part of the learning process. This shows a move towards more interactive and engaging ways of teaching and learning. ICT continues to advance and update learning and teaching methods, allowing students to have better learning methods and experiences.

4. Do the activities spark excitement/interest in the student?

There are many different innovations that allow us to see the future progress of science and technology, and teaching and learning will become more and more convenient. Not only that, students have a rare opportunity to communicate with different experienced presenters to share their experiences and problems encountered, allowing students to enhance their knowledge in different environments. Students can communicate their ideas and concepts up close and personal with innovators and be inspired by them. These activities often generate enthusiasm among students due to their interactive and practical nature, making learning more engaging and impactful.

5. Do you feel that the visiting NALI 2023 and the interview sessions help you learn the course material better? Provide justifications.

Visiting NALI 2023 and participating in the interview sessions can indeed help students understand the course material better. NALI 2023 enhances the learning experience by giving us the opportunity to participate in these special events and network with experts and professionals in the field. Presenters on these posters introduce us to ICT in design and provide practical application, expert insights and networking opportunities that enrich the overall educational experience. The real-life examples and practical applications discussed in these sessions provide a deeper understanding of the course material.