



**UTM**  
UNIVERSITI TEKNOLOGI MALAYSIA

**COURSE CODE**  
**UKQE 3001 - EXTRA-CURRICULAR EXPERIENTIAL LEARNING(ExCEL)**

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**EXTRA-CURRICULAR ACTIVITY REFLECTION REPORT**

**PROGRAMME :**  
**CGMA READY PLAYER ONE 2019**

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**SECTION**  
**09**

## MINDMAP







Figure 4 : Car racing game in mine craft shape



Figure 5 : Everyone trying play the game that have develop by seniors



Figure 6 : The result of the player shown in another laptop

## SUMMARY



### REPORTING

- Conducted on 20 April 2019 by Computer Graphics and Multimedia Associations (CGMA) at 2nd Floor, N28, School of Computing
- Was managed to seniors showcases their game
- Introduced one of interactive program in CGMA



### RESPONDING

- Attend the program to know more about the development
- Feeling happy because can play the game and adding the knowledge



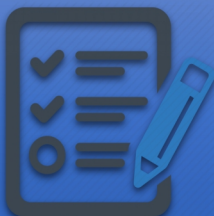
### RELATING

- Same as the event held by CGMA before
- The differences when we gain a lot of knowledge
- The happy faces showed by our seniors make us happy



### REASONING

- This event teach us how to respect each other
- Making a lot of experinces with senior
- Feel grateful for being a part of CGMA members



### RECONSTRUCING

- Nedd to prepare own self for the worst challenge
- We need to understand what make we happy doing something
- Trying new things is a new knowledge

## **1. Reporting**

On 20 April 2020, in my school major in graphic and multimedia software (SCSV) there have event ready player one to our seniors shows their game developing to their association . So, ready player one is a day where all of our majors pay their respects and offerings to seniors develop their game for almost one month in unity development . The name of the event was took from the movie named as “Ready Player One”. In this event, our seniors from third years students have showcased their game that have develop and showed us how to play the game. This event must be attended by all generations and of course our beloved graphic and multimedia software lecturers. Not to forget, the event committee held this event successfully and the program was started on time. At 11 a.m., we go to the 2<sup>nd</sup> Floor, N28, School of computing building where the event is being held. After arriving at the venue, we were asked to fill out the attendance book to recorded our attendance and key in the details on myUtm activity. This event gives second-year students the opportunity to learn how to create a game and play the games, while third and fourth year students can showcase the games they have created. This event indirectly gives second year students the opportunity to ask questions and add the knowledge on how to form the game. This events was leading the way are studies where students have designed educational software games or simulations that are connected or even integrated into the curriculum in this course. Third and fourth years student not only programmed games but explicitly focused these on teaching fractions to second years students in this association. We can learning how to adapt and understand how to play the games produced by senior.



## **2. Responding**

When there was information that all SCSV (Graphic and Multimedia Software) students had to attend this event, I was immediately enthusiastic about joining this event. My expectation is that this event will be an exciting event and we will gather in one room from year 1 to year 4. I got a new knowledge about game development system and what application that we used to make the game look interesting .And it's true what I expected with the reality that happened. This event is very interesting. Every event I always enjoy it well. I am very happy and also charmed, because I can meet my seniors who are difficult to meet on normal days because they are very busy with their lectures in their third year and managed to talk, have a good chit chat on how they survived until this semester without any distraction. At this event, I also felt that I got to know friends of my age. I feel closer than usual, chatting and joking together at one table while playing the video games. I really felt happy at that time because I can cheer up my seniors, told them to do your best and seeing the efforts they put to make this game success. They did the great jobs while they have a lot of assignments but still managed to do the game in only one months.

### **3. Relating**

This event is almost the same as the previous event that was held by the same association. What the ready player one program has in common with the other event such as CGMA Interactive day is that we gather together with our seniors, become one circle and get to know each other. The difference from the ready player one and also the CGMA Interactive day is that the ready player one event is held to see how the seniors develop this game, brings a new challenge and goal to the seniors achieved . Meanwhile, the CGMA Interactive day is an event where juniors and seniors come together to get to know each other and help each other. The ready player one event is one of my favorite events at SCSV. Because, we were gathered with the seniors to played their game that they have been fight with their struggle doing the game and they happy while see us interact and played with the game that they develop. Seeing the bright faces of the seniors at the ready player one event is something very unique to me. Where they will take something new in a different world, that is in the world of work. Those happy faces are a reflection of me when I feel like if I make the game that everyone love. I make them my motivation, because I will always fight like them and will ultimately feel what our seniors will feel when graduation. Perhaps, this ready player one event is the beginning of their happiness before the core graduation event held by UTM and this is the first step of their happiness to become scholars at Universiti Technology Malaysia. Becoming a bachelor is the dream of everyone who is currently pursuing an undergraduate education. They graduated successfully doing a great game. The organization of CGMA doing a great job for make their event become real and interesting .



#### **4. Reasoning**

The most significant aspect in my opinion is that this event teaches us to respect each other, both the old and the young, the old loving the young and the young respecting the old. The purpose of collecting us in one room is to get to know and know each other between seniors and juniors. The juniors prepare and give the best offerings for seniors on this event to celebrate their struggles during this lecture and celebrate the happiness of the seniors before the campus graduation, so that all the generations under them also feel the happiness they feel. At this event we juniors also felt happiness that cannot be described and expressed in words. Because, we are gathered together in a room with our seniors who will soon explore their new world, that is the world of work where the situation in the world of education and the world of work may be different. As a student majoring in graphics and multimedia software, I feel very grateful to be part of the SCSV (Graphic and Multimedia Software) family. Every year, SCSV always holds events that aim to establish closeness with one another. There are many events held here that always involve juniors and seniors from year 1 to year 4. In every event, we always share knowledge and experiences with each other, what steps should we take for the future in the following semesters, and sharing about other things too such as internships, PSM, theses and others. And at the highlight of this event we are giving the opportunity for our 3<sup>rd</sup> year and 4<sup>th</sup> year seniors to be a winner for the event, because they have helped us in everything before. The seniors always provide an overview for the future in the coming semester and ideas for us from the experiences they have passed. The seniors here are very kind and humble too.

## **5. Reconstructing**

As the next step that I will take from the experiences of the seniors I have to prepare is that I have to be ready with all the challenges in the following semesters. For me, this event had a great impact because I am passionate about it and want to learn how to make a game. I love trying new things such as to create my own game. It is because gaming stimulates students and children to play together. Many games require players to work together in teams to achieve goals or to compete against each other. It will help me to establish better relationships and have high self-esteem. The advantages of this program can learn how to build games. We can ask questions about how third and fourth year students make a game, what software is used, how many days it takes to create a game and what the advantages, the power of the game they create. We can also apply in our project on games. The challenges is we need to think outside the box and make more interesting games rather than the senior present. How to overcome the challenges, we need to understand everything that we do and have fun while do it because make a game is fun but we need to push our energy until the game successfully run.