

|  |  |
| --- | --- |
| NAME | LEONG WAI YUI |
| GROUP MEMBER  | MOHAMMAD DANIAL BIN DAHLAN, MAZLINA BINTI JUMAT  |
| MATRIC NUMBER | A18CS00097 |
| COURSE |  TECHNOLOGY AND INFORMATION SYSTEM  |
| LECTURER’S NAME | DR. ARYATI BINTI BAKRI |

[Introduction 3](#_Toc527493186)

[What is NALI? 3](#_Toc527493187)

[Concept in NALI 3](#_Toc527493188)

[Initiative of NALI 3](#_Toc527493189)

[Objective of NALI 3](#_Toc527493190)

[Exhibition Contents 4](#_Toc527493191)

[Booth 39 4](#_Toc527493192)

[Booth 40 4](#_Toc527493193)

[Booth 41 5](#_Toc527493194)

[Booth 42 5](#_Toc527493195)

[Booth 43 6](#_Toc527493196)

[Booth 44 6](#_Toc527493197)

[Summary 8](#_Toc527493198)

[Reflection 8](#_Toc527493199)

[**Figure 1** 3](#_Toc527493213)

# Introduction

## What is NALI?

|  |
| --- |
| **Figure 1** |

Image by <http://ctl.utm.my/nali2018/exhibition/>

NALI Model is a New Academia Learning Innovation Model framework comprising student-centered and blended learning philosophy, multiple-learning modes and materials towards achieving entrepreneurial academia.

## Concept in NALI

The basic concept in NALI is to provide a new learning model by using digital teaching material in class. Before NALI was invented, the teaching method is face to face learning which is less efficiency to get a better understanding for student. Through the invention of NALI student will be better and more meaningful learning experience.

## Initiative of NALI

There are 2 modes which are learning mode and learning materials. Learning mode is basically the theoretical part in learning. The example of learning mode is pedagogy, andragogy and heutagogy. The idea of learning mode is to get the outcome-based education, peer instruction and high impact educational practices (HIEPs). Then, learning material is using digital resources. For example, e-learning UTM, UTM MOOC and STEMazing UTM.

## Objective of NALI

The objective of NALI is to improve the quality of teaching and learning with the implementation of Student-centered teaching methods. Next, to develop UTM own identity related to teach and learn models, activities, materials, environments and systems. Moreover, to emulate best teaching and learning practices from the world’s best universities.

# Exhibition Contents

## Booth 39

Construction Building and Quantitation Process.

Basically, this construction building and quantitation process is related to the architecture faculty. So, when I ask the instructor, he told me that all architecture student was using the same module since 2002. So that’s mean, all the content doesn’t been renew. But the module was just as a guideline for the lecturer uses for teaching. Although it was a same module but the module itself have all the information about architecture completely. Faculty of architecture is currently using a new method for teaching, by using the module as a guideline. All the lecturer use story telling. By this method student will be a little bit know about what all the lecturer had been through when taking the course. By using that method, it can made student realize the vision and mission why they are here. Next, all the lecturer use visualization as prop for teaching. Nowadays, many students intend to understand something by using a diagram and not by just only theory. So that lecturer will use visualization such as video, 3D sketch and plan. Student will be easier to understand if they were being explained by using diagram. After that, lecturers also use animation and notes. Using animation was quietly the same as visualization but notes was something different. Student will use notes as a path for their syllabus. Some student will be late to catch up with the lecture so that they will use notes as their guidance. All this method was invented to help student in this course to keep survive and score in their subject.

## Booth 40

The Volleyball World

The volleyball world program was created to design and developed volleyball learning mobile application which is integrated appropriate theories, principle and multimedia elements. It was also providing a new learning tool to student for a better visualization and imagination in learning volleyball skills. Then, it statically improves student basic knowledge and skill in volleyball and improve through staging by assist of theories, principle and combination of multimedia. There was 3 applicability which was learning modes, learning material and learning approach. Learning mode uses scenario-based learning. Scenario-based learning was a program where you were given a situation and you have to decide what you have to do whether it was a good choice or a bad choice of you. The Platform for this program was using mobile phone. It was called mobile application.

## Booth 41

This booth is talking about an introductory engineering course for first year chemical engineering students. In 2005, they had introduced a new learning method that is Cooperative Problem-based Learning (CPBL) Framework. The trend of this project in NALI is to implement a new learning technology among students. In this project, a lecturer will introduce a problem and students are required to discuss the problem together. Normally, students will be divided into few groups and discuss the problem in their group respectively. Then, the students are needed to identify the problem and find the solutions. The objectives of CPBL is to design a supportive student-centered learning environment that guides students to develop important skills and abilities to be a good engineer when they graduate. To carry out this CPBL process, students will have to complete three phases in total. This project will have different stages each year. However, these different stages are interconnected. Furthermore, there are some impacts for the students after this project is carried out. Firstly, students have better understanding of engineering and its importance at the end of the semester. Next, student gained professional skills and self-development enhancement in sustainability. Last but not least, students will be able to develop metacognitive skills. Besides, this CPBL not only can be used among the engineering students but also in others higher education. Apart from this, the cost of CPBL implementation is cheap because it can be used in a typical class.

## Booth 42

The topic for this booth is ‘School Go Green’. The trend for this program is to educate the young generations regarding the importance of sustainability. The importance of sustainability will give a positive impression towards the three sustainability elements that are economic, environment and social. The primary and secondary level students as an implementer while tertiary level students as a program organizer. There will be some learning models, materials and meaningful and interactive activities. The aim of this program is to develop the social community engagement between students and community through greening the environment. The objectives for this program is to inculcate the awareness on the importance of protecting our nature. Next, to create more planting area in school in protecting the oxygen production. Third, to produce more lively and beautiful school areas. Fourth, to develop a relationship between university and school communities and nevertheless promote our school programs.

## Booth 43

The m-AR QURAN is an augmented reality model to aid Al-Quran memorization for hearing impaired student. The proposed prototyped as an integrated software model was develop, which can assist the Quran memorization among hearing impaired students. This proposed prototyped model is based on Augmented Reality Based Content (ARBC). It is called mAR-Quran and it has been evaluated by five experts which are expertise in Augmented Reality, Mobile application and education area. The expert’s suggestion are taken into account for improving the application interface and content which can enables the students to arrange the sequence verses of surahs in the correct order in more interesting way so that eventually, they memorize verses of Quran better and easier.

AR refers to the augmentation or meditate a digital information like graphics, video, GPS into real environment by utilizing the device camera. Others mention that AR refer to the mixed reality that combines the real environment and virtual environment that i in a single display.

Software that can develop the apps are Unity3D, Vuforia, Adobe Photoshop and Adobe Illustrator. Hardware that can be used are laptops, smartphone, camera and webcam.

## Booth 44

Informatics in society is the university subject which enable student to organize the ‘how’-knowledge and value of process for complex problem solving, formulate the complex problem and the solution and demonstrate Collaborative-Active learning in High Impact Educational Practices (HIEPS). For the methodology, three interventions have been made during the infusion which are sequencing the modules according to the design thinking process, restructuring the modules according to problem-based learning and fostering collaborative active learning during NALI-Class activities. Through design thinking learning experiences, the students were more value the process involves from identifying the problem into theorizing the solution. More importantly, the awareness able to develop the students’ mindset for a sense of empathy, learn from failure, develop creative confidence and embrace ambiguity.

The impact to student’s learning is evolvement instead of perfection which is value ‘know-how’ knowledge, appreciate ‘critiques’ and iterative process.

# Summary

## Reflection

In our opinion, nowadays it is irrelevant to use face to face method for teaching. After participating in NALI there are a lot of initiatives in order to improve student learning using digital resources as a learning material. As a student, we should follow all the method used by the lecturers to keep ourselves always in the right path. Since all the method used is to increase the learning efficiency of the student. We think this model is very important since there is a strong bond between students and technology. This is because nowadays student not only gain knowledge from the lecture but also use online learning platform. So what NALI did is compatible with the current trend of student. What we gain from NALI is year by year NALI will be the platform for all the courses to show their new learning and teaching method.