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**SCHOOL OF COMPUTING**  
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**INDUSTRIAL TALK 2 - NEW ACADEMIA LEARNING INNOVATION (NALI)**

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## INTRODUCTION

### **REPORT ON NEW ACADEMIA LEARNING INNOVATION (NALI) EVENT**



New Academia Learning Innovation (NALI) is an initiatives made by UTMLead and it is stress on entrepreneurship concept so the learning context is more productive, creative and innovative. The NALI's framework consists of student-centered and blended learning philosophy, multiple learning modes and materials to achieve entrepreneurial academia. The meaning of blended learning is applying both online and face-to-face learning experience in the learning assessment. For your information, NALI is divided into two modes namely learning mode and learning materials. There many courses, for learning mode there is Outcome-based learning, Problem-Based learning and many more while for learning materials there is UTM MOOC, UTM e-learning and so on. NALI's objectives are to apply best teaching and learning method from the World's best universities and create UTM's identity related to teaching and learning models, activities, materials, environments and systems.

## **EXHIBITION 1 - TEG**



The person in charge for TEG's booth

TEG booth is one of the booths that we visit at NALI event. TEG stands for “Tangible Education Games” is physical play set that combines tangible objects with mobile application at the same time it applies a concept that allow children to play while learning beyond the screen. TEG uses Augmented Reality (AR) engine as the main of the mobile-based games application that integrates with mobile devices as display, reflector mirror, stand and tangible objects as tracking and interaction technology. The objectives of this projects are to create tangible object interaction using AR engines, to develop mobile-based games application that use tangible objects interaction with a concept of play beyond the screen. Combining AR engine with tangible object for interaction with play beyond the screen concept is a new idea and an innovation made compare to common AR interaction.

TEG is relevant to NALI framework which combine collaborative learning as learning mode and edutainment mobile games as learning material by introducing collaborative mobile games that enable blending learning concept performed to student in order to support student centered learning. The positive impact to students' learning is it helps children to use imagination and creative thinking to solve the problem using interactive in fun ways. Besides that, kids can play the games in group therefore it develops cooperation and teamwork in students. Moreover, TEG makes teaching much easier for teachers and the learning process is interesting therefore students interested to learn. According to statistics, more than 800,000 children between 4 to 6 years old attend kindergarten in Malaysia so there is high potential to commercialize this project in early education market size and the target consumer are parent.



The Mock ups

## **EXHIBITION 2 - GAIMOOC**

### **WHAT IS GAIMOOC?**

GAIMOOC is a program that Adapting Gamification Approach in MOOC to improve user engagement. Consequently, this project was conducted to propose an online learning platform based on the courses offered online.

Moreover, this project was proposed to engage online learners by adapting Gamification Approach to Massive Open Online Course (MOOC). This gamification elements actually can be applied to all the courses offered in MOOC. But for this project, this gamification elements had been specialized to web programming courses. They had doing some innovation for the MOOC such as they adding game to test our knowledge about the topic that we already learn from the web. They also had the leader board to see our performance for the quiz. After that, they also provide some rewards to the student that excel in the quiz by giving them KFC vouchers and many more. In the interview, they also stated that they never get any negative feedback from the user for the new version of GAIMOOC. So far, they already got 251 students joining them for this project. They also received an award for this project which is UTM MOOC Development: Web Programming, Instructional Development Grant - IDG, 2016-2017.

This program gave a lot of impact to students learning. First, the gamification element improve the student engagement towards the course. Besides, the gamification element that being added in the MOOC also increase the number of participants in the MOOC program. There also does not have any limitation for the students to seek a lot of knowledge. This program also help students to gain a lot of knowledge for this course.

### **EXHIBITION 3 - MONSOONSIM BUSINESS SIMULATION**

Monsoonsim program used gamification method to teach students about finance, marketing, and etc. This game is not an application but a software that is being installed in Clouds at Amazon. This game only can be played as a group which consist of 4 to 5 people. At least 2 groups are needed to play in order for the game to be run at a time. However, in this game, one can existing robot elements whether the robot stands as a group or as a member in any team. Their level can only be set as standard level.

Monsoonsim is like a virtual business world because as a player, one can increase or lowering the price of their products according to the demands such that during public holiday, the player needs to increase their order of most products because of higher demand during that time and usually players also will increase their price of products but it still need to be in control or else, they will get penalty. These teach us about podcasting in business.

The most enticing thing that I found is about controlling space. If there is higher order, the player have to increase their rental space. If they refused to do so, they will get penalty. In real life, the City Council will sue such store that have overflow their order and put the product outside their rental space.

Lastly, in order to be chosen as a winner of the game, one must not only gain highest profit but also the whole business aspect such as expenses, penalty and also profit. Monsoonsim teach us by experiencing it by yourself. If you make a mistake, you have to adopt another strategy. A player also can develop their soft skills, communication skills, finance and marketing skill.

## **EXHIBITION 4 - ADOPT A KAMPUNG - USR RAZAK SCHOOL**

### **Fun Learning Toy Library**

Another booth that we visited is Adopt a Kampung. It is a community program that execute in a group which have a purpose, goals and objective that can give benefit to both parties. Besides, USR Razak School program also one of the KPI achievement for faculty of UTM Razak School. This community program from USR Razak School planned to build toy library at one of the school in rural area which affected by heavy floods in Dabong, Kelantan . They make a selection of the location based on observation in first project which affected by flood and also the location in rural area so, rebuilding assistance is hardly accepted unlike another disaster location.

They raise funds to repair the library and also buy the toy to put in the library. So, preschool student can play the toy while learn something new from the toy. They painted and change the old furniture with the new ones. This program involved the lecturer and degree student which they execute in weekend. They make this program as a free no need to pay and just call their team . Then, they choose the school that really in trouble. So far, they have run in 3 schools which SK Kuala Geris, SK Seneng, SK LKTP Ayer Hitam .Through this program, they get positive feedback which the number of student to attend the school increase. It is because, the toy can attract student go to school.



Pictures from <http://razakschool.utm.my/adoptakampung>

## **TRENDS IN NALI**

During our visit in NALI booths, most of the teaching method that being used is by using the gamification method. Based on our observation, most of the innovators using games and online platform to improve the student engagement towards learning and knowledge. This method also will help student to experience fun learning especially for kids and teenagers.

<b>EXHIBITION</b>	<b>TRENDS IN NALI</b>
GAIMOOC	From what we saw at the GAIiMOOC booth, the innovator using MOOC and try to improve the MOOC in the fun way by adding the gamification elements in the MOOC for web programming courses. The innovator also used a few elements of teaching materials including videos, pictures, text and animation.
TEG	For the TEG booth, they invented a mobile apps to create a game that suitable for 4-6 years children by using AR interaction. They also improved the collaborative by using play beyond screen compare to common AR interaction. TEG integrate collaborative learning modes and edutainment mobile games as learning material by introducing collaborative mobile games.
MONSOONSIM	This gamification elements also applied to Monsoonsim booth which the innovators create a game that enhancing business learning through online platform.
ADOPT A KAMPUNG	Fun learning toy library using STEAM FLTI concept for preschool curriculum for developing future scientist and engineers.

## **REFLECTION**

From our very own perspective, we can see that the technique of teaching students have evolved greatly since five years ago. A lot of innovation have been used in order to result a drastic increase in students performance. Based on the talk and a few of booth that we visited, most of the innovator introduced teaching methods by using gamification either using online or offline platform such as monsoonsim and mooc and adopt a kampung. However, the old method which involved the interaction between around thirty students and an educator still being maintained as the statistic shown by this method did not bring total fatal to students performance. We as the students of this evolution period, we honestly see eye to eye with the innovator because those new method gave us substancial impact to our vision.

## **RESOURCES**

1. OPEN LEARNING WEB PROGRAMMING SCSV 1223  
[.https://www.openlearning.com/utm/courses/webprogramming?redirectTo=https%3A%2F%2Fwww.openlearning.com%2Futm%2Fcourses%2FWebProgramming%2FHomePage](https://www.openlearning.com/utm/courses/webprogramming?redirectTo=https%3A%2F%2Fwww.openlearning.com%2Futm%2Fcourses%2FWebProgramming%2FHomePage)
2. NEW ACADEMIA LEARNING INNOVATION. <http://ctl.utm.my/nali/>
3. ADOPT A KAMPUNG. <http://razakschool.utm.my/adoptakampung>