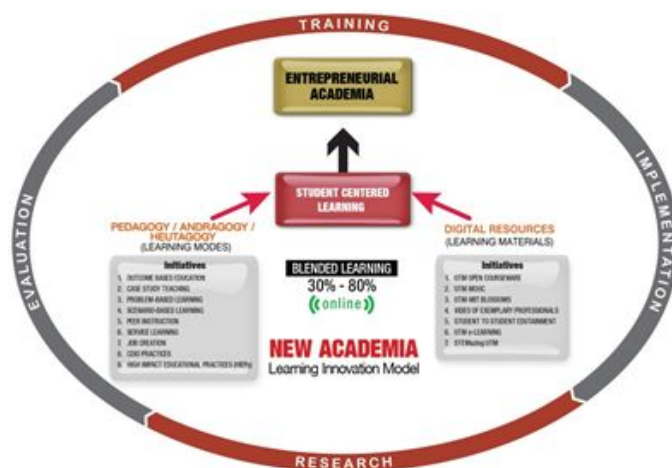


❖ Introduction:

New Academia Learning Innovation (NALI) was introduced in UTM. It is a framework that includes student-centred and blended learning philosophy, multiple learning modes and materials to achieve entrepreneurial academia. This model emphasizes the concept of blended learning. Blended learning combines the active and systematic strategy by using digital teaching materials in class. NALI is in line with the National Higher Education Strategic Plan (PSPTN). The plan has now reached Phase 2 (2011-2015 – Enhancement and Empowerment). It focuses on the quality of teaching and learning with the carry out of student-centered teaching methods.



Under the New Academia Learning Innovation Model, there are 2 modes namely Learning Mode (Pedagogy/Andragogy) and Learning Materials (Digital Resources).



The exhibition and competition are organized to be a platform for sharing and recognize NALI research and innovation products in teaching and learning. By organizing NALI talk series and

workshops, it improves educators' competency in practicing teaching and learning in the 21st-century. It also improves STEM awareness among educators in practicing NALI.

❑ **BOOTH VISIT-01:**

During New Academia Learning Innovation (NALI) 2018 organized by the Centre for Teaching and Learning (CTL), UTM at Sultan Iskandar Hall, UTM, we visited booth 16 which was 'Dojoing' 21st Century Traits in Classroom. We were introduced to the information about 'Dojoing' 21st Century Traits in Classroom by Prof. Dr. Norli Ali.

'Dojoing' 21st Century Traits in Classroom is a handbook which provides guidelines for lecturers to apply gamification style application known as Class Dojo in the classroom. Class Dojo enables lecturers to produce real-time feedback on students' developmental skills as prescribed by 21st-century holistic traits such as social responsibility professionalism, critical thinking, teamwork, communication and interpersonal skills. This application allows lecturers to give positive feedback to students in real time when they perform good effort in a task or activity and it is important to check whether there is a regression in students' performance or behavior.



The objective of 'Dojoing' 21st Century Traits in Classroom is to show the steps that can act as the user manual for Class Dojo.

Guidebook provides users with the steps to use Class Dojo

Furthermore, there is some innovativeness of Class Dojo. For example, Class Dojo enhances the students with the positive and 21st century skills by engaging the 21 days' theory. It can

transform every individual to a positive manner when they do the parallel things for 21 times or 21 days consecutively. By using the handbook, user can set up their class based on the individual student or by group depending on the objective of the classroom setting. Users will be guided to determine the 'needs work' point and positive points so that rewarded points can be accumulated for the incentive.

There are also some novelty and creativity of Class Dojo. Educators worldwide can use innovative educational mobile apps in their classroom activities such as Class Dojo. It is based on the real integration of ICGPA in the classroom which has been tested in the examination questions. By having Dojoing 21st Century Traits in Classroom handbook, lecturers can plan and implement to use Class Dojo and its content in their classes which allows lecturer to assess their students' developmental skills as prescribed by 21st century holistic traits. The lecturers can apply the application effectively in their classroom.

❑ BOOTH VISIT-02:

Other than that, we also visited booth 53 which was 'GAIMOOC' Adapting Gamification Approach in Massive Open Online Courses to Improve User Engagement. We were told by Pn. Sarina Sulaiman about GAIMOOC.

As learning can be done anywhere, and anytime, people just need to connect to the internet and they able to browse any information they want to seek. Through gamification, users can become focus towards online learning and they will feel fun with this method. Gamification elements to be applied in online learning platform are achievers and schedule reward. So, GAIMOOC has a lot of benefits that users can find and use in their courses. One of the benefits is to identify the gamification elements that are suitable for Open learning MOOC and the parameters of measuring the user engagement through the website. For example, we can learn our lessons through Kahoot! Website. Actually, students can be more understanding through this website because the design of website is interesting and colourful. Besides that, GAIMOOC want to apply gamification elements in OpenLearning MOOC for increasing the learner's engagement level. GAIMOOC want to measure the learner's engagement level towards MOOC by comparing

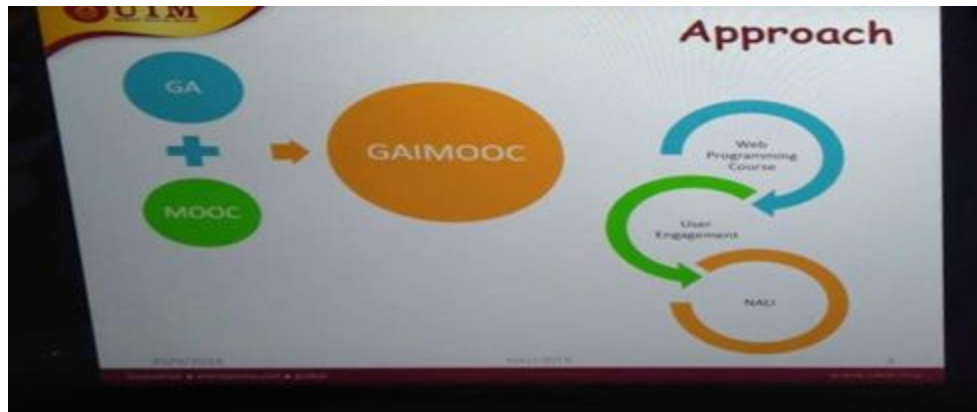
analytics results between MOOC that applied gamification elements and MOOC without implementation of gamification elements.

GAIMOOC has a plan for future use, which is Potential Market GAIMOOC Commercialization for users, especially for the students. Why do they have a future plan? This is because they want to make GAIMOOC becomes successful and can be used among the students so that they can be more active and excellent in academic and co-curricular.



In addition, there is some impacts of GAIMOOC for students' learning. Gamification elements improve students' engagement toward the course by including game mode in learning method. It makes students feel excited in learning the course and makes learning way becomes fun. More progress of completion was done by the group with gamification elements and students' social participation increased when gamification elements applied. Nowadays, students often spend their time by playing games. It is not only for satisfy themselves, but also increase their teamwork skills. It also can help the students in completing the course. It makes students feel motivated through the gamification elements. There is no limitation anymore for students to seek any knowledge. As we know, we are living in the era of information technology. So we just need a browser to find any information that we are looking for.

This is how GAIMOOC approaches the students.



❑ BOOTH VISIT-03:

After visiting two booths, in the end, we visited booth 46 which was on soft skill framework.

This booth was really very impressive and amazing to be informed about soft skill. There were three team members Mazlina bt Mat Isa, Hayati bt Hashim Mohd, Dr. Zainudin b. Hassan who were the representative Ministry of Education Malaysia. Of them, Mazlina bt Mat Isa defined us about the importance, the significance of soft skill and to train up the children from the very early age 6. If this formula is implemented on children from six, they will be aware of many soft skills which will be a part and parcel of their social life as well as the individual. In this programme, she explained seven soft skills those are very crucial for everybody.

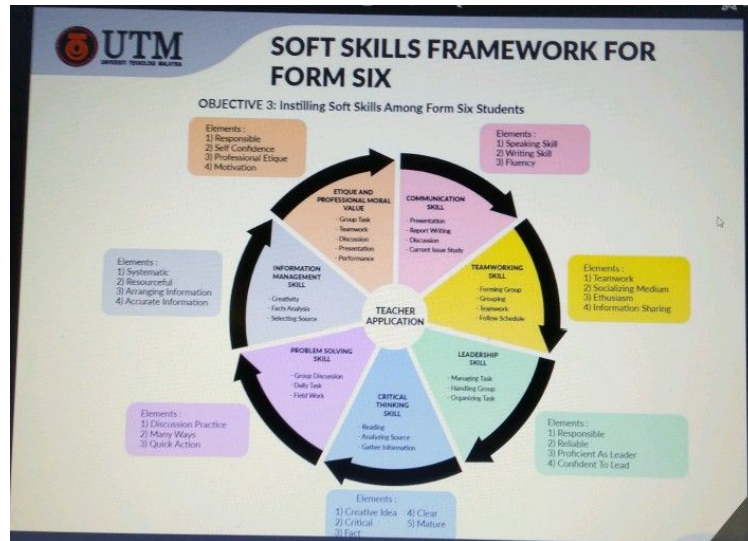
❖ Soft skill:

Soft skill is a sort of skill which makes professional status more valuable and essential. This is the combination of many attributes including people skills, communication skills, social intelligence skills, and emotional intelligence.

Communication Skill:

Communication skills are important in almost everywhere in our life. We will likely need to communicate with people, whether they are clients, customers, colleagues, employers, students, teachers, vendors and so on. We will need to have that skill to speak politely with people in

person, over the phone, in writing and even oral communication. Presentation, report writing, discussion, current issue study these are the part of communication skill.



➤ Teamwork Skill:

To complete a work or a project with a group is called teamwork which is mandatory in professional life. Teamwork skills enable a person to work with others to be perfect and professional.

➤ Leadership skill:

Leadership provides the ability to make decisions instantly when pressure comes to shove and manage situations and people.

➤ Critical thinking:

Critical thinking and visualization power of everybody is not the same. It makes people able to understand problems, think critically, and come up with proper solutions. This skills related to creativity, flexibility, and curiosity.

➤ **Problem Solving:**

A lot of problems we are to face in our daily life. The problem-solving capability of everyone is not equal. It's a tremendous soft skill which provides the ability to solve critical problems easily.

➤ **Ethics and professional moral value:**

As a human, we should have ethics and professionalism with morality. This is a prominent soft skill for us to adapt in life.

❖ **Motivation on how innovation is used in teaching and learning:**

As we know, education becomes one of the most important aspects in this modern era. There are a lot of students who do not get an appropriate education as the others. Yet, some students who already become a student still got a low enthusiasm for studying. Some of them are basically caused by unnecessary facilities, a full-time studying or even the way of teaching which is given by the teachers. From this case, we can conclude that the main changes the teacher should do are making the method of teaching become stress-less and interesting. At least the students become well excited about studying something new. This made an idea to create other methods of learning which can increase students' excitement in studying and also their social participants. NALI comes to change it by offering various learning methods which are really important for the development of education. From the exhibition, we knew a lot and the visitors of that programme were inspired immensely. This programme was very effective which was related to the real-life experiment. We informed about a lot of quality and soft skills from this programme. Companies, professionals and industry experts came here to explain their mission and vision to encourage the visitors. As a result, we got several innovative, global and entrepreneurial thinking from that exhibition.