

## IEEE Malaysia Section Newsletter IEEE Sarawak Subsection

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### IEEE Sarawak Inaugural Robotics Competition



On 24<sup>th</sup> November, the IEEE Sarawak Subsection in collaboration with the Faculty of Engineering, Computing & Science, Swinburne University of Technology Sarawak Campus organized the inaugural IEEE Sarawak Robotics Competition. This initiative is part of an effort to promote Science, Technology, Engineering and Mathematics (STEM) education in Sarawak. 40 secondary school students had take part and competing in both the Junior and Senior categories. The team from SMK Batu Lintang emerged as a champion followed by SMK Jalan Arang and SMK Kuching High as the runner-up and second runner-up in the Junior category. While SMK Sungai Maong claimed the first place and two teams from SMK Jalan Arang won the second and third place respectively in the Senior category.

### Gamification in Learning Seminar



The IEEE Sarawak Subsection had jointly organise the Gamification Seminar with CreativeCulture Newton project on 12<sup>th</sup> December. The seminar presents ideas about playful and gameful learning, to extend formal engagement methods in teaching. Gameful learning experience promotes lifelong learning, and reshapes thinking about learning for 21st century knowledge economies and open societies. The seminar taps into playful inspirations of existing traditional games played by various cultures in Sarawak and all around the globe.

There were over 100 participants attended the seminar consisting mainly teachers from schools, lecturers from higher education institutions, public participants, officers from the Pejabat Pendidikan Daerah Sarawak and members from IEEE Sarawak Subsection.

### Teacher-In-Service Program Workshop



As 2018 is about to come to an end, the IEEE Sarawak Subsection had invited Dr. Lee Yoot Khuan, the Chair of Educational Activities 2018, IEEE Malaysia Section to conduct Teacher-In-Service Program (TISP) Workshop followed by the Train the Trainer Program for TISP.

The objective of these programs is to illustrate the corporate social responsibility role of IEEE TISP in equipping a generation of STEM teachers with creative

teaching, who would have high impact contribution in realizing a future generation of student, who would be enabled to become the Creators and not just End Users of Technology, by delivering the Science & Technology content in an experiential and fun-filled manners.

This program also aims to enable its IEEE volunteers to share their technical expertise and demonstrate the applications of engineering concept to support the teaching and learning of science, mathematics, and technology disciplines.

The TISP program was attended by 30 school teachers from primary and secondary schools around Kuching while Train the Trainer program for TISP was attended by nearly 20 IEEE volunteers from Sarawak Subsection.