

IEEE Malaysia Section Big Day Out Sparks Curiosity in Robotics and Engineering

IEEE Sarawak Subsection

In collaboration with the Faculty of Engineering, Computing and Science (FECS) of Swinburne Sarawak, the IEEE Malaysia Sarawak Subsection contributed to the Swinburne Big Day Out (SBDO) 2025, held on 19th July 2025, under the Robotics, Mechatronics, and Mechanical Engineering track. SBDO 2025 was organised as a one-day programme aimed at cultivating students' curiosity in STEM and promoting these disciplines as promising career options. Guided by the theme “Carbon Warriors: Tackling Climate Change Together,” the event encouraged secondary school students to reflect on climate issues and participate in activities that promote environmental action. The event successfully engaged 100 students (Form 4 and Form 5) from 5 participating schools across Kuching, Sarawak, through hands-on activities and interactive sessions.

Swinburne Big Day Out: Robotics, Mechatronics, and Mechanical Engineering Track

Date:
19th July 2025

Time:
07:30 AM – 16:30 PM

Location:
Swinburne University of
Technology, Sarawak Campus



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Empowering Young Minds Future ICT Coders 2025

IEEE Malaysia Section
IEEE Sarawak Subsection

The IEEE Sarawak Subsection joined forces with Swinburne University of Technology Sarawak for Future ICT Coders 2025, held on 19th and 26th July under the IoT track.

Over the two-day event, Form 3 to 6 students from secondary schools across Kuching, Sarawak dived into the fast-growing world of ICT, exploring fields such as Artificial Intelligence, Cybersecurity, Data Science, Software Development, and the Internet of Things (IoT). The students brought their creativity to life through hands-on workshops and team challenges, designing and showcasing their very own mini projects. The event offered an exciting platform for young innovators to experience the possibilities of technology and teamwork first-hand.

Future ICT Coders 2025

Date:
19th & 26th July 2025

Time:
08:30 AM – 16:00 PM

Location:
Swinburne University of
Technology, Sarawak Campus



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Robotics Competition Inspires Young Innovators

IEEE Malaysia Section
IEEE Sarawak Subsection

The 2025 IEEE Sarawak Robotics Bootcamp & Competition, co-organized with Swinburne University of Technology Sarawak (SUTS), concluded successfully on 6th September 2025, highlighting the teamwork and problem-solving skills of secondary school students from across Kuching, Sarawak. The program kicked off on 2nd August 2025 with a hands-on training session, where participants were introduced to robotics fundamentals and guided through the setup and configuration of the MBOT robot. This training equipped students with the knowledge and skills needed for the final competition. This year's competition featured 67 students from six secondary schools, forming a total of 21 teams, with 15 in the Junior Category and 6 in the Senior Category.

For more details, visit our website at <https://sarawak.ieeemy.org/4th-ieee-sarawak-robotics-competition-inspires-young-innovators-at-swinburne-sarawak/>

2025 4th IEEE Sarawak Robotics Bootcamp and Competition

Date:
6th September 2025

Time:
08:30 AM – 16:30 PM

Location:
Swinburne University of
Technology, Sarawak Campus



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IEEE Malaysia Section IEEE Sarawak Subsection Teachers Explore Game Based Learning at IEEE Workshop

The Teaching Through Play: Serious Games for Active Learning workshop, held at Swinburne University of Technology Sarawak, brought together teachers from across Kuching to explore innovative ways to enhance classroom engagement. Co-organized with the IEEE Sarawak Subsection and the IEEE Swinburne Sarawak Student Branch, the workshop introduced the use of serious games to motivate learners and promote active learning. Teachers explored platforms such as Educaplay, Baamboozle and Blooket, took part in interactive activities and designed game-based lesson plans suited to their classrooms. The programme also featured a bonus session on Generative AI prompting for creative lesson design, followed by team presentations. Overall, the workshop inspired participants to experiment with game-based and technology-enhanced teaching strategies to boost student participation.

For more details, visit our website at <https://sarawak.ieeemy.org/teachers-explore-game-based-learning-at-ieee-workshop>

Teaching Through Play: Serious Games for Active Learning

Date:
20th September 2025

Time:
08:30 AM – 16:00 PM

Location:
Swinburne University of
Technology, Sarawak Campus





Teaching Through Play: Serious Games for Active Learning

20 Sept 2025, Sat, 8:30AM to 4PM
Swinburne University Sarawak

Workshop Highlights:

- Learn about Serious Games
- Interactive Serious Game Demo
- Hands-On Serious Game Creation
- Design Game-Based Lesson Plans
- Learn Gen AI Prompting Basics

• Free Lunch & Tea Breaks
• Free Gifts & Informative Guides
• Attractive Prizes to be Won
• Certificate of Merit Included

Free for Teachers
Limited 30 Slots
Scan to Register!



For more information, please contact: cchai@swinburne.edu.my

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