#mydigitalmaker

# makerzine

*Be A Dreamer, Be A Maker*

**JULY 2020 | ISSUE 1**

**BIANNUAL E-MAGAZINE BY #MYDIGITALMAKER**

COVID-19

# SPECIAL FEATURE:
# DIGITAL VS COVID

#MDM 2020 VIRTUAL

#MYDIGITALMAKER VIRTUAL FAIR 2020

MDEC

# Contents

# Editors' Note

As the Editor, I'm excited about our first e-magazine. MakerZine will play a huge role in its potential success to drive forward the #mydigitalmaker Movement. This means a lot to me. After four years, I am now doing this together with my editorial partner Sharon (the duo) as we continue our pursuit together with the entire #mydigitalmaker team. I'm blown away.

**NALINI INTHIRAN | Lead-Digital Marketing | #mydigitalmaker Editor-in-Chief**

*"Dream like you gonna live forever, Live like you gonna die tomorrow."*

Being an Editor of a magazine has been a dream of mine for a long time and to achieve it right now alongside the #mydigitalmaker team has been a massive milestone for myself.

**SHARON | Social Media Specialist | #mydigitalmaker Editor**

*"Getting to curate and produce this content for the movement is something I will cherish forever."*

# Meet
# THE TEAM

### Dr Sumitra Nair
Vice President

### Sofia Akmal Abu Bakar
Senior Manager

### Johan Bin Termizi
Manager - Educator Readiness

### Nur Asyikin Binti Abdul Najib
Manager - Partnership & Ecosystem

### Fara Husna binti Tambi
Manager - Champion School

### Azura Binti Abu Bakar
Manager - Nurturing & Grooming

### Nadya binti Jaafar
Project Lead - Digital Ninja

### Md Faizul Anuar
Project Lead - Partnership & Ecosystem

### Muhamad Sharizam Mohd Yusri
Project Lead - Digital Ninja & School Counsellors

### Aliya Naziha Adnan
Solutions Specialist

### Nurul Munadiah Isa
Project Lead - Educator Readiness

### Eleanor Cheah
Computational Thinking Specialist

# #mydigitalmaker



## *"This magazine is about serving you with trust and welcoming partnership"*

We are happy and excited to have our inauguaral e-magazine making its debut with its new content and revamped look. This is to keep up with our ever changing world. MakerZine intends to be a space for publishing and sharing up-to-date, high-quality content alongside insightful original reviews that will be beneficial to our subscribers and readers. Ideas matter the most, and we hope for MakerZine to be the conduit to understanding and embracing them.

We, the editors, always strive always to keep you engaged; so, please feel free to engage with us and follow us—and expect more.

**Be a Dreamer, Be a Maker.**

*Yours Truly,*
*#mydigitalmaker*

**MDEC®**

# WELCOME MDEC'S NEW CHIEF!

We at #mydigitalmaker are delighted to welcome **Datuk Wira Dr Hj. Rais Hussin Mohamed Ariff** as the new Chairman of the Malaysia Digital Economy Corporation (MDEC) and we are excited to embark on this journey for 2 years from the date of his appointment on June 15 2020.

### Cool Fact about Our New Chairman

Datuk Wira Dr Hj. Rais Hussin is the co-author of "4IR: Reinventing a Nation". He worked on this book with blockchain expert, Dinis Guarda, and launched it on October last year. It is meant to be a blueprint of sorts to assist governments of developing nations with their digital transformation agenda.

Read more about how MDEC's new Chairman is now pushing forward the Malaysia 5.0 concept HERE

# #mydigitalmaker Movement Insider



# Raising Digital Heroes

#mydigitalmaker didn't just arrive overnight - we have labored through years of trying. As a result, we launched the movement in 2016 as one of the crucial components to drive the Digital Economy. A lot of efforts, from various parties, were included have been put to ensure we can encourage our students to change from being consumers to producers of technology. This involves a lot of behind-the-scenes engagement and implementation to drive the movement forward.

At #mydigitalmaker, we believe that we alone can't nurture digital transformation among our students. That's why we walk hand in hand with public and private-academia sectors to make this successful. To prepare our students for the 4th Industry Revolution era, it's critical to future-proof the education industry. This collaborative effort means we need to walk together under one umbrella - #mydigitalmaker. This movement continuously engages teachers, students, parents and industry players to break new frontiers in education today.

*"#mydigitalmaker is a joint public-private-academia initiative to transform Malaysian youth from digital users to producers in the digital economy. "*



# We're on TikTok!

FOLLOW us on TikTok for all our exclusive content! Watch out for giveaways, tutorials and so much MORE! SCAN the code with you TikTok app now!



# Did you know?

It's a great honour for the #mydigitalmaker Movement to be nominated for "The Role of Governments and All Stakeholders" in "The Promotion of ICTs for Development" category at The World Summit on the Information Society (WSIS) Prizes 2020 at WSIS Forum 2020 in Geneva, Switzerland.

**MDEC**
# #mydigitalmaker
*Be a Dreamer. Be a Maker.*

## IMPACT TO-DATE >
## 1.29 million students

**88,000**
**Teachers Trained**

**413**
**Digital NInjas**

**24**
**Champion Schools**

**79**
**Digital Maker Hubs**

**These are our ACHIEVEMENTS so far!**
**Thanks for participating and collaborating with us to expand the #mydigitalmaker umbrella!**
*The harder you work for something, the greater you'll feel when you've achieved it!*

Is later too late?
# START YOUNG, START RIGHT!

**EDU 360**
CHILDREN'S MAKER ACADEMY
EST. 2009

## α WELCOME TO THE FUTURE OF LEARNING!

### Engineering
Students learn about building structures, weight, balance and strength and Parts functions

### Technology
Students exposed to Information Technology and Electronics such as Servo Motors and Sensors

### Science
Students exposed to predicting and analysing data collected through experiments and tasks
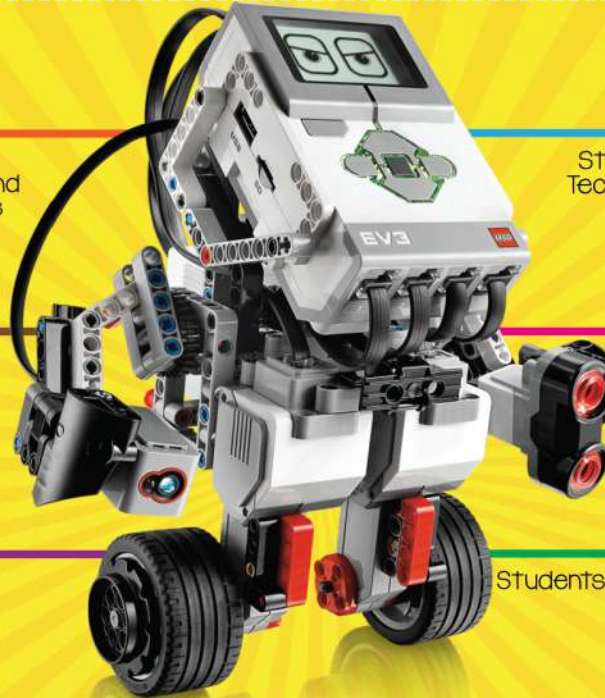
### Mathematics
Students Introduced to Numbers math calculations and measurements of Rotations, Timings and Degrees

### Computer Science
Students learn on basics of Programming via simplified Graphical User Interface

### Competitions
Students participate in EDU360's in-house and national level competitions such as NRC and FLL
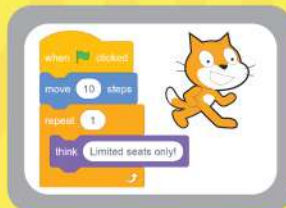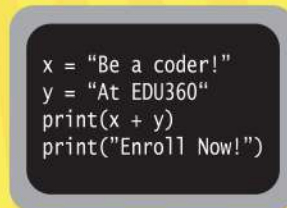
## LEGO® ROBOTICS
### Age 5-16

**Live Coaching
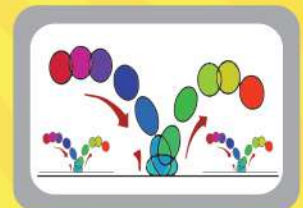On-line Classes
Available Nationwide**

```
when clicked
move 10 steps
repeat 1
think Limited seats only!
```

```
x = "Be a coder!"
y = "At EDU360"
print(x + y)
print("Enroll Now!")
```

### SCRATCH CODING
#### Age 8-13

### PYTHON CODING
#### Age 13-16

### COMPUTER ANIMATION
#### Age 10-16

## Benefits of learning @ EDU360 Academy

✓ Awarded as a Digital Maker Hub by MDEC
✓ Resources allocated for each student
✓ Students follow a quality structured syllabus
✓ Small classes, 5-8 students/class

✓ Students certification and participation in competitions
✓ Students participation in Showcases and Field Trips
✓ Not gym style, students have fixed classmates
✓ Well trained and Motivated Coaches and Trainers

🌐 03-61515 360
www.EDU360.com.my

f ⊙ EDU360Academy

✆ 0116-282 0116

# SPECIAL FEATURE

# DIGITAL VS COVID

#mydigitalmaker's first edition of MakerZine introduces a special feature that covers mostly the initiatives and collaborations that #mydigitalmaker Movement worked on when the pandemic totally disrupted the world. The goal is to share glimpses of the work that was done and the work that was still being carried out during the first half of 2020 to keep the momentum going despite the Movement Control Order (MCO). As a movement that constantly and consistently engages teachers, students, parents and industries to break new frontiers in the education space, it's a major priority to ensure no pandemic can stop us from what we are doing.

# DIGITAL VS COVID
## SPECIAL FEATURE

# THANK YOU TO OUR PARTNERS

for being a huge part in MDEC's contribution to support the frontliners



## Did you know our Digital Maker Partner (DMH) did something awesome during MCO?

Due to the COVID-19, Digital Maker Hubs were to remain closed during the Movement Control Order. Ms Sri of DMH @ MBPP Balik Pulau, took the opportunity to carry out an initiative called "PinjamLaptop" owned by MBPP that entailed 40 units of laptops to be given to the students within the Balik Pulau community so that they can safely carry out online learning with their teachers.

It started with an "Engagement with Community" programme (School Teacher to Connect with PIBG Group). This includes establishing a WhatsApp group, gathering information and plotting the home addresses in Google Map. Ms Sri also does home-based door-to-door delivery as the government now provides free 1GB broadband bandwidth a day via telcos. As such, students can use their parents smartphones as Wi-Fi hotspots.

Additionally, this DMH has one 3D printer and took the initiative to print 122 units of face-shields that will be distributed to local government clinics on Balik Pulau.



*"The nation not only saw an extraordinary #DigitalVsCovid pledge movement achievement but also the start of a solid collaborative effort between various entities, to ensure that the funds are put to good use and will make a significant contribution towards protecting people's lives."*

**Surina Shukri**
**CEO of Malaysia Digital Economy Corporation**

We at #mydigitalmaker would like to take this opportunity to give a huge SHOUT OUT and show our heartfelt GRATITUDE to all our partners and stakeholders who collaborated and worked together with us during this difficult time to mitigate the negative impact that COVID-19 brought about.

THANK YOU!

## Read all about it <u>HERE</u>.

# Adoption of Remote and Digital Learning

*The Impact of COVID-19 in the Education Sector*

As the Movement Control Order (MCO) began in March 2020, #mydigitalmaker actively started to collaborate with some of our Ed-Tech partners to provide teaching and learning capabilities to the students and teachers via our online digital platforms. We even used our social media platforms to continuously provide and serve the community.

This includes a huge mix of e-learning apps that can be used, with each fiting and meeting the needs of school students, teachers, those at college/university levels, and for the many in the workforce that want to upskill/re-skill themselves. Part of the syllabus are academic modules, new skill set training materials, and quick courses that can be used at home.

**MDEC®**

**Explore all e-learning content that MDEC offers as part of its #DigitalVsCovid movement**

## HERE

To join our efforts in shaping the education sector in Malaysia, visit our WEBSITE.

# CHAMPION SCHOOLS

*Amazing things they did during the pandemic*



## Creating an Auto Hand-Sanitizer with Arduino

While most students are busy catching up their lessons online, SJK© Anglo Chinese students created an auto hand Sanitizer using Arduino in during this pandemic. The best part - they did this all by themselves with the digital knowledge they have recently learned and additional guidance from parents at home! Among the students who took part in this project, three of them were selected for a state level e-project based learning (EPBL) competition.
All the best to SJK© Anglo Chinese team!

**~ SJKC Anglo Chinese, Sabah**





## All Geared Up for Minecraft Challenge #fightCOVID-19

**~ SMK Kubang Kerian, Kelantan**

Students from SMK Kubang Kerian, Kelantan, have kept busy with their online learning during the lockdown and even took part in the Minecraft Challenge #fightCOVID-19 that the Bahagian Sumber dan Teknologi Pendidikan from the Ministry of Education out together with Microsoft Malaysia organized. The students have already submitted their Code Projects and are now waiting for the results! The latest update from Cikgu Wan Azrina (ICT Teacher) revealed how, we were told that students are busy completing their innovation to address challenges that COVID-19 brought about for the Minecraft Education Competition.

All the best kids. Keep rocking!

**DIGITAL VS COVID**
SPECIAL FEATURE

# Online Programmes by our DMH Partners

During the MCO, many of Digital Maker Hub (DMH) Partners have migrated their traditionally physical lessons into online and virtual classes. Currently, DMH has pushed itself to be more than a physical space within the community as it works towards bringing the school and community members – kids, educators, parents and industry experts – together so they can actively nurture digital making among them.

Find out more on DMH Partners, locations and activities HERE

**Chumbaka** currently runs awesome programmes for students during the MCO period via its online digital platforms. These webinar tutorials and workshops are simple yet fun hands-on experiments. One of the most popular programmes were science experiments with Chumbaka's Youtube Live series' Science Kocek! To-date, 10 episodes have aired, with the first being shown on April 2020.

Find out more about Chumbaka's fun hands-on experiment tutorials and so much more over HERE.

**Creative Sandbox Virtual Class Digital Creative Course**

Our kids' learning journey is now all about blending in with the new normal. Manage your kid's screen time by doing something inspiring, creative, and meaningful.

Let their imagination be expressed in their own way and give them the platform to nurture their creative minds.

Find out more HERE.

**Great News for our DMH Partners!**

Drop us a note if you want to promote your activities via #mydigitalmaker social media channels!

mydigitalmaker@mdec.com.my

iTrainKids run fun, instructor-led Flexi Weekday Coding Classes, Weekend Coding Workshops and Holiday Bootcamps for kids ages 7 to 17. It offers kids a seamless 'zero to hero' pathway to start building their own products and entrepreneurial dreams.

During MCO, iTrainKids ran many 1-to-1 Online Classes, Creative Science Classes and much more on going.

Find out about the programme HERE.

EDU360 Robotics offers STEM-C, Science, Technology, Engineering, Maths and Coding (Programming) lessons. During MCO period, it conducted an extensive list of online classes for students of all ages. This includes Scratch, 2D animation, Phyton and more. Edu360 is also looking for interns to join its efforts in five focus fields with proper remunerations.

Check out its page HERE.





Skymaker Academy held various of Digital Classes throughout the MCO, such as Phyton Programming, C++ Programming, Coding for Beginners and many more. Most of their digital classes are absolutely FREE!

Find out how you can enroll for these Digital Classes now HERE.

# DIGITAL VS COVID
## SPECIAL FEATURE

# Webinars

With the MCO starting in March 2020, students and teachers were urged to switch over onto online teaching and learning platforms. #mydigitalmaker expanded its collaborative efforts with with our partners and stakeholders to provide online education content. This is carried out via #mydigitalmaker social media platforms.

Many thanks to our webinar collaborators: Elvira Systems, Cytron Technologies, StudyHub, Forward School, and UniEnrol.

## Students

The Abam Wan and Abang Farid, the duo from Elvira Systems Sdn Bhd conducted a super fun webinar Series on Micro:Bit. It kickstarted within the first week of May. Despite being under lockdown at home, it was amazing to see that students never failed to show interest in learning digital making virtually, as the number of participants for each webinar series kept increasing. There were four winners so far, all of whom walked away with a set of Micro:Bit each.

*Micro:Bit Webinar Series by Elvira Systems Sdn Bhd*

Cytron Technologies began collaborating with us for webinars in May and it managed to garner more followers ever since. The trio conducted the webinar series, focusing on Maker UNO, Maker NANO, Raspberry Pi and Pikabot.
Each week 5 winners will be given digital making gadgets that will continue to develop their inherent interest.

*Fun Tech Dalam 30 minit Webinar Series by Cytron Technologies*

## Teachers

During the MCO, teachers undeniably benefited from the Future Skill for All (FS4A) initiative. All the subjects were offered as an online webinar via YouTube. This mostly features programming with micro:bit tools. Close to 500 teachers participated in the webinar. Following this success, FS4A has kicked off its webinars for Ministry of Education's District-level Master Teachers (called Jurulatih Utama Daerah) in March.

*Future Skill for All (FS4A) initiative, a joint initiative with DiGi Telecommunications, UNICEF and supported by MoE.*

Over 2,000 teachers have enrolled in the Google Classroom session (Series 1 & 2). Teachers attending this session will learn about Computational Thinking, Problem Solving via Scratch and micro:bit Programming and will earn their CPD points via Sistem Pengurusan Latihan KPM (SPLKPM).

*Teacher Training continued despite MCO – confirming that this ongoing collaboration between #mydigitalmaker and Institute of Teachers Training Malaysia (IPGM).*

**Join Us!** FOR WEBINAR COLLABORATIONS, EMAIL US AT
**mydigitalmaker@mdec.com.my**

# IS YOUR KID EQUIPPED FOR THE FUTURE?

## IN OUR PROGRAM, KIDS LEARN TECHNOLOGY

Kids today grow up with smartphones and fancy gadgets. They seem so tech savvy yet many don't understand how the technology works. Knowledge about technology is not only for engineers and scientists. It's the new core knowledge for our children.

## THEY CREATE INNOVATIVE PROJECTS

WITH MICROCONTROLLER, CODING, MOBILE APPS, IOT, AI, AND OTHER TECHNOLOGIES

When children become tech creators rather than just consumers, they start to understand the technology. They will know how to create solutions with technology in their future work, in any field.

## ALONG THE WAY, THEY DEVELOP LIFE SKILLS

SUCH AS COMMUNICATION, CRITICAL THINKING, COLLABORATION, AND CREATIVITY

Machines are able to recognise images, understand human conversation; in short, taking over many human capabilities. To differentiate themselves, our children require social and emotional life skills that machines are not capable of.

CONTACT US NOW

📞 +604 373 0401

✉️ enquiry@chumbaka.asia

🌐 www.chumbaka.asia

chumbaka
STAY CURIOUS

CYBERJAYA · KOTA KINABALU · KL · KUCHING · MELAKA · MIRI · PENANG · SIBU · SINGAPORE

# Hour of Code 2020

## Hour of Code #stayhome Edition

The Hour of Code (HoC) Campaign introduces Coding and Computer Science to students through fun learning. This campaign draws its name from the Hour of Code online programme that the international Non-Governmental Organisation, Code.org, introduced. It is designed to enable anyone to learn how to code via its engaging and simple online activities. Since 2017, #mydigitalmaker has partnered with the Ministry of Education (MoE) to run nationwide HoC campaigns in schools. On average, 100,000 Malaysian students participate each year. This time around, with the kids are staying at home due to COVID-19, #mydigitalmaker decided to keep the momentum going by with its ongoing online campaigns. This collaboration, with the Ministry of Science, Technology, and Innovation (MOSTI) and MoE is designed to enable students to

continue learning how to code during the Movement Control Order (MCO) period. HoC #StayAtHome edition kick started on April 2020 and ran for two weeks, received more than 8,000 submissions from students nationwide. 10 winners were randomly picked as 'Lucky Draw' winners, all of whom are now proud owners of new DJI Tello Drones.

Press coverage on Hour of Code #StayAtHome Edition: By New Straits Times - April 3, 2020

READ HERE

**Cikgu Siber (Bernama RADIO)**
Watch our Cikgu Juara Digital, Cikgu Razif @ Cikgu Siber talked about Hour of Code on Radio Bernama: June 23, 2020

WATCH HERE

## Hour of Code #DigitalRaya Edition

As the first edition of the HoC for the year 2020 was successful in encouraging many students to code while staying at home, we launched the next edition in conjunction with the Hari Raya festival. This edition was called #DigitalRaya and we once again, collaborated with MOSTI and MoE, with the goal of being aligned with Minggu Sains Negara. HoC #DigitalRaya edition ran throughout the month of June 2020.

As this edition came along with a festive season, the participants were required to submit not only their completion certificates, but also a festive picture with their families or friends doing the code. We believe this edition would attract more participants as there are more prizes to be won. 30 randomly selected lucky draw winners will each receive a smartphone and All-Access Pass to #mydigitalmakerfair 2020.

Press coverage on Hour of Code #DigitalRaya Edition: By Digital News Asia June 10, 2020

READ HERE

Excited for #mydigitalmakerfair's 2020 comeback? Find out more HERE.

**LEARN MORE ABOUT HOUR OF CODE HERE.**

#MY DIGITAL MAKER VIRTUAL FAIR 2020 FREE

#MDM 2020 VIRTUAL

**RAISING DIGITAL HEROES**
*DIGITAL SKILLS TODAY WORKPLACE OF TOMORROW*

**5 - 11 OCTOBER 2020**
WWW.MYDIGITALMAKERFAIR.COM

@MYDIGITALMAKERFAIR

CHAMPIONING   #mydigitalmaker

CHAMPIONED BY   MDEC   EM engagemedia   SYNAPZE

SUPPORTED BY   KEMENTERIAN KOMUNIKASI DAN MULTIMEDIA MALAYSIA   KEMENTERIAN PENDIDIKAN MALAYSIA
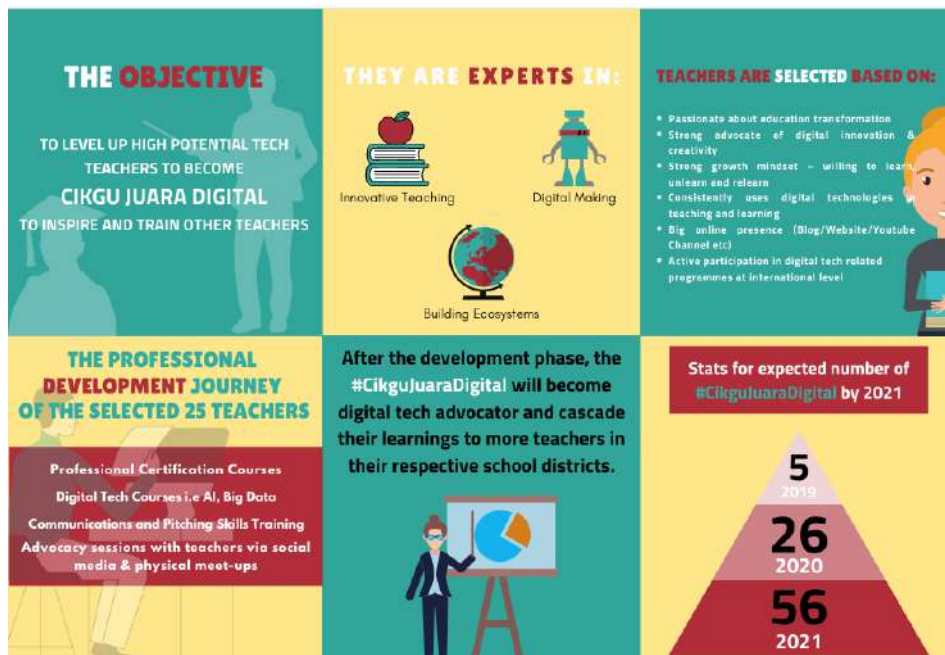
# Launch of #CikguJuaraDigital

#CikguJuaraDigital is a programme by #mydigitalmaker that is designed exclusively to search for teachers who set a benchmark when it comes to educational technology in Malaysia. We kickstarted this as a social media campaign on a smaller scale last year. For 2020, we are launching it as an independent initiative.

## A simple Infographic on #CikguJuaraDigital Programme



Check out our website to learn about all the Cikgu Juara Digital and their achievements at HERE.



Cikgu Aman who emerged as the winner of #CikguJuaraDigital 2020 was invited for a special TV programme in conjunction with Teacher's Day to share about his success and best practices.

Click the link to watch him on action.

May 16, 2020 | Selamat Pagi Malaysia
WATCH HERE



Listen to one of the Top 5 #CikguJuaraDigital 2020, Cikgu Julie Mozianda from SMK Kuala Perlis (Perlis), as she was interviewed by Bernama Radio.

May 19, 2020 | Bernama Radio
LISTEN HERE

With the COVID-19 situation, teachers have had to swiftly switch to online education. In this new normal, teachers don't just have to deliver lessons online - more importantly - they must ensure that lessons are conveyed in ways that keep students engaged and excited about learning. MDEC's **Vice President of Digital Talent Division, Dr. Sumitra Nair** shares her opinion on digital education and MDEC's #CikguJuaraDigital initiative to empower technology teachers in schools.

DIGITAL EDUCATION TRAILBLAZERS

# Top 5 #CikguJuaraDigital 2020



**1**

**Cikgu Abdul Rahman**
- SMK Jenjarom, Selangor



**2**

**Cikgu Norhailmi Bin Abdul Mutalib**
- SMK Jerlun, Kedah



**3**

**Cikgu Mohd Razif Abd Razak**
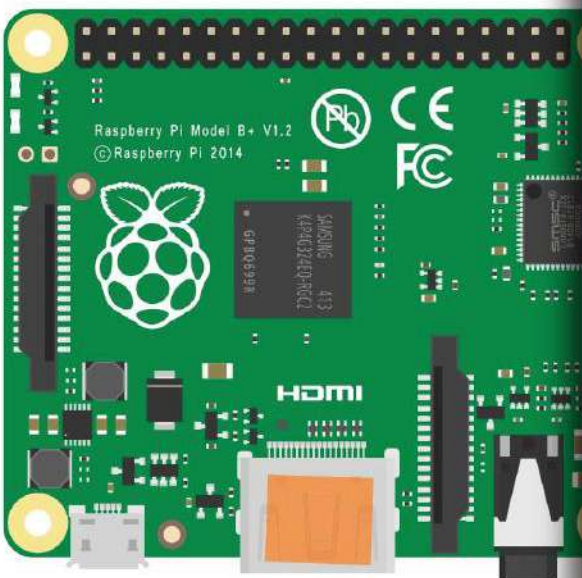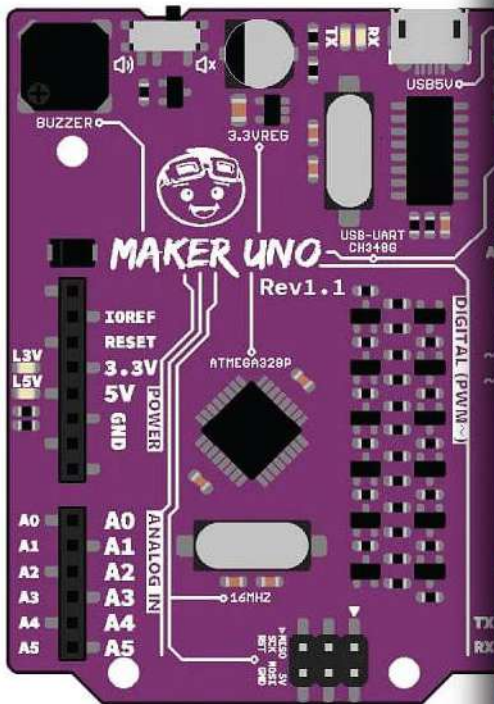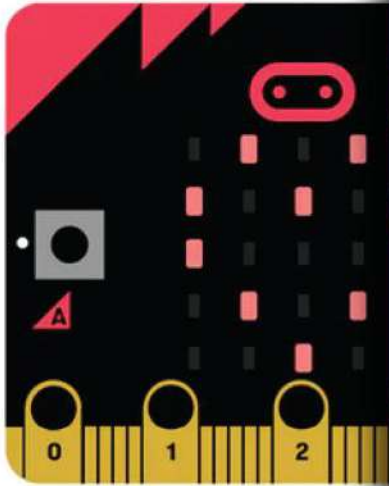- The Malay College Kuala Kangsar, Perak



**4**

**Cikgu Julie Mozianda Bt Ahamat**
- SMK Kuala Perlis, Perlis



**5**

**Cikgu Goh Kok Ming**
- SJKC Chi Seng 2, Perak

To learn more about #CJD and the teachers visit our WEBSITE.

# No Pandemic Can Stop our Digital Ninjas



Upon graduating, their paths are guided towards becoming digital change makers in the industry and contributing back to society. The Digital Ninjas who have completed their journey with us at #mydigitalmaker did not just stop there. These guys formed a Digital Ninja Alumni and are now actively involved in spreading awareness and advocacy about digital making to the society. Now that's what we call being "True Ninjas"!

Digital Ninja is a programme that primarily focuses on exposing young talents aged 11 to 17 years old to best-in-class digital innovation and the opportunity to be more engaged with digital training and sign up for leadership bootcamps, via a holiday programme with industry leaders. This includes facilitation for scholarship and placement in Digital Tech Premier Universities.

At the end of the programme, Digital Ninjas will receive MDEC's endorsement and guidance to apply for scholarship and university placements in leading universities. To-date, we have produced 407 Digital Ninjas since the programme was first started in 2017.



Digital Ninjas are continuously engaged throughout their high school years to develop their tech and digital making skills as well as quintessential soft skills.

# CEO BYTES

These Digital Ninjas were super excited as they received precious insights and advise given by prominent CEOs!

CEOs who have participated in these programmes, specifically for virtual "Fire Side" sessions were Datuk Azrin (Sedania), Dr. Rezal Khairi (NanoMalaysia), Johary Mustapha (Forest Interactive), Kamarul Muhamed (Aerodyne), Sinan Ismail (Digital Durian), Dato' Seri Ivan Teh (Fusionex International) , Arif Tukiman (RunCloud).

Even MDEC's CEO, Surina Shukri participated and shared both theoratic insights and practical wisdom on how to become a successful individual.

@digitalninjaalumni

# Career Immersion - Virtually!

Business as usual would see bootcamps being organised and internships taking place in various tech companies within the Klang Valley for three weeks. This would see students immersing themselves and soaking up their environment. Nevertheless, lemonade was made with the lemons given and revamped everything to commence over the span of nearly 2 months.

This time around, the Digital Ninjas learned and picked up new skills with the virtual activities they participated in This included scrum boarding; preparing and pitching for a hackathon; practicing and completing an online learning course from Philantrophy University; and receiving a Certificate of Achievement that UC Berkeley Haas issued.



# The Ninjas took the challenge to a new level!

The Digital Ninja Leadership Bootcamp brought together Digital Ninjas and the #mydigitalmaker's dinner hosts Azura Abu Bakar, Nadya Jaafar and Abang Sharizam met over a "themed dinner". This saw all participants bringing their home-cooked food up to their rooms, being seated in front of the computer all decked out in costumes, playing charade-esque games and having great fun – all virtually!



# Digital Ninja Alumni, turned YouTuber

Meet our Digital Ninja alumni, S.Dharneeshrasan aka The SD, who underwent his Digital Ninja Programme with #mydigitalmaker in 2019. Dharneesh, a 19 year-old Selangor-born digital talent, opened his own tech channel - **The SDChannel** and he was also the very FIRST YouTuber to host on #mydigitalmaker 's YouTube Channel.

*"I joined the Digital Ninja program when I was in Form 4 and the program made me the person I am today. The program made me mature and filled me with knowledge most of my peers did not get. To me, knowledge is power and power is best shared. I thank MDEC for providing such opportunities."*

Check the links below if you want to get in touch with Darnesh on how to be a YouTuber:



Don't forget to check out all his videos on Games Development <u>HERE</u>

@digitalninjaalumni

# What Prominent Figures Say about Digital Ninjas



**Tengku Zatashah binti Sultan Sharafuddin Idris Shah, CEO of Light Cibles Malaysia**

Her Royal Highness, Princess Tengku Zatashah, was amazed with the confidence level of our Digital Ninjas as they invited her to view their project when it was not in the VIP entourage plan. Not only are they experts in creating technological solutions, our Digital Ninjas are nailing it with their communication skills, too!







**Alexander Fernandez
CEO of Streamline Media Group, Inc.**

Notably, #mydigitalmaker Digital Ninjas will undergo an industry attachment right after SPM. For many, this is a bold move by MDEC to expose after high-schoolers to the industry right away. One such company that Ninjas did their attachment in was with Streamline Media Group (SMG). Alexander Fernandez, CEO, SMG, was extremely happy and he even mentioned that it was almost unbelievable ohow the Ninjas were very capable while they interned at his company.

Listen to his BFM Podcast where he mentioned about our Digital Ninjas HERE.

# REASONS FOR CHOOSING MY-ROBOT
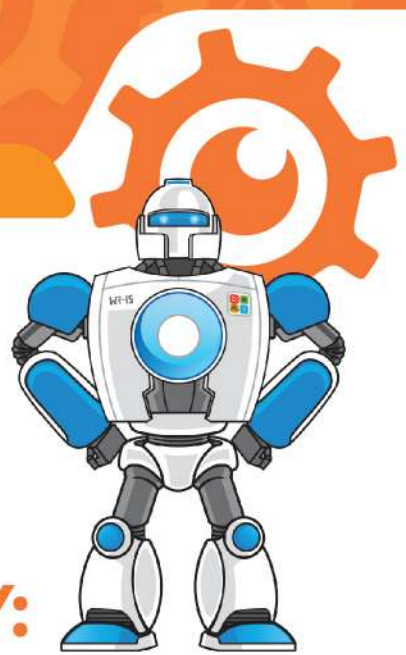
- 15 years of experience in robotics & Coding
- Certified by Ministry of Education
- Consultant for Ministry of Digital Economy Corporation
- A structured and systematic learning system

- We are engaged with more than 50 countries globally
- Annual National Competition
- Annual International Competition (IYRC)
- Global student Exchange Programmes & workshops

## MY-ROBOT METHODOLOGY:
### EDUCATE TO INNOVATE

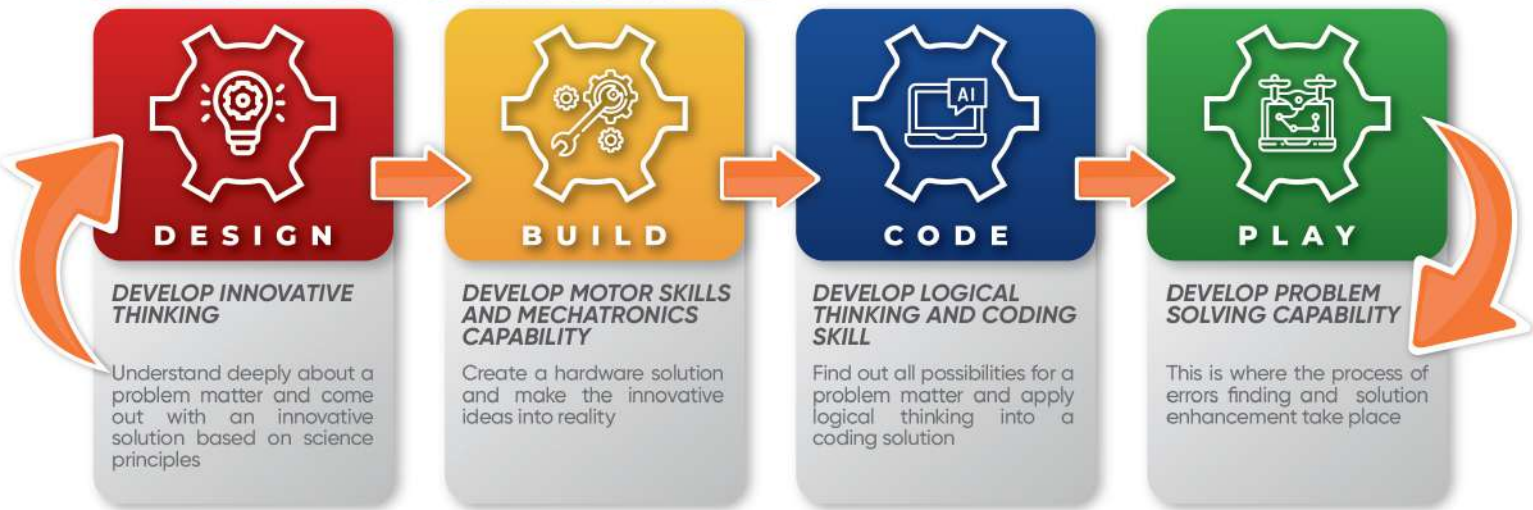### DESIGN
**DEVELOP INNOVATIVE THINKING**

Understand deeply about a problem matter and come out with an innovative solution based on science principles

### BUILD
**DEVELOP MOTOR SKILLS AND MECHATRONICS CAPABILITY**

Create a hardware solution and make the innovative ideas into reality

### CODE
**DEVELOP LOGICAL THINKING AND CODING SKILL**

Find out all possibilities for a problem matter and apply logical thinking into a coding solution

### PLAY
**DEVELOP PROBLEM SOLVING CAPABILITY**

This is where the process of errors finding and solution enhancement take place

## NATIONAL AND INTERNATIONAL COMPETITION AND EVENTS / GLOBAL CAMP



**MY-ROC NATIONAL COMPETITION**

**MALAYSIA PRE-SCHOOL ROBOTIC COMPETITION**

**GLOBAL ROBOTIC BOOT CAMP**

**INTERNATIONAL YOUTH ROBOTIC COMPETITION**

**JOM RACE**

**CHAMPION SCHOOL**

In Collaboration With:

MDEC — Driving Transformation

macri

MINISTRY OF EDUCATION MALAYSIA

IYRC NX

IYRA — International Youth Robot Association

my robot TIME

### CONTACT US

**MY-ROBOT DESA PARKCITY**
Block D-1-13, Plaza Arkadia, No. 3,
Jalan Intisari Perdana, Desa ParkCity,
52200 Kuala Lumpur, Malaysia.

☎ +603 2728 4588 / +603 2728 4589 / 012-589 2800
012-589 3800 / 012-452 6800
f https://www.facebook.com/myrobot2020
🌐 http://www.myrobot.com.my

# FUTURE INNOVATORS SCHOOL

### *Our collaboration with the Ministry of Education*



In the effort to produce and nurture students with outstanding digital innovation skills through Future Innovators School (FIS), an FIS Task Force Committee is established to determine the direction for FIS establishment and monitor the implementation of the FIS. Chaired by the Deputy Secretary General (Management) of MOE, YBhg Dato' Kamel bin Mohamad, this Task Force Committee is also joined by renowned tech-industry icons such as Mr Izmir Yamin, Founder & CEO of Pulsar UAV, Mr Nadhir Ashafiq, Founder & CEO of The Lorry Online and YBhg Dato' Seri Ivan, Founder and Group CEO of Fusionex International, and representatives from MOE, UKM, MOF and MOSTI.

For FIS teachers hiring, MDEC and Pusat Genius @ Pintar UKM have shortlisted 30 out of 1,682 applications for FIS new Computer Science teachers, which will begin their teaching and learning in 2021. The selected teachers will be trained and equipped with knowledge and skills on Computational Thinking, Project Based Learning, Gifted Education Pedagogy and LMS usage starting in October 2020.

FIS students selection process will commence in July 2020 where 230 students who have passed Pusat Genius @ Pintar UKM's entry assessment called UKM 1 & 2 in 2019 will be interviewed and shortlisted as the first cohort of FIS students. FIS is targeted to be launched in October 2020.

We are super excited for Future Innovators School (FIS) opening in 2021!

To learn more about Future Innovators School, check our WEBSITE.

## ONLINE CONSULTATION

When it comes to digital making, knowledge and creativity is the limit of invention. We can help you break that limit through private sessions conducted by our highly qualified Subject Matter Experts

Our e-Learning repository is open to all change makers to collectively provide content in our quest to future proof youths and enhance digital adoption

## #KAMIDIGITAL

# SYNAPZE

| EDUCATION CONSULTANT |
| DIGITAL AGGREGATOR |
| CONTENT CREATOR |

#CODEATHOME
**ROBOTICS 101 WITH MICRO:BIT**
PART 1: LED ANIMATION

#TECHINGAMES

#CODEATHOME
**RECREATING TECH**
PART 1(A): MAKING URGOT

## PROJECT MANAGEMENT

We curate content for the #mydigitalmaker Fair 2020 which is now at it's 4th successful year. This year we go Virtual and borderless!

www.synapzemy.com
contact @ synapzemy.com

# LET'S HEAR IT FROM YOU

*Reviews and Sharings by You*

## PENGALAMAN E-PEMBELAJARAN SEMASA MUSIM PKP

**CIKGU NORHAILMI BIN ABDUL MUTALIB**

Selaku guru yang telah bergiat aktif dengan penulisan blog (Cikgu Hailmi) dan penghasilan video PdPc (Cikgu Hailmi) sejak 2012, musibah Covid-19 ini wajar dilihat pada sudut positif bagaimana ianya mendorong lebih ramai bukan sahaja guru, malah murid dan ibubapa untuk lebih cakna dengan pendidikan secara atas talian.

Peningkatan pengguna yang berkunjung ke blog dan juga channel Youtube saya telah meningkat sehingga lebih 300%, menunjukkan bahawa keperluan yang sangat tinggi untuk kandungan berbentuk pendidikan semasa musim sebegini.

Namun, menjadi guru di kawasan luar bandar seperti Jerlun, Kedah dengan majoriti muridnya adalah dari keluarga B40, melaksanakan e-pembelajaran menuntut lebih banyak cabaran. Respon murid dalam group Whatsapp menurun sejak minggu kedua, dengan sebilangan besar menyatakan tiada data internet dan akses gajet online yang terhad.

Menyedari bahawa kesejahteraan emosi murid adalah lebih penting pada musim musibah ketika ini, maka saya memikirkan alternatif lain ke arah pembelajaran murid.
Strategi saya adalah menggunakan masa ini dengan menyediakan lebih banyak bahan pembelajaran secara online, yang boleh digunakan oleh murid semasa dan juga selepas musim PKP ini. Dan pilihan saya adalah menyediakan video PdPc bagi tajuk yang belum dipelajari murid.

Kerana sifatnya yang mobile, maka saya memilih untuk menghasilkan video dengan mengggunakan smartphone. Dan aplikasi pilihan saya adalah Kinemaster. Aplikasi video editing ini tidak mengambil masa yang lama untuk menawan hati saya. Hanya selepas seminggu menggunakan aplikasi ini, saya terus memilih untuk membayar langganan setahun bagi Pro Version untuk fungsi yang lebih penuh. Harga langganan RM132 setahun bagi saya adalah setimpal dengan fungsi penuh yang aplikasi tersebut boleh sediakan.

Selain daripada antaramukanya yang kemas dan mesra pengguna, ciri lain yang saya suka adalah kerana aplikasi ini sangat berkuasa. Tiada masalah lagging atau tersekat semasa saya menggunakan gabungan beberapa video untuk suntingan. Selain itu feature Chroma Key yang semudah satu butang saja mendorong saya untuk turut menrecommend aplikasi ini kepada rakan guru lain menerusi siri webinar sepanjang musim PKP ini.
Ini satu contoh video terbaik yang saya hasilkan sepanjang musim PKP ini bagi tajuk Mutasi, Sains Tingkatan 4.

KLIK DI SINI

Semoga perkongsian ini membantu guru-guru lain yang bermasalah berhubung dengan murid sepanjang musim sukar ini. Video yang dihasilkan guru sudah tentu boleh digunakan oleh murid semasa musim PKP ini, dan juga boleh digunakan oleh guru selepas musim PKP nanti.
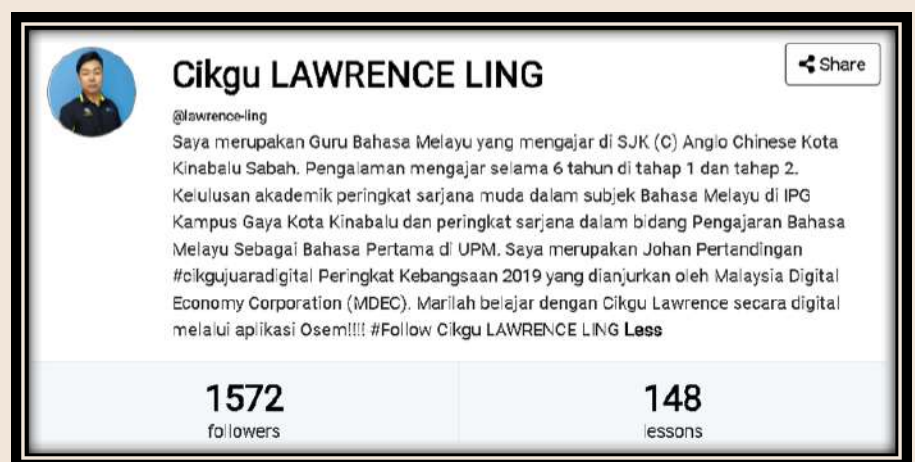
# APLIKASI OSEM
## CIKGU LAWRENCE

Think Osem Sdn Bhd merupakan syarikat Edu-Tech yang menjadi peneraju dalam bidang teknologi pendidikan dengan melancarkan Aplikasi Ulang Kaji Osem – Leading Revision App. Aplikasi Osem diperkenalkan oleh Dato Abdul Radzeen pada tahun 2016. Osem merupakan produk hybrid antara Teknologi dan Pendidikan.

Aplikasi Osem-Leading Revision App merupakan aplikasi mobil yang boleh dimuat turun secara langsung dari Google Play dan App Store. Aplikasi ini juga terdiri daripada soalan-soalan secara rawak daripada pelbagai mata pelajaran dan bab mengikut tahap pendidikan yang telah disediakan oleh lebih daripada 10 ribu orang guru yang berpengalaman mengikut ketetapan Kementerian Pendidikan Malaysia sebagai persediaan menghadapi peperiksaan UPSR, PT3 dan SPM.

Apa yang menarik dalam Aplikasi Osem ialah murid-murid boleh menjadi followers kepada guru-guru dalam Osem supaya tidak ketinggalan mengikuti setiap pembelajaran yang dihasilkan oleh guru. Aplikasi ini mampu memuaskan kehendak murid kerana ia menawarkan hadiah-hadiah yang lumayan dengan hanya satu "klik". Murid-murid perlu membuat ulang kaji dan mendapatkan gold untuk bid hadiah yang diidamkan. Selain itu, murid-murid juga boleh mengadakan battle dengan murid yang lain dalam menjawab soalan yang sama untuk mendapatkan gold. Aplikasi Osem juga menyediakan ruang perbincangan kepada murid-murid untuk mengadakan perbincangan dengan rakan-rakan mengenai topik atau kemahiran. Tidak ketinggalan juga kepada ibu bapa untuk memantau setiap aktiviti yang dijalankan oleh anak-anak dalam Aplikasi Osem menerusi kemudahan performance.

*Untuk makluman, Cikgu Lawrence Ling dari SK(C) Anglo Chinese, Kota Kinabalu, (Pemenang Pertandingan #cikgujuaradigital tahun 2019) juga merupakan salah seorang guru dalam Aplikasi Osem yang telah menghasilkan banyak lessons terutamanya dalam mata pelajaran Bahasa Melayu.*





### Cikgu LAWRENCE LING
@lawrence-ling

Saya merupakan Guru Bahasa Melayu yang mengajar di SJK (C) Anglo Chinese Kota Kinabalu Sabah. Pengalaman mengajar selama 6 tahun di tahap 1 dan tahap 2. Kelulusan akademik peringkat sarjana muda dalam subjek Bahasa Melayu di IPG Kampus Gaya Kota Kinabalu dan peringkat sarjana dalam bidang Pengajaran Bahasa Melayu Sebagai Bahasa Pertama di UPM. Saya merupakan Johan Pertandingan #cikgujuaradigital Peringkat Kebangsaan 2019 yang dianjurkan oleh Malaysia Digital Economy Corporation (MDEC). Marilah belajar dengan Cikgu Lawrence secara digital melalui aplikasi Osem!!!! #Follow Cikgu LAWRENCE LING Less

| 1572 | 148 |
|------|-----|
| followers | lessons |

## DUDUK RUMAH
### CIKGU LIONG

"Duduklah diam-diam di rumah!" saranan Perdana Menteri, Tan Sri Muhyiddin Yasin secara langsung di televisyen pada 16 Mac 2020 jam 10 malam waktu Malaysia secara rasminya mengisytiharkan perintah kawalan pergerakan yang berkuatkuasa mulai 18 Mac 2020.

Penutupan semua sekolah dan institusi pendidikan telah memaksa warga pendidik mencari cara terbaik untuk mengatasi waktu sukar supaya pelajar-pelajar dapat melalui proses pembelajaran yang berterusan di samping berupaya menyampaikan pengetahuan dengan lebih berkesan.  Pada perintah kawalan pergerakan dengan bekerja di rumah dan dalam keadaan terasing, kaedah pengajaran dan pembelajaran dalam bilik darjah tidak lagi relevan untuk digunakan.  Pembelajaran atas talian atau lebih dikenali sebagai e-pembelajaran merupakan satu keperluan untuk dipraktikan oleh para guru dan pelajar.  Justeru itu, pengetahuan dan kemahiran mengguna serta mengintegrasikan e-pembelajaran dalam masa yang singkat ini menjadi cabaran dan kekangan kepada warga pendidik.  "Adakah semua guru telah bersedia menyahut cabaran perubahan ini dalam tempoh perintah kawalan pergerakan?" inilah persoalan yang sering dibincangkan pada media masa pada peringkat awal perintah kawalan pergerakan..

Senario ini telah menimbulkan implikasi kepada pelaksanaannya di berbagai peringkat.  Walau bagaimanapun, di mana ada kemahuan di situ ada jalan, KPM bersama dengan Google For Education telah menyediakan teknologi untuk pembelajaran dalam talian dan sumber pembelajaran untuk membantu guru dan pelajar memahami pelbagai cara untuk pembelajaran dalam talian mulai 23 Mac 2020.  Banyak webinar telah membajiri media sosial dengan pelbagai tajuk yang menarik untuk diikuti oleh guru dan pelajar seperti, "Kuiz menggunakan Google Forms dan Google Classroom", "Gearing Towards Responsible Parents with Google Sites", "Expedition without Boudaries (AR/VR Learning)", "Belajar pengaturcaraan micro:bit", "Using Youtube to enrich students, knowledge", "Mengajar secara jauh dengan Google Meet", "Integrating EDPUZZLE with Google Classroom", "Making video review assignment on Google Classroom", "Auto Marking via Google Classroom", "Remote Learning with Limited Internet Access",

"Interactive drag and drop quizzes", "Menggunakan Gdrive untuk memperkayakan bahan pembelajaran beersama guru lain", "Buat Game & Kuiz dengan Wordwall", "Buat quiz dengan Telegram", "Pengurusan Pembelajaran dengan Aplikasi Wakelet", "Belajar buat game asas dengan Scratch", "Sceencastify dalam PdPC", "Pengajaran ke udara dengan Radio Online", "rero:micro by Cytron", "Pengenalan kepada Maker UNO" dan lain-lain lagi.  Di samping itu, Pasukan Mydigitalmaker juga mengambil peluang ini untuk menjalankan aktiviti pengekodan di kalangan pelajar sekolah yang dipanggil 'Hour od Code'.

Dalam tempoh PKP ini, jika gambaran setiap keluarga adalah  seperti berikut: seorang cucu mengajar neneknya membuat video call, seorang anak mengajar ayahnya melihat e-suratkhabar, seorang suami mengajar isterinya membayar dengan e-wallet,  seorang kakak mengajar adiknya membeli-belah atas talian, seorang abang mengajar adiknya aturcara robotik, seorang pengurus membuat video conferencing dengan pekerjanya, seorang isteri mencari resipi baru melalui youtube, seorang peniaga belajar menjual barangnya atas talian, nescaya PKP kali ini akan menjadi pemangkin kepada perubahan dan kesedaran kepada masyarakat dalam pengukuhan infrastruktur Digital, Interaksi tanpa bersentuhan dengan menggunakan IoT dan robot serta perkembangan Big Data dan AI (Artificial Inteligence) selaras dengan IR 4.0.

# PLATFORM ROBOTIK PENDIDIKAN MBOT

**MUHAMMAD EFFENDY BIN ABDULLAH**
Duta Kaunselor Kerjaya Digital

Produk digital ini ialah merujuk kepada sebuah robot yang pintar untuk diperkenalkan kepada anak-anak muda untuk mempelajari lebih lanjut tentang Science, Technology, Engineering and Mathematics (STEM). Robot pintar ini hanya bersaiz telapak tangan ini mampu untuk menarik minat dan bakat anak-anak dalam dunia STEM. Robot pintar ini dikenali sebagai mBot yang dikeluarkan oleh pelbagai syarikat robotik. Terdapat pelbagai bentuk mbot yang menarik yang dikeluarkan di pasaran dunia. Antara syarikat yang memperkenalkan mBot ini ialah Makeblock.

MBot Makeblock adalah sebuah robot yang mesra, berpatutan, sesuai dengan untuk pendidikan elektronik yang menyeronokkan. Pengguna dapat melepaskan imaginasi mereka dan menjadikan mBot menjadi hidup dengan blok pengaturcaraan drag-and-drop berasaskan yang mudah.

MBot ini mampu meningkatkan keseronokan dan terokai lebih banyak kaedah untuk belajar dengan pek tambahan. MBot adalah platform kecil tetapi kuat dan praktikal untuk pembelajaran langsung. Robot ini mudah untuk dipasang. Makeblock mBot, yang dikembangkan dengan mempertimbangkan pemula, memudahkan untuk mengajar pengekodan dengan sumber pendidikan dan aplikasi mudah alih Makeblock. Pengkodan telah menjadi bahasa moden yang baru untuk mengekspresikan idea, memberi inspirasi keaslian, sambil membantu mengembangkan pemikiran logik . Perisian pengaturcaraan berasaskan blok terdiri daripada elemen grafik drag-and-drop berwarna-warni dan modular menjadikan pengaturcaraan begitu mudah, bahkan seorang pemula kini dapat memprogramkan mBot dengan mudah tanpa menulis kod dan bahasa yang sukar.

Makeblock adalah platform pembinaan sumber terbuka yang mengubah idea anda menjadi kenyataan. Tidak kira apa idea anda dan seberapa mustahil, Makeblock akan memungkinkannya dengan menyediakan pelbagai bahagian mekanikal dan modul elektronik.

Mbot ini boleh diprogramkan melalui peranti telefon dengan memuat turun aplikasi untuk mengawal dan memprogramkan mBot ini. Aplikasi ini boleh dimuat turun melalui system android dan iOS. MBot ini boleh diprogramkan untuk pergerakan seperti kereta kontrol yang dikawal melalui peranti sahaja. MBot ini juga boleh dikawal dengan menggunakan komputer riba melalui Bluetooth dan inframerah. Ianya dikawal dengan menggunakan program Scratch di komputer untuk mengawal pergerakan mBot ini.

Anak-anak bukan saha boleh menggunakan robot pintar ini sebagai permainan menggantikan permainan menggunakan bateri, malah mereka akan didedahkan dengan pengekodan yang mudah untuk memprogramkan sebuah robot. Mereka boleh belajar pengekodan mudah ini melalui telefon bimbit mereka sahaja. Jadi mereka tidak hanya bermain permainan video yang lazimnya telah diprogramkan untuk mereka, malah mereka boleh memprogram sendiri fungsi robot ini mengikut aturan yang disediakan di dalam buku manual dan pengenalan didalam aplikasi mBot ini.

MBot ini mampu membantu anak-anak mempelajari pengekodan yang mudah untuk mengawal robot sebelum mereka memprogramkan robot yang lebih kompleks. Sejajar dengan peralihan revolusi industri 4.0, mBot ini mampu meningkatkan minat anak-anak dalam dunia robot. Mereka akan didedahkan dengan pendidikan elektronik yang mudah untuk dikendali oleh peringkat umur mereka.

# HOUR OF CODE

**CHIENG KING HUO**

I got to know about Hour of Code after I was elected as the school ICT representative last year. I got all the Year 6 pupils to participate in Hour of Code as their enrichment activities after UPSR.

At first, I was concerned about them because it was their first time being exposed to this program but they thoroughly enjoyed it. This is the memorable journey of my experience with #mydigitalmaker and Hour of Code.

During the Movement Control Order, I thought to encourage my child to try children learning development to not only learn the school syllabus and languages but also Information Technology which is not taught in the syllabus.. Therefore, I asked him to give it a try on his own.

At first, he needed my guidance so I taught him watch the video provided on Hour of Code. He managed to finish on his own and he was keen to learn more. Coding using the fun way really attract my child to keep on learning about coding. If it is in the form of PDF file or in the form of books , i think my child also feel bored but with this fun coding, my child, Ian liked it very much. He will learn on his own without my guidance. He was excited to try all the activities in hour of code.

Learning coding can be access anywhere, anytime and any places provided with internet connections. The learners can choose different activities , different ways and in different languages as well. Therefore, anyone in this world can learn with the languages their like.

Another benefits of this program is the reward system.After finishing coding, the system will reward the learner with certificate. The certificate can be generated in minutes and print out easily without wasting of time to wait and to send or to email. The certificate shows the learner's effort and hard work. This will build up my child or my pupil's confidence in coding. Hence this program also build up self confidence in problem solving. It was so much fun.



# SHARE AND WIN!

SEND US YOUR THOUGHTS, REVIEWS ABOUT DIGITAL MAKING TO GET THEM PUBLISHED AND WIN EXCLUSIVE PRIZES.

**EMAIL US at mydigitalmaker@mdec.com.my**

**MDEC**
**#mydigitalmaker**
*Be a Dreamer. Be a Maker.*

# A CALL FOR
# COLLABORATION

## BE A #MYDIGITALMAKER PARTNER TODAY

# WHAT'S IN IT FOR YOU?

- SHOUT OUT AND HIGHLIGHT ON #MYDIGITALMAKER SOCIAL MEDIA

- EXCLUSIVE INVITATION TO #MYDIGITALMAKER RELATED EVENTS

- PUBLICITY AND PR

- LOGO PLACEMENT ON WEBSITE, SOCIAL MEDIA, SCHOOL

## DOWNLOAD OUR BROCHURE **HERE**

*"If we weren't part of this giant movement called #mydigitalmaker, we wouldn't have been know to the Champion Schools out there."*

*- My Robot Time*

*"Digital Maker Hub is a great maker space for not just us the Ed-tech partners, but also for the kids who want to taste the digital making."*

*- Skymaker*

*"#mydigitalmaker opens the door for us to collaborate with schools and create young Digital Heroes."*

*- Telebort*