

# MAKERZINE



**COVER STORY**  
ANNABELLE:  
MALAYSIA'S  
YOUNGEST  
DIGITAL NINJA

**SPECIAL  
FEATURE**

#MYDIGITALMAKER  
VIRTUAL FAIR 2020



# Contents

- 03** Editors' Note
- 04** Meet the Team
- 05** A New Year with #mydigitalmaker
- 06** COVER STORY
- 07** #mydigitalmaker Achievements
- 08** KUDOS Digital Makers
- 09** SPECIAL FEATURE: #mydigitalmaker Virtual Fair 2020
- 17** #MyDigitalMerdeka Contests
- 19** Digital Maker Hub
- 20** Adiwira Cilik
- 21** Let's Hear It From You
- 30** From MDEC's Desk
- 32** A Call for Collaboration





# Editors' Note

Thank you for reading the MakerZine, January 2021 edition. The overwhelming support from the entire #mydigitalmaker community was what made us believe in ourselves and pushed us to add more zest in this edition!

Yes, 2020 was unpredictably a tough one. Things changed, lifestyles changed. But let's not allow these changes affect us in making 2021 a shining year. Let's continue to create a digital making community!

Thank you for the continuous support. Here's to an amazing year!

*Nalini*

**NALINI INTHIRAN | Manager - Brands & Partnership | MDEC  
Editor-in-Chief**



Issue 2 is here and what a year it has been! So much has happened since the release of the first issue of Makerzine and despite the COVID-19 global pandemic, we've managed to make this a memorable year for #mydigitalmaker.

On to 2021!

*Sharon*

**SHARON | Social Media | MDEC  
Editor**





# 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**  
Manager - Partnership & Ecosystem

**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





# A New Year with #mydigitalmaker



Despite 2020 being an unpredictable rough journey throughout the pandemic, let's not allow them to stop us from looking forward to a better future and in achieving our goals.

Let's embrace 2021, with **Positivity**, **Shining Spirits** and **Aspirations** for the future!

*From all of us at #mydigitalmaker,  
we wish you Happy New Year 2021!*

[WATCH OUR NEW YEAR GREETINGS HERE](#)





# ▶ COVER STORY: My journey with #mydigitalmaker

Hi, my name is Anabelle Lee Syin Yee and I'm a 10-year-old passionate, bright and active girl who enjoys coding very much. I began to learn coding since I was around 7 plus turning 8 years old. When I was around 9, I began to use coding to create new inventions and small projects. I started to participate in a few competitions to gain exposure.

My parents brought me to visit My Digital Maker Fair last September and I was amazed by all the booths and displays there. There were wonderful robots and gadgets that were high tech. Then we came across some exhibitions by Digital Ninja youth where they had their own booths and they were just teenagers.



I was inspired by their projects and hoped that I can join them soon. The following year, which was this year, even though it was an online training programme, my mom enrolled me in DNALX (Digital Ninja Accelerator Lab 2020). I was so excited. Some of the weekdays, I had to take some time off normal school lessons to attend the online training session.

I met many new friends here and we got to team up for the "Battle of the Ninja". I learned technical skills (from UMP) and soft skills (from the training provider – Transition). All the tutors and trainers were very dedicated and they even spent their time to coach me individually when I was facing some difficulties.

At last, my team managed to enter the semi-finals. On that day, they announced the special winner and I was blessed to be named the "Best Rookie Ninja". I am really grateful for that.

I hope to inspire more people with my story and experience. Lastly, I hope I am able to achieve my ambition to become a technopreneur someday.



**ANABELLE LEE SYIN YEE, 10**

RAFFLESIA INTERNATIONAL SCHOOL, KUALA LUMPUR



# #mydigitalmaker's Achievements so far!

Until September 2020, more than 1.6 million students all over Malaysia have been impacted through various programmes under the initiative:



All schools integrated with Computational Thinking and Computer Science (Coding)



90,000 teachers trained in Computational Thinking and Computer Science



487 Digital Ninjas groomed



24 Champion Schools established



500 school counsellors trained on digital careers



67 Digital Maker Hubs activated



Dr. Sumitra Nair  
Vice President,  
Digital Talent Development  
MDEC

20,000 registered visitors to #mydigitalmaker Virtual Fair 2020!

Thanks to all of you, who walked with us under the #mydigitalmaker umbrella!  
  
The harder you work for something, the greater you'll feel when you achieve it!



# Our Digital Makers who are standing in the eyes of the world!

*Dedicating this page to all the Digital Makers who made our country proud*

Congrats to our Digital Ninja team, Thinker, who emerged as champions at the Young Founders Summit Asia 2020!

**Saii Yashaa, 16 , SMK Aminuddin Baki**  
**Chan Hew Yan, 16, SMK Aminuddin Baki**  
**Ariff Amir Ali, 15, Malay College Kuala Kangsar**

They invented Fyto, an urban indoor farming kit that comes with a mobile app which leverages the power of AI to allow for a hassle-free urban farming experience for the users.

Check out their project and watch their pitch [HERE](#).



Our very own Champion School student, **Muhammad Qaed Najdat, 15, from Sekolah Menengah Sains Tuanku Jaafar, Negeri Sembilan** represented Malaysia and brought home GOLD medal as the Champion of World Skill Competition, held in Russia, 2020!

It is not the first time that SM Sains Tuanku Jaafar has been awarded as another student brought home a bronze medal for the same competition in 2019.



Congratulations to **Azrul Efendi Bin Irwan Syahril and Aisyah Batrisyia Binti Muhamad Ramdzan** from Champion School SMK Dato 'Abu Bakar Baginda, Selangor!

These students will represent Malaysia in Seoul, Korea at the 2020 Global IT Challenge for Youth with Disabilities (GITC 2020) which will take place 26 & 27 January 2021.

Our two brilliant students will compete with 20 other countries participating in this competition. It is a proud moment for all Malaysians! We at #mydigitalmaker MDEC would like to congratulate them and wish them success!



Congratulations to our Champion School students from SMK Kubang Kerian, Kelantan who invented 'Brightastic' which is a light trap for effective agricultural pest control and brought home prizes worth RM500 of book vouchers!

They are:

**Mohamad Nabil Hazim bin Suhaizi, 15**  
**Muhd Faris Danial bin Effendy, 15**  
**Abdullah Shahir bin Zulmajdi, 16**

The 2020 Sime Darby Young Innovators Challenge (SDYIC) this year is themed 'Help a Person, Change the World' where 610 teams from 406 schools across the country participated and 15 teams made it to the finals. The success of these students is the result of their teacher's guidance, Pn Halimah bt Salleh.





# SPECIAL FEATURE



## #MYDIGITALMAKER VIRTUALFAIR



# GARNERED 20,000 VISITORS





# THANK YOU for a successful turnout!

#mydigitalmaker Fair 2020 held virtually for the very FIRST time!



"It's heartening to see how the #mydigitalmaker Movement is making an impact for communities across the country, including suburban and rural areas. This is very much in line with MDEC's goal of ensuring all Malaysians have access to the digital economy and can make that digital leap as they embrace the idea of living in this new era of disruption"

- **Surina Shukri, CEO of Malaysia Digital Economy Corporation (MDEC).**

We at #mydigitalmaker would like to take this opportunity to give a huge SHOUT OUT and heartfelt GRATITUDE to all our partners and stakeholders and most importantly students, parents and teachers who made our FIRST ever virtual fair a success.

THANK YOU!

[READ ALL ABOUT IT HERE.](#)



# NOTABLE SPEAKERS

More than 200 speakers were featured throughout the week, some of the speakers were:

## Corporate Leader:



**Dato' Hamidah Naziadin**  
HR Advisor  
CIMB Group

## Ed-tech Leaders:



**Waris Chandra**  
Head of APAC  
Microbit Educational Foundation



**Colin Marson**  
Head of Google for Education

## Digital Personalities:



**Mat Luffi**  
ML Studio



**Samaira Mehta**  
Founder of Coder Bunnyz

## Industry Leader:



**Quentin Staes-Polet**  
GM India & SEA  
Epic Games

### DID YOU KNOW?

This is the first time in 4 years, #mydigitalmaker Virtual Fair 2020 featured more than 30% global speakers. Yes, we have now made it global!





# DIGITAL NINJA BATTLE

Battle of the Ninjas is part of the Digital Ninja program, which is a leadership and digital maker skills enhancement program, targeted at Malaysia's best and brightest young digital innovators aged 11-17. This year, the theme was: "Digital Solutions for Community-based Problems" that seek to solve the world's challenges.



The SPARTAN emerged as the Champion this year! The team created an Internet-of-Things-controlled disposal bin for face masks, equipped with the MySejahtera app to aid contact tracing of mask disposers, a UV light sanitising system and gamification mechanism that encourages users to reuse the bin.

The Spartans:

- Eimaiyan Kaliyappan, 11, of SJKT Ladang Wellesley, Kedah**
- Julian Siah, 13, of SMK Damansara Utama, Selangor**
- Wong Jin Tim, 15, of SMK Damansara Jaya, Selangor**
- Calvin Khoo Zhen Chen, 15, of SMJKC Phor Tay, Pulau Pinang**
- Nurul Alisa Hairul Hisham, 16, of SMK Taman Megah Ria, Johor**



READ HOW THE STAR ONLINE FEATURED THESE SPARTANS AS PART OF THE #MYDMM FAIR ARTICLE



# COMPETITIONS & WORKSHOPS

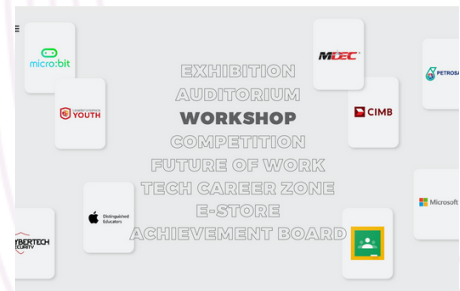
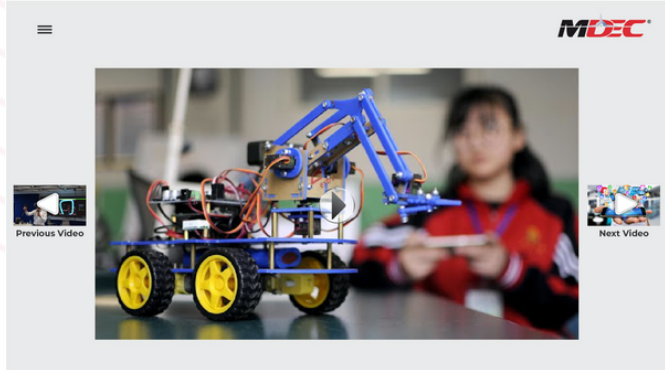
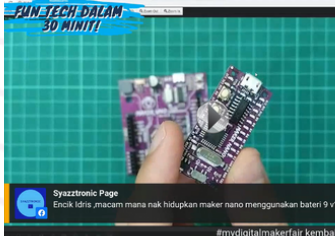
We held many competitions and here are some of your most favourite which also garnered many participants: Microbit Idol by Elvira Systems, Drone Edu Challenge by UTM Coding Olympic by Code of Monkey and Apple Digital Art by Delima!

More than 100 workshops were featured throughout the week not only for students and teachers, but also parents!



## Student's Workshops

Most workshops for students were provided by our Ed-tech partners like Chumbaka, Petrosains, EDU360, Alphakidz, Australian Computing Academy just to name a few!



## Teacher's Workshops

Teachers had the opportunity to be involved in training and workshops organised by Microsoft, Apple Distinguished Educators, Digital Classroom and Arus Academy.

## Parent's Workshops

There were webinars too for parents, such as on "Early Exposure to Digital Making and "The Proper Age to Start".



**We have received an overwhelming response from the participants and would like to thank everyone for displaying such great enthusiasm!**

For future contest collaborations contact [mydigitalmaker@mdec.com.my](mailto:mydigitalmaker@mdec.com.my)





# SCHOOL PARTICIPATION

Students from schools nationwide also participated in creative ways during the fair!



All thanks to our creative and innovative teachers who incorporated #mydigitalmaker fair activities for students to do!



To add in the fun, #mydigitalmaker also distributed T-shirts to students to gear them up before the fair!



Some even went the extra mile to print banners and had practically the entire classroom participating during the fair!



Check out a video filmed using drone by one of the students in support to #mydigitalmaker Virtual Fair.





# DMH in 5 Mins

This year our Digital Maker Hub (DMH) partners gave us an in-depth experience with their special videos as an effort to bring together children, educators, parents and industry experts to encourage digital making! Check them out here!

## JAZRO ROBOTIC ACADEMY TERENGGANU



[WATCH HERE](#)

## DIGITAL MAKER HUB @ CYBERJAYA CYBERJAYA



[WATCH HERE](#)

## SYSCORE EDUCATION PENANG



[WATCH HERE](#)

## ROBOFORCE MALAYSIA MALACCA



[WATCH HERE](#)

## MBPP BALIK PULAU PENANG



[WATCH HERE](#)

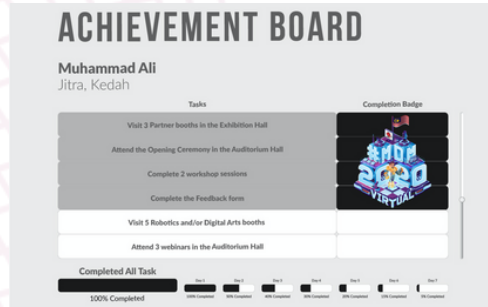
# Join Us!

INTERESTED IN BECOMING OUR PARTNER?  
DROP US A NOTE [RIGHT HERE.](#)



# New additions to #MDM Fair 2020

**Achievement Board** – a system that allows participants to stay engaged throughout the seven days. Daily tasks were assigned to participants and they must accomplish them all to stand a chance to win a cash prize of US\$720 (RM3,000) and many other digital making prizes.



## Job Portal: Tech Career Zone

More than 3,000  
tech-related jobs  
listed!



## Closing Ceremony with Success Stories!

The closing ceremony was held in a hybrid mode (studio and virtual) where we featured 3 success stories of #mydigitalmaker and remarkable individuals who shared their 'digital making' journey via LIVE streaming.

They were:

**Muhammad Qaed Najdat, (SM Sains Tunku Jaafar, Negeri Sembilan – Champion School)**

Represented Malaysia and brought home GOLD medal as the Champion of World Skill Competition, held in Russia 2020.

**Anabelle Lee Syin Yee, (Digital Ninja) Rafflesia International School, Kuala Lumpur**

Young Entrepreneur X Factor (By Dwi Emas International School) - Pitching about entrepreneurship and financial literacy for kids.

**Cikgu Juara Digital Champion – Cikgu Abdul Rahman, SMK Jenjarom Selangor)**

STEM Icon Teacher (MOE)

Microsoft Innovative Educator Master Trainer by Microsoft

Founder of Digital Classroom.

**CHECK OUT ALL OF  
THE VIRTUAL FAIR  
VIDEO HIGHLIGHTS  
NOW!**



#MYDIGITALMAKER  
VIRTUAL FAIR 2020



# Merdeka Digital Contest garnered a huge support despite pandemic: Seni Digital for Students

This was the first time #mydigitalmaker movement ran a contest in conjunction with Merdeka Day celebration and we were pleasantly surprised at such encouraging participation - close to almost 80 submissions, which gave us a hard time choosing the winners!

It's always wonderful to see kids expressing their creativity through digital art. Here are the top 5 Merdeka entries!

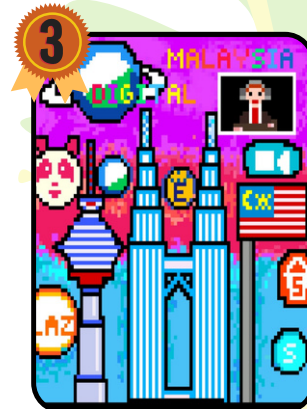
## Primary School Category



Annuur Madihah Binti Nik Firdaus - 10  
(Sekolah Ren i-Musleh, Melaka)



Muhammad Rashdan bin Mohd Ruzlan - 12  
(SK Parit 6, Sungai Besar Selangor)



Yavinash A/L Kumaresan - 12  
(SJK (T) Permatang Tinggi)



Muhammad Amimuhammad Bin Abdullah Sani - 12  
(SJK (C) Chi Sheng (2), Perak)



Aliya Damia binti Azmi - 12  
(SK Putrajaya Presint 5(1))

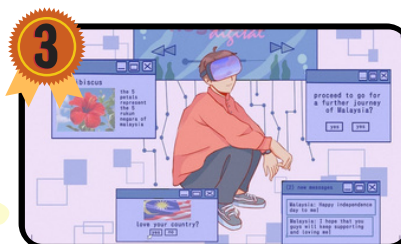
## Secondary School Category



Natalie Chin Ming Hui - 13  
(SM St. Anne, Labuan)



Ray Teoh An Zheng - 17  
(SMJK Chung Ling, Pulau Pinang)



Nur Hazirah binti Suhaidi - 16  
(SMK Dato' Syed Esa, Johor)



Sang Yen Ling - 15  
(SMK Seri Kembangan)

DID YOU KNOW THAT THE TOP 3 ENTRIES WON THEMSELVES EACH A SMARTPHONE & CASH!



# Penceritaan Digital for Teachers

Despite teachers being busier than usual due to the pandemic, that does not stop them from sending in their amazing entries from teachers nationwide which is just amazing!

## These are Top 6 videos shortlisted and the winners!



Cikgu Hafiz bin Ramli  
SK Bakri Batu 5, Muar Johor



Cikgu Zainal bin Mohd Zabir  
SMK Chah, Johor



Cikgu Siti Raudhah bt Md Merzuki  
SMK Pekan, Pahang



Cikgu Mohd Ridwan bin Mazlam  
Kaunselor SMK Chanis, Pahang



Cikgu Ann Doreen Dorall  
SMK Tambunan, Sabah



Cikgu Muhammad Nuaim bin Bahron  
SK Sg.Penipah Mukah, Sarawak



The top 3 entries won themselves an Apple iPad each!

[CHECK OUT ALL THE TOP 6 VIDEOS HERE!](#)



# Brand New Digital Maker Hubs!

## JAZRO ROBOTIC ACADEMY TERENGGANU



## G-ROBOTECH TRAINING & CONSULTANCY NEGERI SEMBILAN



## ROBOFORCE MALAYSIA MALACCA



## SYSCORE EDUCATION PENANG



## KEDAH DIGITAL CENTRE ALOR SETAR, KEDAH



## 5T3M ACADEMY SELANGOR



## HUB INOVASI & MULTIMEDIA PERAK



## KEDAH DIGITAL CENTRE KULIM, KEDAH



## MY YOUNG CODERS NEGERI SEMBILAN



## ALPHAKIDZ EDU JOHOR



**Join Us!**

**INTERESTED IN BECOMING OUR PARTNER?  
DROP US A NOTE RIGHT HERE.**



# A Celebration of Children - Adiwira Cilik

This was how #mydigitalmaker celebrated World's Children's Day last year - by giving our young ones an opportunity to become superheroes and unleashing their creativity!

We asked kids if they had superpowers, how would they make the world a better place, and we were blown away by their answers!

The idea was not only to celebrate children, but to instill in them good qualities as well. Don't miss out on these adorable and inspiring videos from these kids nationwide!



**CHECK OUT THEIR BRILLIANT  
VIDEOS HERE!**



# ▶ Let's Hear It From You!

A collection of articles, poems and artwork from you!

## What I know about #mydigitalmaker

As we know, mydigitalmaker is a joint public-private-academia initiative to transform Malaysian youth from digital users to producers in the digital economy. This includes skills such as coding, app development, 3D printing, robotics, embedded programming and data analytics; all of which will ultimately help to strengthen problem solving and creativity amongst our future generation. There are also various activities organized by this mydiditalmaker to further strengthen students' understanding of programming. Among the activities are, "hour of code". It instills the fun of making programs among students by using scratch applications. However, they use different animations for each program and each student is free to choose what they want.

Mydigitalmaker also want to transform Malaysian youth from digital users to producers in the digital economy, cultivate interest and skills in digital innovation and creativity amongst school students and youths, increase the interest and uptake in Science stream in upper secondary school and STEM undergraduate courses and also strengthen talent readiness for digital economy job opportunities. They have a high target for us especially the youngster.

So, how they going to achieve it? This movement thrives to achieve its goal through formal learning intervention by supporting the Ministry of Education to integrate Computational Thinking and Computer Science including coding education in the national school curriculum.and informal learning intervention by mobilization of a complementary digital maker ecosystem comprising private sector partners, universities and NGOs, to nurture and groom talented young digital makers via out-of-classroom project-based learning activities and competitions.

That is why, we must involve in all activities that organised by mydigitalmaker. Nowadays, learning standards are not as easy as they once were. Especially in ASK subjects who need skills in computer use. Without knowledge of computers, it is very difficult for us to learn the subject. Therefore, parents and teachers should expose their children and students to the activities organized by mydigitalmaker. There are also a variety of exciting prizes available for each winner. What are you waiting for? Seize the opportunity now!

**RAFIESHA ILHANI LEE BINTI RAMLI, 15**  
SMK PANTAI IBWS, LABUAN

## What do I like about my digital maker?

I find out that it was so fun and at the same time I could gain knowledge through it. I have learn about building structures , weight , balance and strength and parts functions.I was also exposed to information about Technology and Electronics such as Servo Motors and Sensors. At the same time, my interest keep growing and I'm increasingly looking forward to create something new with my digital maker. I have finally found something that suits my interests.

THANK YOU MYDIGITALMAKER.

#MYDIGITALMAKERAWESOME

**ADRIANA BINTI KAMARUDIN**  
SMKA NAIM LILBANAT, KELANTAN

## Poem on #mydigitalmaker

Mydigitalmaker,  
A platform to show our talent  
Without any cost or loss  
People like and admire you  
Because of your speciality and  
benefits  
I love My Digital Maker Because  
there will always fun based  
activities  
For us throughout the year  
I love the way you encourage  
students  
By gratifying and awarding us  
Hope you can continue this  
event  
And continue encourage us.

**TANESH A/L VISHNU, 15**  
SMK GELANG PATAH, JOHOR

## #mydigitalmaker

Mydigitalmaker is a medium,  
For teachers in this nation,To be  
creative and open,  
For an interactive learning.  
Mydigitalmaker is a platform,  
For the students to explore,  
And learn about technology,  
In a fun and meaningful way.

Mydigitalmakers is a symbol,  
Of driving new transformation,  
for teachers and students,  
To create a better Malaysia.



**MOHD NIZAM BIN SALAHUDIN**  
SK LONG JEKITAN, BARAM, SARAWAK



### Why I Love #MYDIGITALMAKER

When I see the word digital the first thing that comes across my mind is futuristic and technologies. Same goes to My Digital Maker, every time I come across this application it triggers my creative mind to create a master piece for the benefits of the future. My Digital Maker benefits students, teachers and parents while providing an enhanced education.

The question is why I personally love My Digital Maker; this is due to the comprehensive and idealistic features provided by the application which enables me to apply creativity while learning. Some may ask how is this even possible? Simple there is nothing to worry about when there is My Digital Maker which groom and nurture's Malaysian young talents towards future innovators.

Learning and teaching is made simple yet fun due to this My Digital Maker. Who would learn by just using whiteboards, markers and books in this 21st Century? We are taught to think out of the box so we have to somehow or rather try to apply this. For me, I personally prefer digital learning as I am able to promote the creativity within me.

Hence, I am able to do so with My Digital Maker. As My Digital Maker makes dreams come true for every student waiting to portray their talents to the world. I love My Digital Maker for making not only me but millions of other young, creative and sophisticated inventors shine bright towards futuristic and modernisation.

Thank you and I love you #mydigitalmaker!

**SIVANI A/P RAJENDRA, 20**

### Keep it up, #mydigitalmaker!

Digital Technology isn't just a business that you can buy or sell. It's something that can ease or entertain your life. Mydigitalmaker has given me so much inspiration and interest in digital making. All the events held by mydigitalmaker has given a lot golden opportunities to students like us. At first, I didn't have any interest in digital making but after reviewing events held by them, they opened my mind to the digital world. I started to find my passion in technology.

So I told myself, why don't I give it a try! I began my journey starting with Arduino, until I figured it was fun learning with Arduino. And I started to create music with it. After a few months, I find that the BBC Micro:bit is easy to be programmed. Then I made my desicion, I started my first Youtube Channel 'SharmanMK Tech', for my passion in Arduino and Microbit and for future skills to other tech stuff.

Mydigitalmaker, I hoped you guys will keep continue the good work by helping kids like us to find their own passion to the digital world.

**SHARMAN, 16**  
SMK TUNG HUA, SARAWAK

### What I Love About #mydigitalmaker

mydigitalmaker is a joint public-private-academia initiative that aims to create a nation of digital makers by transforming Malaysian youth from digital users to digital producers. I had joined many programs that organised by #mydigitalmaker and I really learnt many things about technology.

The first thing that I love about #mydigitalmaker is the way they present the information and knowledges to the participants. They use interactive and interesting ways such as visual exploration and quizzes to allow us to experience and get the knowledges.

Besides that, #mydigitalmaker organise many talks which conducted by experts from different fields. Most of the time, the experts provide many eye-opening knowledges. For example, green energy, industry 4.0 and AI. All the knowledges that I gained from them really helps me to adapt the changes while entering the industry 4.0.

In conclusion, I love #mydigitalmaker as it really helps me a lot not only in my leaning but everything in my life. I love #mydigitalmaker.



**CHAN HANG YI, 13**  
SMJK HENG EE CAWANGAN BAYAN BARU, PENANG

### Puisi #mydigitalmaker

Zaman ini zaman digital  
Apa-apa serba mudah  
Mydigitalmaker memang hebat  
Memacu ekonomi digital Malaysia

Aku suka zaman digital  
Banyak membantu semua orang  
Mydigitalmaker sangat bermanfaat  
Memperkasa perniagaan kea rah  
pendigitalan

Ekonomi di Malaysia berkembang pesat  
Gajet canggih luar biasa  
Mydigitalmaker banyak membantu rakyat  
Memperkasa rakyat dengan kemahiran  
digital

**NAJUWA BINTI ABD LATIP**  
Institut Kemahiran Mara Lumut, Seri Manjung Perak



## ANAK KECIL BERVISI

Ini tahun 2020  
 Revolusi industri membuka lembar  
 Gabungan elemen idea dan pelantar  
 Membentuk satu dimensi baharu  
 Menghasil teknologi  
 dengan ilmu serba tahu dengan ilmu serba tahu

Visi menggerak semangat kental  
 Ledakan mencetus pereka digital  
 Biar jadi pemimpi  
 Biar bangkit pereka inovasi

Merealisasi impian kejayaan  
 Anak kecil jadi celik IT  
 Anak kecil buka persepsi  
 Anak kecil akal penuh variasi  
 Anak kecil pantas beradaptasi  
 Anak kecil bakal merevolusi  
 Anak kecil pewaris masa hadapan Malaysia nanti

Anak muda akan jadi lebih bervisi  
 Berani mengungkap kreativiti  
 Yakin idea segera asimilasi  
 Gabungan swadaya mencetus motivasi  
 Mendepan cabaran mengungkap inspirasi

Anak muda akan jadi lebih bermisi  
 Gembeleng usaha mencapai aspirasi  
 Kreativiti dan inovasi jangan sekali dihenti  
 Jangan sendiri ayuh terus berkolaborasi  
 Agar aturan dapat mencapai 2020 yang di impi

Inovasi tak perlu dominasi  
 Inovasi perlu berani transisi  
 Inovasi tak perlu isolasi  
 Tapi inovasi hanya perlu sama dikongsi



**ASRIZAM BIN ESAM**  
 UNIVERSITI PUTRA MALAYSIA, SERDANG

## #mydigitalmaker: Antara dimensi nyata dan khayal

Fantasi khayal satria,  
 Superhero penyelamat dunia,  
 Dunia kaku diberi nyawa,  
 Ditiupkan gerakan,  
 Dibisikkan warna,  
 Bayang pena digital memberi maya,  
 Dua dan tiga dimensi beza,  
 Pencipta terduduk puas, Mimpi menjadi nyata,  
 Bayang yang kabur dalam ruang kepala,  
 Tertafsir, menjadi puja semua.  
 Disebalik kartun, tersimpan ceritera fiksi,  
 Mungkin juga suara di belakang tabir,  
 Yang memberi emosi pada watak.  
 Mencairkan hati beku dengan satira,  
 Dengan jalan cerita bombastik,  
 Buat semua terpana.



**BALQIS BINTI MOHD BAKRI**  
 SELANGOR

## MYDIGITALMAKER MEMBANGUN TEKNOLOGI DIGITAL

Sedap sungguh rasa pajeri,  
 Makan bersama ikan haruan,  
 MYDIGITALMAKER pemangkin revolusi industri,  
 Memacu negara kearah kemajuan.

Hendak mengail di waktu pagi,  
 Tali kailnya pula berpintal,  
 Lahir generasi berteknologi tinggi,  
 Pencipta inovasi berteraskan digital.

Bawa kenderaan biar berhemat,  
 Agar selamat sampai tujuan,  
 Memperkasa teknologi digital jadi matlamat,  
 Insan berteknologi digital jadi seruan.

Rumah tradisi binaan papan,  
 Cantik dan Indah penuh bermakna,  
 Ekonomi digital jadi harapan,  
 Moga Negara maju dapat dilaksana.

**NUR FARRAH AZWA BINTI JASNI**



## KEBAIKAN ERA DIGITAL MASA KINI

Teknologi digital ialah peranti yang boleh menjadi lebih padat, lebih cepat, lebih ringan, dan lebih serba boleh. Sebilangan besar maklumat dapat disimpan secara tempatan atau jarak jauh dan dipindahkan dengan pantas.

Teknologi digital memudahkan Kita berhubung dengan rakan, keluarga, dan bekerja dari jauh, walaupun kita berada di tempat lain. Kita boleh berkomunikasi dengan kata-kata, video, audio, dan menukar media lain. Laman web, aplikasi, dan perisian semuanya telah dibuat untuk membantu pengguna untuk bersosial. Media sosial, pemesejan, pesanan teks, komputer riba, tablet, dan telefon bimbit, bermaksud bahawa tidak ada yang perlu disembunyikan lagi dalam dunia digital. Pengguna dapat dikemas kini secara berkala dengan berita mengenai peristiwa tempatan dan sosial.

Sesiapa sahaja yang mempunyai akses ke internet kini dapat mengakses ke sebilangan besar pengetahuan dunia melalui web. Pelajaran dan kursus kini boleh disampaikan secara dalam talian. Kemajuan komunikasi bermaksud mini kita dapat berkomunikasi dengan mudah dengan sebahagian besar penduduk dunia dan belajar secara langsung dari sumber, misalnya jika anda ingin memahami sejarah negara lain atau belajar bahasa baru. Teknologi digital juga lebih mudah digunakan untuk orang kurang upaya dan dapat memberi mereka akses yang sama.

Salah satu kelebihan besar teknologi digital berbanding media tradisional adalah bahawa makluma lebih mudah diedit atau dimanipulasi. Pemprosesan kata telah membawa revolusi dalam penyuntingan teks. Penyuntingan video, yang dulu memerlukan studio dan peralatan yang mahal, kini dapat dilakukan pada komputer riba di bilik tidur. Segala kesan fotografi kini tersedia, serta kemampuan untuk memotong, mengubah ukuran, dan mengubah gambar secara kreatif.

Semakin banyak orang mendapat berita mereka secara dalam talian, sama ada melalui laman web atau media sosial. Malah media berita tradisional, seperti TV dan radio, telah didigitalkan. Orang ramai mempunyai lebih banyak pilihan untuk sumber berita daripada sebelumnya, dan kebanyakannya tersedia 24 jam sehari. Kewartawanan sekarang sangat umum, begitu juga orang biasa yang mengambil gambar dan video di telefon mereka di lokasi di mana acara berita sedang berlangsung.

Tidak dinafikan bahawa digitalisasi telah membawa kepada revolusi dalam hal kewangan. Perbankan dalam talian yang dilakukan sama ada melalui komputer riba, tablet, atau aplikasi telefon. Pengguna bank kini dapat memeriksa pembayaran masuk dan keluar mereka dari jarak jauh, serta mengatur pengiriman wang dan pembayaran agihan. Di luar perbankan, masalah kewangan lain, seperti membeli dan menjual mata wang dan saham dapat ditangani secara dalam talian. Memindahkan wang antara akaun di peringkat nasional dan antarabangsa juga telah menyaksikan banyak inovasi dalam beberapa tahun kebelakangan ini. Akhir sekali, Teknologi akan menjadikan proses pengajaran dan pembelajaran akan menjadi lebih menarik dan berkesan di dalam kelas. Sebagai contoh, dengan menggunakan alat seperti powerpoint, flash, video, visual dan mereka hanya perlu mengaplikasikan alatan tersebut ke dalam proses pengajaran dan pembelajaran. Melalui cara ini proses pengajaran dan pembelajaran dapat dijalankan dengan lebih mudah, ringkas dan padat kerana pelajar akan didedahkan dengan gambaran dan persembahan menarik serta mudah untuk di fahami.

**NUR AIN ANISYA BINTI MOHD NAJIB, 16**

## Sajak Wira #mydigitalmaker

#mydigitalmaker,  
Kau datang sebagai peneman,  
Disaat kami bertaruh harapan,  
Tetapi wahai teman,  
Kau sebenarnya mulia,  
Amat mulia meringan beban.

#mydigitalmaker,  
Kau buat masyarakat berguna,  
Kau buat anak bangsa bersaudara, Kau wira  
negara.

Tatkala negaraku buntu,  
Kau datang menghulur tangan.  
Namun, ku tetap berazam,  
Akan menjadikanmu perwira,  
Nusa dan bangsa.

Megah, gagah dan sebagai uswah.  
Kerana kau,  
Syarikat yang bertakwa.

Teman,  
Marilah kita bangkit bersama,  
Perangi keculasan rakyat jelata,  
Sebagai tanda swadaya,  
Menaikkan panji kemenangan,  
Menegakkan utuhnya kebenaran,  
Amalkan, mengamalkan, diamalkan,  
Kerana kupasti,  
#mydigitalmaker tidak akan memilih bulu,  
Untuk diletakkan dalam hati,  
Seorang Satria.

**MUHAMMAD HAKIM BIN IRMIE YUHAZNI, 14**  
SEKOLAH SULTAN ALAM SHAH, SELANGOR

## #mydigitalmaker teras Wawasan

Masa berlalu ditelan abad,  
usaha yang kudus harus diteruskan.  
Usaha biarlah kita kebinggalan,  
agar tercapai segenap fantasi.

Zaman ini era pembangunan,  
MDEC menuju kemodenan,  
untuk manusia meroboh pendirian,  
agar semua dapat keceriaan.

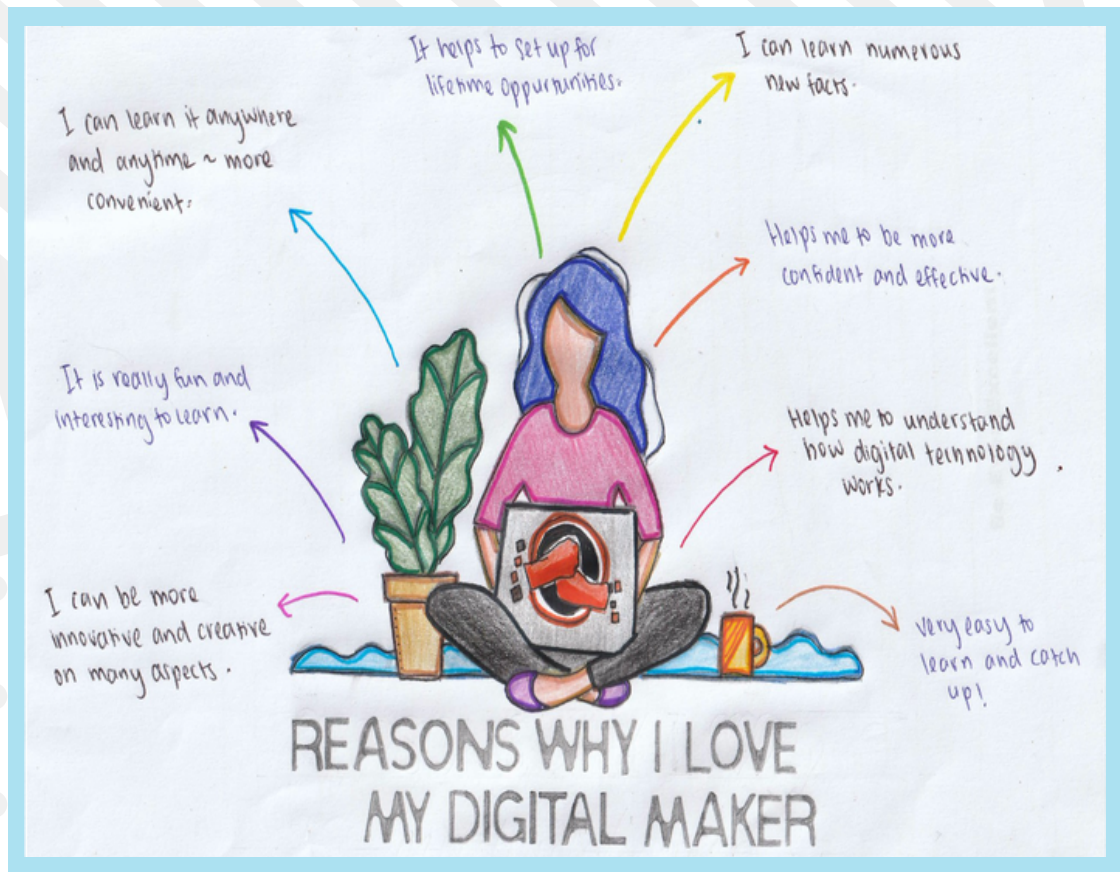
Kemajuan diberi harus difikirkan,  
janganlah nanti kita diperdayakan.  
Pelbagai kaedah hasil diciptakan,  
untuk kemudahan dan kemakmuran.

Manusia diberi akal dan nyawa,  
Mestilah bijak menggunakannya,  
Agar membangun segenap maya,  
Bersyukurlah kita kepada #mydigitalmaker

**SHAMALEN RAJAN**  
SMK TENGKU AMPUAN JEMAAH, SELANGOR



# Artist's Gallery



**MANUSHIRE VEL MURUGAN, 15**  
SMK CONVENT GREENLANE, PENANG



**LEELAMBIGAI A/P KRISHNAN, 15**  
SMK RAJA MUDA MUSA, PERAK



# SMART ENVIRONMENT

Smart cities save energy by having smart buildings, monitor pollution through remote sensing devices and control waste levels.

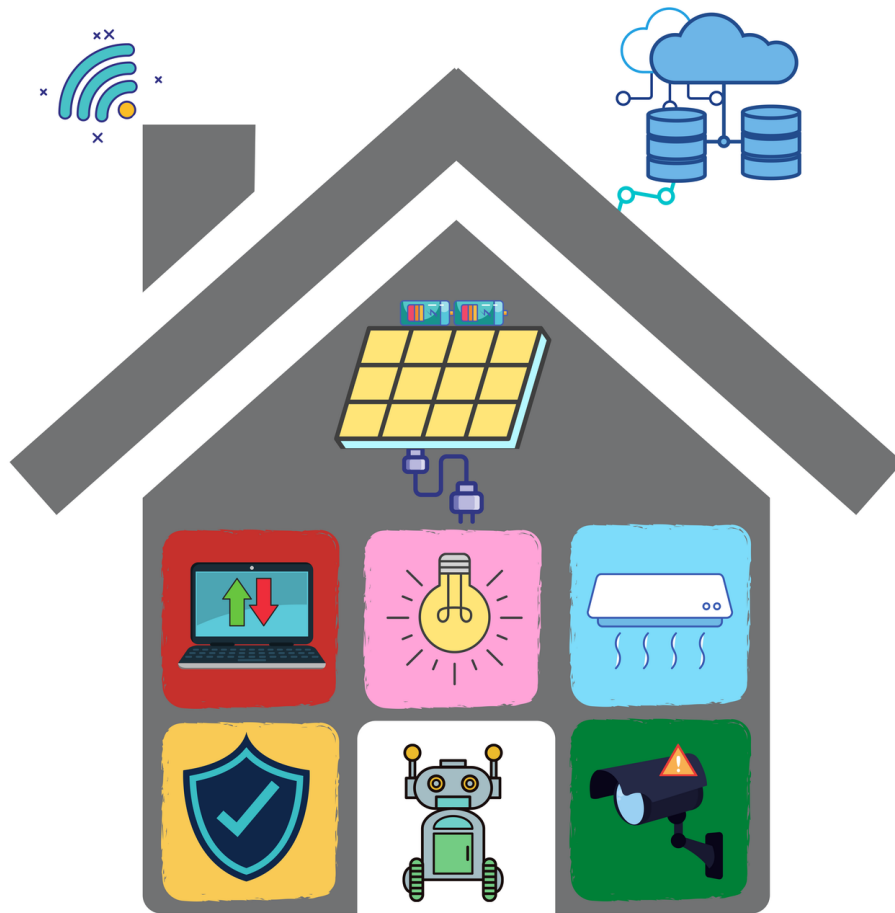


## UP TO 15%

of greenhouse gas emissions could be reduced by IoT solutions by 2030

**MUHAMMAD AMIRMUHAIMIN BIN ABDULLAH SANI**  
SJKC CHI SHENG 2, PERAK

# SMART LIVING



**UP TO 66%**

of consumers plan to buy connected technology for their homes by 2030

IoT devices are huge part of our daily lives and we can find them in public spaces as well as within our homes.

**NURARFA MAISARAH BINTI HABIBULLAH**  
SJKC CHI SHENG 2, PERAK





## DIGITAL LEARNING FOR COMPUTER VISION

#mydigitalmaker



**There is something for everyone at #mydigitalmaker to ensure that we address every possible angle that plays an important part in driving the nation's digital technology talents. Many programmes and competitions are available, designed to assist students, teachers and parent...**



**EXPECT TECHNOLOGY TO TRAIN ADVANCE  
NEURAL WITH MY DIGITAL MAKER**



**MOHAMMAD KADER RAHMAN BIN MOHAMMAD KASSIM, 12**  
SEKOLAH KEBANGSAAN INTAN BAIDURI



# THANK YOU!



#mydigitalmaker

*FOR INTRODUCING ME INTO THIS DIGITAL WORLD AND I  
JUST LOVE YOUR COMMITMENT YOU SHOW US BY  
TEACHING MANY AWESOME DIGITAL SKILLS....*

**-HARCHINI RAMESH  
XOXO**

**HARCHINI A/P RAMESH, 15  
SMK BUKIT SENTOSA, SELANGOR**

## ► WE WANT TO HEAR FROM YOU!

WANT TO TELL US WHAT YOU LOVE THE MOST ABOUT THIS EDITION?  
WHAT ELSE WOULD YOU LIKE TO SEE?

**SEND US YOUR CONTRIBUTION, FEEDBACK AND QUESTIONS TO  
[MYDIGITALMAKER@MDEC.COM.MY](mailto:MYDIGITALMAKER@MDEC.COM.MY)**

THEY COULD APPEAR IN OUR UPCOMING ISSUE!





# ► From MDEC's Desk



## CONGRATULATIONS CEO OF MDEC

### Surina Shukri in World's 50 Most Influential Revolutionising Governance

"It is an honour to be a part of the Agile 50 list. Agile policy development is vital in the ASEAN region and beyond unleash the full potential of the Fourth Industrial Revolution across the digital content sector, digital financing, startup space, e-commerce, automation and robotics, anything powered via the Internet of Things. MDEC is poised to prepare Malaysians for an evolving economy, particularly as we accelerate Malaysia's digital society towards shared prosperity and Malaysia 5.0." - Surina Shukri

[READ MORE AT MALAYSIA KINI | 1 DECEMBER 2020](#)

# Reinvention, The Key To Success



## Restructured to meet digital economy challenges

The Malaysia Digital Economy Corporation (MDEC) is reinventing its role as the leader of Malaysia's digital economy and ensuring that it benefits the many. To do so, MDEC undertook a major organisational restructuring by appointing four industry trailblazers to its board of directors.

MDEC has appointed Fadzli Shah to lead the strategy division, as well as Gopi Ganesalingam to lead the Industry divisions under its digitally-powered businesses focus. Meanwhile, Raymond Siva will be heading its Investment and Brand division, while Sumitra Nair will be leading the Skills and Jobs division. All four division leaders will report to Surina Shukri, CEO of MDEC, and work closely with the transformation and corporate functions.

*Pictured (left to right):*  
**Dato' Fadzli Anuar, Gopi Ganesalingam, Raymond Siva, Dr. Sumitra Nair**

**READ MORE ABOUT IN THE STAR | 20 NOVEMBER 2020**



*"We are entering the second decade of the 21st century and we will have to face the massive impact of escalating digital transformation and the 4IR"*

**- Datuk Dr Rais Hussin Mohamed Ariff**  
**MDEC Chairman**



*"This reinvention will enable us to execute more with speed, places us in a better position to support the people, industry, investors and government, and addresses significant lapses in our governance."*

**- Surina Shukri, CEO of MDEC**



# A CALL FOR COLLABORATION

"We have seen some efforts especially by NGOs and social enterprises in underserved locations, but we need more organisations to come on board to support this cause if we want to continue to scale"

– Dr Sumitra Nair, Vice President  
Digitally Skilled Malaysians  
MDEC

Come join us in transforming the nation's education system and mark your presence in creating a better tomorrow, a better Malaysia.



**Get a shout out and highlight for your brand with us.**



**Get an exclusive invitation to #mydigitalmaker related events.**



**Publicity and PR via our mainstream and digital platform channels and more!**

**CONTACT US**


#mydigitalmaker is a public-private-academic movement launched in 2016 to cultivate digital creativity and innovation amongst school students.

For more information visit:  
[www.mydigitalmaker.com](http://www.mydigitalmaker.com)

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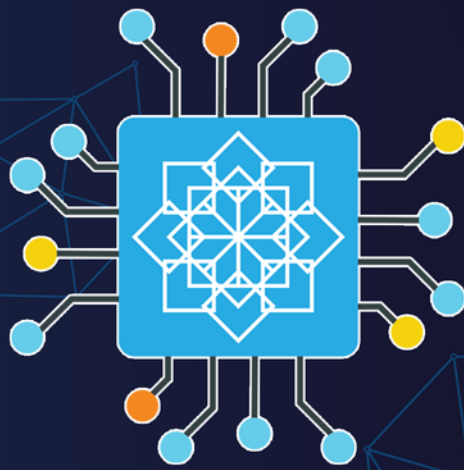
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# JAZRO

## ROBOTIC ACADEMY DEVELOP YOUNG ENGINEERS

JAZRO is an acronym for JAZARI ROBOT. The name is inspired by a renowned Muslim scholar, Al-Jazari (1136-1206) best recognized as the Father of Robotics.

We are a robotic education company which aims to DEVELOP YOUNG ENGINEERS in Science, Technology, Engineering & Mathematic (STEM) field specially crafted Al-Jazari module that embed fun learning method to cater both curriculum (academic) & co-curriculum learning for Malaysian students, in line with Malaysian school syllabus.



**Be a Jazarian!**



**Join Our  
Telegram Group!**



**Shopee!**

## Our Robotic Activities



For More Information  : 018 - 577 8242



# OUR COURSES

- Scratch Game Development
- Android App Development
- RPG Game Development
- 2D Web Game Development
- Python Programming
- Website Development



## OUR TEACHING METHODOLOGY

### Inquiry-based Learning



We pose thought-provoking questions which inspire students to think and become more independent learners.

### Professionally Designed Programmes



Interactive and fun programmes for young kids. Practical and challenging courses on programming language and website development for the teens.

### Online & Offline Class

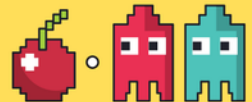


Both online and offline lessons are available. Students can choose to learn from home or attend class at centre.

### Small Class Size



With small class size, our teachers can provide sufficient attention to students



**REGISTER YOUR FREE TRIAL TODAY !!!**

**[WWW.QTKIDZ.COM/FREETRIAL](http://WWW.QTKIDZ.COM/FREETRIAL)**



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CODERS**

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### Concepts & Technical skills

### Soft-skills

### Character Development



#### REACH Values

##### Respect

Recognising another person as a human being. Every human being is valuable.

##### Efficient

Find the quickest, less wasteful way of doing things.

##### Adventurous

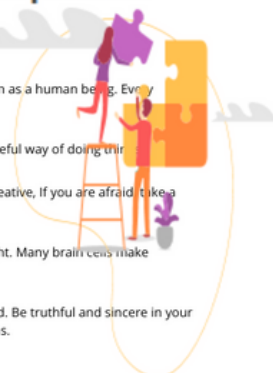
Be daring. Take risks. Be creative. If you are afraid, take a deep breath and try.

##### Collaboration

Many hands make work light. Many brains make innovation easier.

##### Honesty

It's okay to speak your mind. Be truthful and sincere in your thoughts, words and actions.



Content aligned with CSTA (Computer Science Teachers Association), KSSM & KSSR standards

## YOUNG MAKER CLUB

Age group: 12 - 16 years old

Hardware: Arduino/Maker Uno

## JUNIOR MAKER CLUB

Age group: 10 - 14 years old

Hardware: Micro:bit

Recommended by the SJKC KSSR RBT textbook writers

Classes are conducted virtually with supplemental (optional) weekly office hours. Find out more at: <https://arus.cc/ArusTechPrograms>

Price: RM 30 per month

Start date: March 2021



Register your interest here





# TECH PLAYGROUND.

DELIVERING A TRULY INTERACTIVE, INTELLECTUAL & HANDS-ON ENVIRONMENT DESIGNED TO MAKE LEARNING EXCITING!

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## INVENT ANDROID APPS

BEST FOR AGE 7 TO 9

Believe it or not, this guided live course teaches kids how they can build useful apps like language translators, Pong games, painting apps and even calculator apps. Who knows, they can even make some passive income with these apps!



## BUILD 2D GAMES

BEST FOR AGE 10 TO 14

Stuck with games all day? Why not make one instead! In this course, your kids will learn how to create interactive games like Space Shooters, Hero Jump and so much more. Come up with characters, challenges, actions, layouts and make characters jump, run, fly, anything!



## PROGRAM GAMES & ANIMATIONS

BEST FOR AGE 6 TO 9

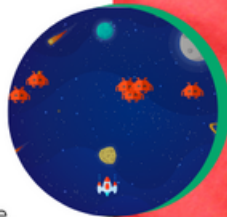
Create awesome projectile games, fireworks animations with sound effects and many other fun video games with Scratch. The possibilities are endless! Guided coding live coaching with fun and simple coding syntax to help your kids achieve mind-blowing outcomes.



## BUILD VIDEO GAMES

BEST FOR AGE 12 TO 17

Create advanced games with Artificial Intelligence that plays with you, and exciting moving graphics while learning essential coding techniques. This course sets a good foundation to advance into complex coding skills that adults today strive to have.



@ITRAIN.KIDS  
@ITRAINKIDSMALAYSIA  
@ITRAINKIDS\_MY  
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@ITRAINKIDS

CLAIM FREE TRIAL

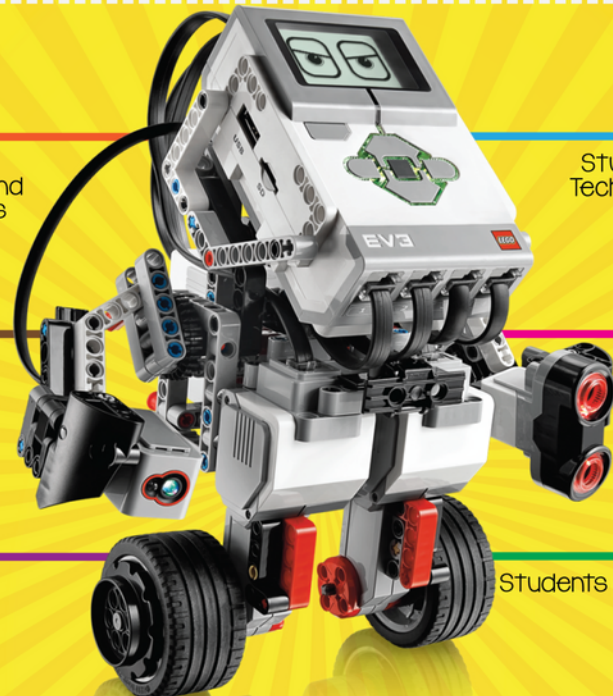




Is later too late?

**START YOUNG, START RIGHT!**

# 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

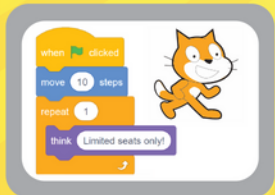
## Computer Science

Students learn on basics of Programming via simplified Graphical User Interface

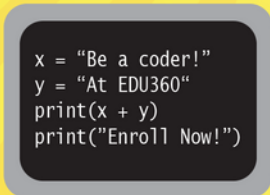
## Competitions

Students participate in EDU360's in-house and national level competitions such as NRC and FLL

## LEGO® ROBOTICS Age 5-16



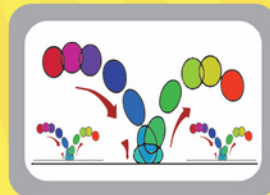
**SCRATCH CODING**  
Age 5-13



**PYTHON CODING**  
Age 13-17



Learn from home  
**Live Coaching**  
On-line Classes available



**COMPUTER ANIMATION**  
Age 10-17



**WEBSITE MAKER**  
Age 10-17

## Benefits of learning @ EDU360 Academy

- ✓ Multi-Award Winning Academy since 2009
- ✓ Resources allocated for each student
- ✓ Students follow a quality structured syllabus
- ✓ Small classes, 3-8 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



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