









KICT TEACHING EXHIBITION



KULLIYYAH OF INFORMATION & COMMUNICATION TECHNOLOGY INTERNATIONAL ISLAMIC UNIVERSITY MALAYSIA (IIUM)



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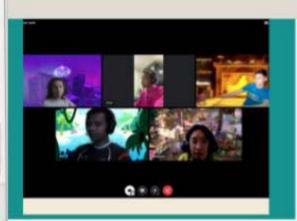
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CLEAR PURPOSE AND REFLECT ON THE EXPERIENCE

Let the students write and reflect on their progress and achievements in every meeting. From here, students can have control and can see purpose in every activity and learning.



ACTIVE INVOLVEMENT

Students are actively involved in the class and their group discussion. Makes learning more engaging and meaningful. Creating an environment where students feel comfortable asking questions



CONNECT TO REAL WORLD

Show the students how their learning connects to real-world situations or future career paths. This helps them see the practical value of their studies.

KICT NEWSLETTER | SEEKING KNOWLEDGE THROUGH SHARING



KICT TALE NEWSLETTER





INFO 4326 - 3D MODELING

EXPLORE, CREATE & INNOVATE IN 3D



Equips students with hands-on skills and the opportunity to lead through self-driven learning initiatives. This course offers a blend of practical experience and theoretical understanding, preparing students to tackle the real-world demands of 3D modeling, whether in design, animation, or game development...

EMPOWERING CREATIVE MINDS

- · Develop technical expertise in 3D modeling.
- Gain leadership and collaborative skills through team-based projects.
- · Explore the vast dimensions of design in digital content creation.



LEARNING APPROACH

HANDS-ON

- Practical Assignments: Students lead their own learning through self-driven projects, experimenting with different techniques in Blender, including NURBS and box modeling.
- Collaborative Group Projects: With teamwork is the core aspect, students collaborate to design 3D applications aimed at solving real-world challenges.
- Outcome-Based Education (OBE): Each assessment is guided by clear rubrics designed to measure skills in knowledge and understanding, practical application, and problem-solving in team settings.

OVERVIEW

A student-focused course that utilises Blender tool for students to engage in the creation of 3D models and basic animations, gaining a deep understanding of key concepts like scene composition, timeline, lighting, camera, and texturing.

Emphasises both individual and collaborative learning experiences, encouraging students to take initiative in practical assignments and teambased projects that focus on sustainable development.



LEARNING PLATFORM

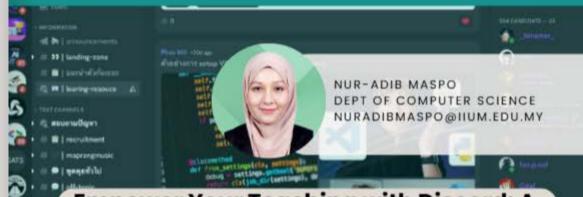
Utilising platforms such as MS Teams and ITaleem for flexible content delivery and continuous assessment.

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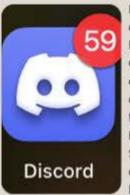


KICT TALE NEWSLETTER





Empower Your Teaching with Discord: A Channel for Collaboration and Communication



I'm excited to share how Discord has transformed my classroom experiences, and for the upcoming semester, I have prepared for BICS 1302 - Introduction to Computer Organisation (Sections 3, 4, 5, and 6). By centralising communication, organising channels for announcements, assignments, and study groups, and utilising interactive features like voice chats and multimedia sharing, Discord has made our classroom more connected and dynamic. Students now have a streamlined platform for real-time discussions and easy access to course materials, which has significantly increased their engagement and participation.

Moreover, Discord's modern and intuitive interface aligns well with the digital habits of today's students, making it an easy tool for them to adopt. Its familiar environment, often used for social and gaming purposes, helps students transition smoothly into using it for educational purposes. This seamless integration has not only enhanced communication and collaboration but also simplified course management.

To assist in getting started with Discord, I recommend exploring resources such as <u>Discord's Official Guide</u> for a comprehensive overview of its features and functionalities. If you're interested in exploring how Discord could benefit your own courses, I'd be delighted to discuss my setup and share insights on its impact.