



## KICT TEACHING & LEARNING EXHIBITION (TALE)

**HUMANISING ICT IN EDUCATION**  
25 SEPTEMBER 2024 | KICT MULTI-PURPOSE HALL

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



Join us

## INSIDE THIS ISSUE

- Editorial Board Members
- KICT TALE 2024 Event
- List of Newsletter Articles
- 36 Newsletter Articles from KICT TALE 2024

### *Editorial Board Members*

**ADVISOR:**



**DR. NOOR AZURA ZAKARIA**

**CHIEF EDITOR:**



**DR. HAFIZAH MANSOR**

**EDITOR:**



**DR. AZLIN NORDIN**



# TABLE OF CONTENT

| NO. | TITLE   | AUTHOR                 |
|-----|---|------------------------|
| 1.  | <u>Empowering Peer Assessment in Group Project: Towards Effective Collaboration and Fair Evaluation</u>                 | Norsaremah Salleh      |
| 2.  | <u>Engaging Students in The Reality of Computer Networking : Transmitting Data in IP Network</u>                        | Adamu Abubakar Ibrahim |
| 3.  | <u>Enhancing Learning in Data Structures and Algorithms with VisuAlgo</u>   | Hamwira Yaacob         |
| 4.  | <u>Extended Reality Education (XR-Ed)</u>   | Aidrina Sofiadin       |
| 5.  | <u>Effective Classroom Practices to Humanize ICT in Education</u>   | Akram M Z M Khedher    |
| 6.  | <u>Using Reward Mechanism to Encourage Learners' Motivation : An Exploration of Learning Management System Features</u> | Azlin Nordin           |
| 7.  | <u>COMPUTATION AND COMPLEXITY CONSTRUCTION AND BRIDGING COMPUTATION WITH PHILOSOPHY</u>                                 | Prof. Tengku Sembok    |
| 8.  | <u>GitHub Codespaces: A Modern Platform for Effective Teaching and Learning</u>   | Rizal Mohd Nor         |
| 9.  | <u>Collaborative Coding in Assembly Language: Empowering Students to Build Community-Driven Applications</u>            | Hafizah Mansor         |





# TABLE OF CONTENT

| NO. | TITLE   | AUTHOR                   |
|-----|---|--------------------------|
| 10. | <u>Crafting a Compelling Business Plan: A Technopreneur's Essential Tool</u>  | Nurhafizah Mahri         |
| 11. | <u>The Impact of Early Research Engagement: Strategies for Success (The Establishment of IoTeams)</u>                 | Ahmad Anwar Zainuddin    |
| 12. | <u>From "code autocomplete" to "AI code generators": Programming tools and resources for a web development course</u> | Marini Othman            |
| 13. | <u>Cybersecurity education: Developing Malaysia's Cyber Resilience</u>  | Nurul Nuha               |
| 14. | <u>Integrating KhAIR in Usability Evaluation to Measure Effectiveness of a Website</u>                                | Prof. Murni Mahmud       |
| 15. | <u>Collaborative Flipped Classroom: A Model for Computational Courses.</u>  | Akeem Olowolayemo        |
| 16. | <u>Hackers in the Hallway: Humanising cybersecurity through role play.</u>  | Andi Fitriah Abdul Kadir |
| 17. | <u>Teaching The Chaos</u>   | Siti Asma Mohammed       |
| 18. | <u>INFO 4326 - 3D Modelling</u>   | Nurazlin Zainal Azmi     |
| 19. | <u>Engage, Share, Connect: Introducing Discord as a Learning Platform</u>   | Nuradib Maspo            |



# TABLE OF CONTENT

| NO. | TITLE   | AUTHOR                            |
|-----|---|-----------------------------------|
| 20. | <u>Software Testing Tool: Blazemeter</u>  | Normi Sham Awang<br>Abu Bakar     |
| 21. | <u>Experiential Learning for INFO 4342 - Business Continuity and Disaster Recovery</u>          | Shuhaili Talib                    |
| 22. | <u>Object Oriented Programming</u>  | Dini Handayani                    |
| 23. | <u>DATANarratives: Crafting Insights: A Journey in Information Visualization Course</u>         | Madihah Sheikh<br>Abdul Aziz      |
| 24. | <u>A STEAM-Based Approach for the Introduction to Computer Organization Group Project</u>       | Norlia Md Yusof                   |
| 25. | <u>DATA PROFILING: HELPING TO TURN RAW DATA INTO BUSINESS INTELLIGENCE (BI)</u>                 | Lili Marziana Abdullah            |
| 26. | <u>Undergraduate Students can write &amp; publish paper</u>                                     | Abdul Rahman<br>Ahmad Dahlan      |
| 27. | <u>Exploring Escape Room for Learner Engagement</u>   | Azlin Nordin                      |
| 28. | <u>Algorithm Design &amp; Analysis: Nurturing Creator/Innovator Mentality vs User Mentality</u> | Nurul Liyana<br>Mohamad Zulkuffi  |
| 29. | <u>ICS: Bridging the Arabic Cataloguing Gap Between Academic and Industry</u>                   | Nor Saadah Md Nor                 |
| 30. | <u>Engage, Collaborate, Learn: Miro in the Classroom</u>  | Nur Leyni Nilam Putri<br>Junurham |





# TABLE OF CONTENT

| NO. | TITLE   | AUTHOR                             |
|-----|---|------------------------------------|
| 31. | <u>Design Thinking - Applying design thinking in real world problems</u>                                | Elin Eliana Abdul Rahim            |
| 32. | <u>Enhancing Engagement with DataCamp Classrooms: Transforming Online Learning Experiences</u>          | Amelia Ritahani Ismail             |
| 33. | <u>ExPIORe: A Guided Learning Activity using Text-based Generative Artificial Intelligence Platform</u> | Mira Kartiwi                       |
| 34. | <u>Leveraging Student Creativity in Computer Organization Through Project Mini Showcase</u>             | Noor Azura Zakaria & Ahsiah Ismail |
| 35. | <u>Bridging Theory and Practice in System Analysis and Design</u>                                       | Mimi Liza Abdul Majid              |
| 36. | <u>INNOVATIVE TEACHING METHODS AND STRATEGIES: Creative Design Technique</u>                            | Muna Azuddin                       |



NOOR AZURA ZAKARIA  
DEPARTMENT OF  
COMPUTER SCIENCE  
azurazakaria@iium.edu.my



AHSIAH ISMAIL  
DEPARTMENT OF  
COMPUTER SCIENCE  
ahsiah@iium.edu.my



## Leveraging Student Creativity in Computer Organization Through Project Mini Showcase



Encouraging creativity in students is not just about promoting innovation, but also about engaging them deeply with the subject matter. For the Computer Organization course, one effective way to achieve this is through a Project Mini Showcase. This approach not only enhances their understanding of theoretical concepts but also allows them to apply these concepts in a practical way and hands-on manner. This approach fosters creativity among students and nurture innovative thinkers and problem solvers







## Objective of Project Mini Showcase

The main objective of a Project Mini Showcase lies in its ability to transform a traditional classroom into an interactive learning environment. Students are tasked with creating mini-projects that demonstrate their understanding of computer organization principles. Students actively solve problems and develop their critical thinking abilities as they work on these projects, moving beyond memorizing facts only.

## Implementation of Project Mini Showcase

A few steps are involved in implementing the Project Mini Showcase:

**Clear Guidelines:** Provide students with clear expectations regarding project scope, presentation format, and evaluation criteria. This clarity helps them focus their efforts and output that they are going to produce during the showcase. The evaluation criteria used for the showcase are knowledge, creativity, delivery and project demonstrations.

**Diverse Project Topics and Output:** These projects can be of different types, such as producing a prototype, creating multimedia content, designing a simple digital circuit, and running simulations. Various topics in computer organization can be chosen, including program execution, structure and function, cache memory, internal memory, external memory, computer arithmetic, digital logic, instruction sets, addressing modes, and many more.

**Feedback Opportunity:** The showcase provides an opportunity to receive constructive feedback from peers, course instructors, and examiners. This process helps students identify any gaps in their projects and fosters a culture of continuous improvement. This platform also promotes a collaborative environment where students can learn from each other's projects, gaining new insights and ideas.

**Celebrate Achievements:** Recognize outstanding projects and creativity through awards. This approach can motivate students but also creates a positive atmosphere around learning.





Leveraging student creativity through a Project Mini Showcase in Computer Organization offers a comprehensive educational experience. It stimulates engagement, caters to various learning styles, and connects classroom learning with practical application. By encouraging an environment that values creativity and hands-on learning, students can develop a deeper understanding of computer organization and a passion for innovation.



## PROJECT EXAMPLE



HAMMING CODE



DIGITAL LOGIC



NUMBER SYSTEM



CACHE MAPPING

KICT NEWSLETTER | SEEKING KNOWLEDGE THROUGH SHARING

