

UNIVERSITI MALAYSIA SARAWAK
94300 KOTA SAMARAHAN, SARAWAK
www.unimas.my



21 DECEMBER 2020 | 11:00-17:00 (GMT +8)

<https://creativeculture.my/g2020>

**RISING STRONG THROUGH
PLAYFUL LEARNING**

“Not only is play vital for children’s psychological, emotional and cognitive health, and development, but it also hones the resilience they need to overcome adversity.”

John Goodwin

CEO, THE LEGO FOUNDATION
IN A STATEMENT



TABLE OF CONTENT

4	The Event
6	Programme Schedule
8	Keynote Speaker
10	Speaker Bio
14	ACES Showcase
16	Organising Committee
17	Sponsors

THE EVENT

Welcome to the 3rd Gamification Seminar 2020!

The theme for the seminar this year is Rising Strong through Playful Learning, where we will deliberate playful learning approaches. We believe this is the time to empower both educators to be resilient in facing the daunting challenges that the pandemic has brought upon us this year. GS2020 is a platform for creative teaching; this year we plan to bring you fresh ideas from the ground, on how educators across the globe, cope with the unprecedented challenges of Covid-19.

This seminar presents playful learning ideas with a focus on gamifying learning for STEM+ subjects. Gameful learning experience promotes lifelong learning, and reshapes thinking about learning for 21st century knowledge and skills. This year, the seminar will have an international flavour. We will feature speakers from our research partner countries in the UK, Indonesia and Vietnam, and inspirational local teachers who are making exciting learning experiences amidst Covid-19 restrictions. We are also hosting two parallel workshops - on robotics and engineering, and the Sustainable Development Goals (SDGs). For the first time ever, our GS2020 will showcase a virtual escape room game for all who join us this year!





RISING STRONG THROUGH PLAYFUL LEARNING PROGRAMMESCHEDULE

21 DECEMBER 2020 | 11:00-17:00 (GMT +8)

10:30 AM	Registration Check-In	14:00 PM	Playful Learning during Covid19: Kids Speak Up!
11:00 AM	Welcome Remarks by GS2020 Chair, Dr Suriati Khartini Jali	14:15 PM	Resilient Educators Session <ul style="list-style-type: none">• Goh Kok Ming• Felicia May Anak Dizer• Lam Choi Suan
11:05 AM	Introduction to CreativeCulture & ACES by Dr Jacey Lynn Minoi	15:00 PM	Q&A and Kopitiam Session
11:15 AM	Keynote Speech: <i>Playful Agents of Change</i> by Prof Sylvester Arnab	15:15 PM	Virtual Escape Room
11:45 AM	Video Presentation // CreativeCulture TV Launch	15:30 PM	ACES Showcase from Indonesia
12:00 PM	Innovative Educators Session <ul style="list-style-type: none">• Siti Faridah Matt• Dr. Shyielathy Arumugam• Syamsuria Hamden Hamid	15:45 PM	ACES Showcase from Vietnam
12:45 PM	Q&A and Kopitiam Session	16:00 PM	Workshop 1 Engineering at Home with Young Learners
13:00 PM	Lunch break	16:30 PM	Workshop 2: SDGs and Schools: Why and How We Can Make It Fun to Learn
		17:00 PM	Closing

KEYNOTESPEAKER



Sylvester Arnab

• Professor of Games Science
Disruptive Media Learning Lab
Coventry University, UK

KEYNOTE: Playful Agents of Change

Teachers and education practitioners are agents of change, often at the frontline of education and community engagement. We can make a difference through collaborative and creative resilience in the face of uncertainties. Play and game-based practices have demonstrated positive values in experiential and active learning and participation for equipping us in our creative teaching and learning practices. Through empathic co-creation, we can engage our learners into meaningful experiences towards developing competencies and resilience. This short talk draws from existing research, development, and practice under the award-winning GameChangers initiative that has produced holistic play and game design methodologies and tools for breaking the barriers to entry into the co-creation of playful and gameful experiences for achieving purposeful outcomes. Insights into the empathic experiential approach will help inform meaningful and purposeful playful and game-based learning design.

Background

Sylvester Arnab is a Professor of Game Science at the Disruptive Media Learning Lab and an associate of the Centre for Post-digital Cultures at Coventry University, UK. His research focuses on the investigation into engaging, empathic, and empowering experiences through the lens of playful and gameful design practices. Sylvester is a co-founder of the award-winning GameChangers initiative (<http://gamify.org.uk>), which has been adapted in Malaysia and is currently being expanded into Vietnam and Indonesia towards responding to the UN's Sustainable Development Goals. Sylvester has recently published a book on 'Game Science in Hybrid Learning Spaces', which provides insights into the research and practice of purposeful game design with a focus on hybrid education. For more information <https://pureportal.coventry.ac.uk/en/persons/sylvester-arnab>

SPEAKERBIO

- + Keynote
- + Innovative Educators
- + Resilient Educators
- + Kids Speak Up!



Siti Faridah Matt

Chemistry and Science Teacher of SMK Derma
Content Creator of Cikgu Siti Share Channel.

Siti Faridah Matt is a Science and Chemistry teacher at SMK Derma, Kangar Perlis. Her passion in teaching has spurred her to use innovative and creative ways to engage her students. Her YouTube Channel, Cikgu Siti Share has earned a lot of attention from students and teachers across the country.



Shamsurya Hamden Hamid

Johan Guru Inovatif Negeri Sarawak 2017

Shamsurya Bin Hamden Hamid is a math and physics teacher who always strives to improve learning through games and classroom experience. He holds a Bachelor's Degree from University of Malaya (2004) and currently pursuing Masters in Learning Sciences at UNIMAS. As a Guru Cemerlang, Shamsurya was also awarded as Johan Guru Inovatif at district (2015, 2018) and state level (2017).

Dr. Shyielathy Arumugam

SENIA's World Changer Award 2020 Winner

Dr. Shyielathy Arumugam is a special education teacher with 13 years of experience. She holds a PhD in Early Childhood Special Education and she received the World Changer Award 2020 by the Special Education Network & Inclusion Association. She is also the developer of SYMBEST tool, that is used to identify children with symptomatic behaviour to a disorder. Currently, she is heading an Entrepreneurship Pedagogy project for students with special educational needs.



Goh Kok Ming

Top 5 Champion Digital Teacher (MDEC) 2020

Goh Kok Ming, 29, has been serving as a primary school teacher in one of under-enrolled schools in Selama, Perak since 2016. As an advocate of digital tools for learning, he was recognised as among the Top 5 Champion Digital Teacher 2020 organised by MDEC. Cikgu Goh is also one of three #Teach Sustainable Development Goals (#TeachSDGs) Ambassadors 2020 from Malaysia.



SPEAKERBIO

- + Keynote
- + Innovative Educators
- + Resilient Educators
- + Kids Speak Up!



Felicia May Dizer

Science Teacher in Nabawan, Sabah

Felicia has been teaching Science in primary schools since 2009. She is currently based in Nabawan, which is an interior district of Sabah. She has shown tremendous resilient in educating her students despite the lack of resources and facilities in her area.



Marcel Mueller & Aazani Mujahid

Marcel Mueller is a 7-year-old kid with dreams to raise RM1300 by Christmas 2020 to acquire his very first DSLR camera. His mum, Dr Aazani Mujahid, a marine scientist, homeschools her kids during the CMCO period. Together, they share a 3-month yoghurt-delivery journey of learning maths and entrepreneurship skills through a partnership with a local artisanal yoghurt maker. Their quest has sharpened the duo's skills in the small delivery business.



Lam Choi Suan

Architect/ Partner, INTODESIGN Lab

Lam Choi Suan, is an architect by profession and a partner of INTODESIGN Lab, a Kuching based multi-disciplinary architecture design studio. Their thriving firm has designed several products, playscapes, creative learning environment, school design, and organised Cardboard City 2017 & 2018. Their studio is always exploring endless possibilities in transformation and user's self-defined experience in products and projects.

Aidan Eshan Landau

Twelve-year-old Aidan has been home-schooling since the start of school closures in March 2020. An avid fan of Lego since a young age, he was naturally drawn to Minecraft and he loved how it allows his creative imagination to flourish, while fighting zombies, ender dragons, and withers. He learned the importance of basic needs such as food, water, shelter (and pickaxe) to survive. Thriving in Minecraft biomes has enabled him to explore the functions and applications of mathematics, physics, geology and even vocabulary - all in an infinite adventure!



ACES SHOWCASE

+ ACES INDONESIA



Dr. Muhibuddin Fadhli

Universitas Muhammadiyah Ponorogo

Makey-Makey: Remixing Traditional and Modern Games for Playful Learning

Covid 19 has triggered unprecedented changes in education globally. Teachers are faced with situations that are very different from the norm. In Indonesia, our ACES team is investigating the impact of transformative education through playful approaches and experiences towards developing social resilience. We are re-mixing traditional and modern games that can be used in simple ways.

Background

Fadhli is an assistant professor at Universitas Muhammadiyah Ponorogo who is extremely concerned about instructional technology on early childhood development. Fadhli has co-authored a number of research papers and articles in various journals. He is currently part of the Indonesian team in the ACES Project (A community-centred educational model for developing social resilience through play).

ACES SHOWCASE

+ ACES VIETNAM



Mr. Trinh Viet Dung

Hanoi University of Science and Technology (HUST)

Playful Pedagogy in Innovation & Entrepreneurship: ACES Vietnam's Experience

Delivering knowledge and activities in Innovation and Entrepreneurship at University especially Vietnam Technical Universities has been a hot topic recent year. DYNLAB, found in 2017 at HUST, has a mission to deliver Innovation and Entrepreneurship knowledge, training programs and University-Industry Linkage in order to transform mindset of lecturer and student as well as university itself into an Entrepreneurial University as part of Vietnam Start-up Nation Strategy. As the ACES partner Vietnam, DYNLAB has applied playful pedagogy to improve Student experience in Innovation & Entrepreneurship.

Background

Mr. TRINH VIET DUNG has more than a decade of research in Material Science and Energy storage at Hanoi University of Science and Technology (HUST). As project manager in HUST, he has established a broad international academic network, proposed joint research projects and become founder of DYNLAB - Dynamic Lab for Transformational Entrepreneurship since 2017 - an organization for young entrepreneurs at HUST. Moreover, in ACES project, he has joined the project as key researcher in exploring Playful pedagogy application in local education and Game Design.

WORKSHOPS



WORKSHOP 01

Engineering from Home with Young Learners: Bringing STEM activities to students using virtual platforms

Objectives:

This workshop introduces alternative virtual platforms to teachers (and parents) that can be used by young learners (primary and secondary school) to have fun and explore STEM Engineering activities that are limited by the absence of face-to-face extracurricular activities, i.e. STEM, robotics, ICT clubs, due to the current pandemic situation. Short demonstrations of each platform will be shown to the participants in order to plan virtual extra curricular activities to students.

Duration: 30 minutes

Facilitator:

Dr Riady Siswoyo Jo

Lecturer (Robotics & Mechatronics Engineering)
Faculty of Engineering, Computing & Science
Swinburne University of Technology Sarawak Campus
IEEE Sarawak Subsection Educational Activities Chair
2019-2020

WORKSHOP 02

SDGs and Schools: Why and How We Can Make It Fun to Learn

This is an interactive roundtable session to understand SDGs how educators and schools can play a part to enable local communities to achieve SDGs by 2030 and beyond. We will discuss how playful approaches can be integrated into communities, to encourage interest in creating a sustainable future for our world.

Duration: 30 minutes

Facilitators:

Dr Leonard Lim
Dr Tan Chong Eng
Dr Aazani Mujahid
Dr Farah Zaini
Dr Florianna Michael
UNIMAS ACES team



ORGANISING COMMITTEE

Advisors

Prof. Dr Sylvester Arnab (Coventry)
Prof. Dr Narayanan Kulathuramaiyer
Victor Wong (IEEE Sarawak Subsection)
AP Dr Fitri Suraya Mohamad

Dr Jacey Lynn Minoi

Chairperson

Dr Suriati Khartini Jali

Secretary

Emmy Dahliana Hossain

Treasurer

Vanessa Wee

Contents

Chuah Kee Man

Denalda Ubong Lah

Dr Riady Saswoyo Jo

Media & Publicity

Noorhaslina Senin

Jaya Laxshmi

Nashniq Shah Majiri

Technical

Ismail Jolhip

Eaqerzilla Phang

Dr Riady Saswoyo Jo

SPONSORS

Thanks to all our sponsors

