

Digital Classroom Learning Innovation Competition



A competition organised by IChemE EdSIG (Malaysia Chapter)

INNOVATIVE & INTERACTIVE EDUCATIONAL GAME/TOOL/APP FOR DIGITAL CLASSROOM

Deadline for submission 30 November 2021

CALL FOR PARTICIPANTS

This innovation competition is the best platform for you to showcase your innovative practices that can be shared and emulated among academics who are teaching in Chemical Engineering.

The purpose of this competition is to recognise and award efforts of academics who have creatively design the educational game/tool/app (either using the existing online tools or own creation) to improve their teaching quality particularly for online learning.

IChemE members in Education Special Interest Group (EdSIG) who are teaching in Chemical Engineering at public and private higher education institutions in Malaysia are invited to participate.

NOT A EDSIG MEMBER YET?

All IChemE members are entitled to join EdSIG free of charge as part of their membership package. Please login and click join [HERE](#)

Rules & Regulations

- The game/tool/app must be own work by the participant and team members.
- Participants need to produce an **Introductory Video** (not longer than 5 minutes) to showcase their game/tool/app and write a synopsis to explain their innovation (max. 500 words) in the **Participation Form** provided.
- All entries must be submitted using the **Google Form**.
- Digital participation certificate will be awarded to all registered participants.
- The decisions of the judges are final and no appeal will be granted.

Judging Criteria

- Novelty and creativity
- Practicality
- Presentation
- Outcomes and Impacts

Prizes

Gold: RM1000

Silver: RM800

Bronze: RM600



If you have a question relating to the submission, kindly send your inquiry to:

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