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| Participation Form | **Malaysia Chapter** |

Digital Classroom Learning Innovation Competition

# Innovative & Interactive Educational Game/Tool/App for Digital Classroom

Deadline for submission 30 November 2021

# Participant(s) Information

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| Participant name(s) |  |
| University/institution/affiliation |  |
| Corresponding email address |  |
| Contact number |  |

# Synopsis

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| Title for the game/tool/app |  |
| Summary of the innovation  (max. 500 words) | Please ensure you cover the followings:   * Educational principles used as the basis of innovation * Who will benefit or has benefited from the innovation * The significance of the innovation |
| A photo/screenshot of the innovation |  |

# Judging Criteria

The submissions will be judged on the criteria listed below:

1. **Novelty and creativity**

• Novelty of the educational game/tool/app

• Contribution to current practice by solving the problems creatively

1. **Practicality**

• Easy to use in a digital classroom.

• Significance of contribution for online teaching and interaction

• Cost effectiveness

• Transferability to other practitioners

1. **Presentation**

• Interesting video presentation

• Knowledge on the invention and practice

1. **Outcomes and Impacts**

• Impact of the innovation on changes of current practices