

Registration Form

HALF DAY WORKSHOP ON MINECRAFT FOR STEAM

22 March 2018, Thursday, 2.00pm to 5.30pm. | TUS Lecture Room, Wisma IEM

Name of Organisation _____
Mailing Address _____
Email: _____ Hand Phone: _____
Tel (Office): _____ Fax: _____
Contact Person: _____ Designation: _____

I/We wish to enrol the following person(s) for the above-mentioned Course:

Name		Reg. Fee (RM)
	SUB TOTAL	
	ADD GST @ 6%	
	TOTAL PAYABLE	

Enclosed herewith a crossed cheque No. for the sum of RM issued in favour of "The Institution of Engineers, Malaysia" and crossed 'A/C payee only'. I/We understand that the fee is not refundable if I/we withdraw after my/our application is/are accepted by the Organizing Committee but substitution of participant will be allowed. If I/we fail to attend the workshop, I/we will still pay the registration fee in full.

Signature: _____ Date: _____

Registration Fee (6% GST included)		
GRADE	ONLINE / OFFLINE	REMARK
IEM MEMBER	RM 50.00 per team	1 TEAM: 1 Adult (IEM Member) AND 1 Child (10 years old and above)
NON IEM MEMBER	RM 150.00 per team	1 TEAM : 1 Adult (NON IEM MEMBER) AND 1 Child (10 years old and above)

PERSONAL DATA PROTECTION ACT

I have read and understand the IEM's Personal Data Protection Notice published on IEM's website at <http://www.myiem.org.my> and I agree to IEM's use and processing of my personal data as set out in the said notice.

Cancellation Policy

IEM reserves the right to postpone, reschedule, allocate or cancel the course. Full refund less 30% if cancellation is received in writing more than 7 days before start date of the event. No cancellation will be accepted prior to the date of the event. However, replacement or substitute may be made at any time with prior notification and substitute will be charged according to membership status.

Correspondence

The Institution of Engineers, Malaysia
Bangunan Ingenieur, Lots 60/62,
Jalan 52/4, P.O.Box 223 (Jalan Sultan),
46720 Petaling Jaya, Selangor Darul Ehsan
Tel No.: +(603) 7968 4001/4002 Fax No.: +(603) 7957 7678
Email: mirdeeliani@iem.org.my (Ms. Mirdeeliani)

**GST is implemented
effective of 1 April 2015**



HALF DAY WORKSHOP ON MINECRAFT FOR STEAM

Date/Time : 22 March 2018, Thursday, 2.00pm to 5.30pm.
Venue : TUS Lecture Room, 2nd Floor, Wisma IEM

Organised by: Information and Communications Technology Special Interest Group, IEM
BEM Approved CPD/PDP hours: 3.5 Ref No: IEM18/HQ/104/W

Limited to
20 team
only

PREREQUISITES: As this is a hands on class, participants are required to bring your own Laptop.
(All the necessary software will be provided during the class)

SYNOPSIS

Minecraft is currently the second best-selling computer game of all time. Since its release by Mojang of Sweden in 2011, over 144 million copies have been sold as of early 2018. Besides numerous awards and accolades, Minecraft has been featured heavily in social media and merchandise; even a MineCon convention is dedicated to it. It has also been used for especially to promote STEAM (Science, Technology, Engineering, Arts and Mathematics) education. The open sandbox environment has been used to teach computer-aided design and scaled modelling. The Danish Geodata Agency has even attempted a 1:1 scale Minecraft model of Denmark.

In this workshop, participants will get to learn about:

- Minecraft and the free Minecraft Pi edition
- Educational Applications of Minecraft
- Minecraft Team Activity
- Minecraft Modding
- Participants recommended to bring laptops with install permissions

BIODATA OF SPEAKER



Mr. Mickey Koh graduated from the National University of Singapore with an honours degree in Mechanical and Production Engineering in 2000. He was selected to be a pioneer member of a technology transfer team for a waferfab start-up in Singapore for Philips Semiconductors, Taiwan Semiconductor Manufacturing Company (TSMC) and the Economic Development Board of Singapore (EDB) in June 1999 and spent two years in Nijmegen, Holland acquiring semiconductor engineering skills. He led work improvement teams which generated patents and was recognized by Spring Singapore with the MultiMillion Dollar Project Award 2003 and the Eureka Award 2004.

Upon his return to Malaysia after 35 years of being abroad, he noticed an urban-rural divide in terms of STEM (Science, Technology, Engineering and Mathematics) education and co-founded Applied Kinetics to use robotics and coding to promote STEM subjects and problem-solving skills to school children in the Central Spine region. Applied Kinetics was selected by Cradlefund as a promising start-up to participate in the Coach & Grow Programme Season 4 2017 with a RM30, 000 business coaching grant.

He has coached students to win the global Google Lunar XPRIZE Moonbots challenge in 2015 and 2017 as well as a gold and a silver medal at the Japan Design and Innovation Exposition 2017. Besides raising awareness in STEM education, he also does corporate team building, innovation and problem-solving workshops.

He is also ex-military and currently does war-simulation software testing in his spare time.