



DIGITALIZED HERITAGE & CULTURE

ABOUT THE PROGRAM

The students will get beneficial on providing a proper video by using multimedia technology and augmented reality (AR). This program also give students valuable experiences on relating mathematics with real life, particularly with some heritage and cultures in Terengganu.

CREDIT: 2

WHEN?

AUGUST

(*Due date for application deadline is two month before the program)

Duration of time

12 DAYS

Quota

30 PERSONS

PRICE/COST OF PROGRAMME

USD 400

(*Prices include program fees, accommodation, breakfast and lunch during the programme, field trips, student kits, and lab charges)

LEARNING OBJECTIVES

- Give exposure to the participants about the concept of video making using multimedia technology storyboard and augmented reality.
- Understand the concept of mathematical modelling via several approach of solutions and also connect the knowledge obtained with local culture and heritage.

WHAT DO STUDENT EXPECT TO LEARN

- Making video by using some recent multimedia technologies and AR.
- Mathematical modelling on real life, specially related to heritage and cultures in Terengganu.

QUICK LINKS

http://ppimg.umt.edu.my/?page_id6023

http://www.youtube.com/channel/UCrCS_DfW1JzyBuAu0NC4jSQ

PERSON IN CHARGE

Dr. Maharani Abu Bakar

Faculty of Ocean Engineering Technology and Informatics
Universiti Malaysia Terengganu
21030 Kuala Nerus, Terengganu

+609-6683989

+609-6684325

maharani@umt.edu.my





PROGRAMME ITINERARY:

| DAY/TIME | 8.30-9.30 | 9.30-10.30 | 10.30-11.30 | 11.30-12.30 | 12.30-1.30 | 1.30-2.30 | 2.30-3.30 | 3.30-4.30 | 4.30-5.30 | 7.00-8.00PM | 8.00-9.00PM |
|----------------------|--|--------------------------------|------------------------|--|------------|------------------|---|-----------------------------|------------------------|----------------------------|-------------|
| 1 st day | Arrival and accommodation check in | | | | | | | | | Welcoming Dinner | |
| 2 nd day | Registration/Breakfast Intro to Summer School Module | | Break | Lecture 1: Introduction to Multimedia Technology | | Lunch | Field Trip 1: Campus tour | | Tea Time | Rest and refresh | |
| 3 rd day | Breakfast | Lecture 2: Videography | | Lab: Video Development | | Lunch | Lecture 3: Augmented Reality | | Lab: Video development | Rest and Refresh | |
| 4 th day | Breakfast | Lab: Video Development Break | | Lecture 4: Mathematical Modelling | | Lunch | Lecture 5: Geometry in Arts & Nature | Lab: Mathematical Modelling | Tea Time | Rest and Refresh | |
| 5 th day | Breakfast | Lecture 6: Algebraic Modelling | | Lecture 7: Modelling with Differential Equations | | Lunch | Lecture 8: Mathematics in Economics & Finance | Lab: Mathematical modelling | Tea Time | Rest and Refresh | |
| 6 th day | Field Trip 2: Terengganu, Natural, Historical & Architectural Exposure | | | | | | | | | Rest and Refresh | |
| 7 th day | Breakfast | Project Implementation | | Lab: Video Development at MP1 | | Lunch | Rest and Refresh | | | | |
| 8 th day | Field Trip 3: Terengganu Arts & Heritage Exploration | | | | | | | | | Rest and refresh | |
| 9 th day | Breakfast | | Project Implementation | | | Lunch | Lab: Video Development at MP1 | | Tea Time | Rest and Refresh | |
| 10 th day | Field trip 4: Local Cultural Experience | | | | | | | | Tea Time | Rest and Refresh | |
| 11 th day | Breakfast | | Project Implementation | | | Lunch | Project Formative Assessment | | Tea Time | Rest and Refresh | |
| 12 th day | Breakfast | | Project presentation | | | Closing Ceremony | Packing at UMT's hostel | | | Departure to KLIA from UMT | |

