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One million take part in 2022 Techlympics

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SCIENCE, TECHNOLOGY AND INNOVATION

## **One million** take part in 2022 **Techlympics**

Students, youths compete in 32 competitions under 5 main themes

## LUQMAN HAKIM **KUALA LUMPUR** news@nst.com.my

HE final stage of the Malaysia Techlympics 2022 competition concluded on Nov 27, with thousands of students, youths and teachers pre-senting their innovative ideas.

Techlympics is a flagship pro-gramme by the Science, Technology and Innovation Ministry to promote the culture of science and spark creativity among students and

youths. The Techlympics 2022 pro-gramme was held from April to

gramme was held from April to November, with a target of one mil-lion participants (in groups), from school and higher education insti-tution students to youths. With the theme "Bersaing, Berhubung, Berjaya" (Compete, Connect, Celebrate), the event recorded 1.03 million entries, with contestants ranging from 7 to 30 vears old. years old.

During the finals, 32 competitions under five main themes were of-

fered and they focused on areas involving engineering, computing and microcomputers, nanotechnol-ogy, Internet of Things, robotics, drones, science, mathematics, creative design and animation, and

printing and three-dimensional de-velopment. Science, Technology and Innova-tion Ministry secretary-general Datuk Dr Aminuddin Hassim said the effort made was crucial to fos-ter innovative ideas and interest in science, technology, and innova-tion, as well as raise Malaysians'

Lapabilities for inventing. He added that it was also in line with the desire to drive an economy based on innovation to catalyse development.

"Techlympics has been shaped as a holistic approach that not only lets students and youths compete, but also encourages teamwork and connection. This enables them to highlight their innovations together in the competition, 'he said. "Training is also provided in the

programme in terms of commu-nication and business to equip the younger generation with abilities to bring their ideas to the next level.

The Science, Technology and Innovation Ministry is targeting more than 2,000 potential ideas to be de-veloped towards commercialisation through this programme.

"This effort can support various ministry efforts, such as giving birth



Students presenting their project at an exhibition for the Malaysia Techlympics 2022 competition in Kuala Lumpur recently.



general Datuk Dr Aminuddin Hassim (sixth from left) presenting the 2022 National Young Scientist Award to Dr Ang Wei Lun at the closing of the Malaysia Techlympics 2022 competition at Axiata Arena Bukit Jalil on Sunday. (Inset) Participants showing their unmanned aerial vehicle on the unmanned aerial vehicle on the second day of the competition in Kuala Lumpur recently. Pix by MOHAMAD SHAHRIL BADRI SAALI AND COURTESY OF THE SCIENCE, TECHNOLOGY AND INNOVATION MINISTRY

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to 5,000 start-ups by 2025." Aminuddin said every competi-tion was arranged based on a problem-solving criterion, where participants will generate innova-tive ideas based on the themes. Various informal learning activ-ities were set up as well, such as

workshops, webinars, games, man-

vacuum ars, yames, main-yacuum labs, competitions, quizzes and exhibitions. The Science, Technology and In-novation Ministry, through the Malaysian Research Accelerator for Technology and Innovation [MRAN-TI], also provided a "Training of Trainers" course to more than 5,800 teachers to improve their skills in the science, technology and innovation field.

The programme also involved students and youths from urban and rural areas and the Orang Asli community, as well as people with disabilities.

A total of 150 children with spe-cial needs from eight schools and 545 Orang Asli children were also involved in the school-level competitions, up to the zone-level competitions

I am proud to say that the Science, Technology and Innovation Ministry has succeeded in bridging the science, technology and inno-vation knowledge gap between students in urban areas and students in rural areas.

"This is in line with the pro-gramme's nature, which is inclu-sivity, so that more target groups



get the chance to be involved in creating innovative products using

a non-formal approach. The students have been trained and supplied with kits to learn and compete." Techlympics became the plat-

form for what could be revolution-ary ideas from participants across the country, with 2,000 potential ideas gathered.

An example would be the devel-opment ideas for unmanned aerial vehicle (UAV) concepts that Amin-

vehicle (UAV) concepts that Athen-uddin shared. "Team IBR-UAV from SMK Ibrahim is developing a UAV that can be used for searching and lo-

cating flood victims. "The Ace team from SMS Seri Puteri is designing a drone that can

carry portable oxygen tubes. "The TI Girls 3 team from SMK Temenggong Ibrahim had the idea of developing a UAV equipped with a camera and ultrasonic distance sensor to assist the Fire and Rescue Department during monsoon sea-

Aminuddin said the "Jangkauan Keterangkuman" Programme by Keterangkuman" Programme by the Science, Technology and Inno-vation Ministry and MRANTI has been the most impactful out of the other activities under Techlympics. The ministry, through MRANTI, has toured 66 schools, higher learning institutions and locations, involving 26,645 students and youths, as well as 545 teachers and

lecturers around the world.

Teams who emerged victorious in their categories also shared their excitement

MRSM Bentong's Amirul Hakim Sharul Nizam, member of team BENTECH 5, who won the "Per-tanian Pintar" challenge, said his team faced many obstacles in the petition

competition. "We faced issues with the com-ponents, such as damaged pipes, as well as the programming of the system. It was a bittersweet expe-

"As we are still young, of course, we were flustered when the issues cropped up, to the point that we felt

like crying. "But everyone remained calm and thought of solutions.

"I joined this competition thanks to my team captain." Captain Alif Iskandar Md Faizal said he saw potential in everyone and himself.

and himself. Team BYTE US from SMK Su-laiman, which won the "CubeSat" challenge, said support from peo-ple close to him helped them periore victor.

achieve victory. Team member Haziq Himayatullah Huslizam said parents and teachers played important roles in their journey.

"Our parents are our source of inspiration, providing support and other needs. Not to forget our teachers, too, who have been guid-ing us along the way."



## **SUMMARIES**

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