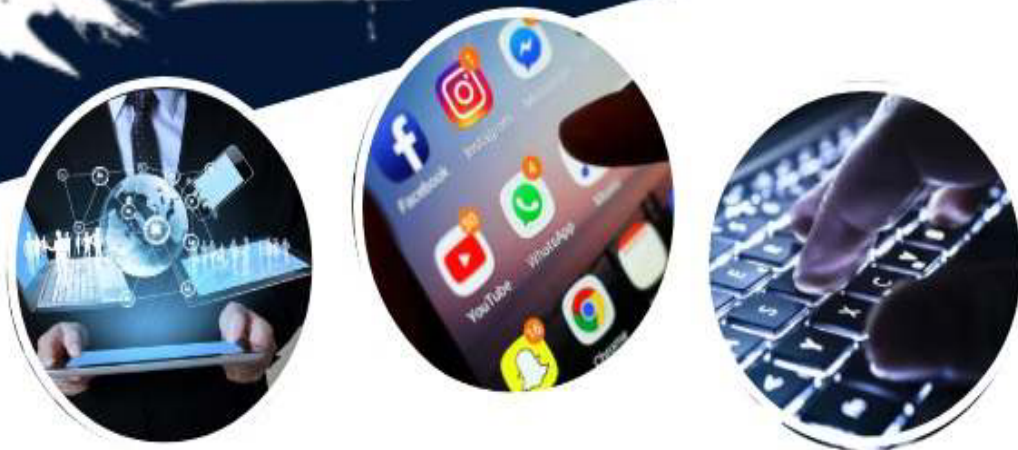




KEMENTERIAN PENDIDIKAN MALAYSIA

# Garis Panduan

**Malaysia IT Challenge For  
Youth With Disabilities (MITC)**



**BAHAGIAN PENDIDIKAN KHAS  
KEMENTERIAN PENDIDIKAN MALAYSIA**

**2021**

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## **PANDUAN PENGURUSAN PERTANDINGAN MALAYSIA IT CHALLENGE FOR YOUTH WITH DISABILITIES (MITC) PERINGKAT KEBANGSAAN TAHUN 2021**

### **1.0 PENGENALAN**

- 1.1 Garis panduan ini diedarkan kepada semua Jabatan Pendidikan Negeri sebagai rujukan pengurusan pertandingan *Malaysia Information Technology Challenge for Youth with Disabilities* (MITC) Peringkat Kebangsaan tahun 2021 berbentuk pertandingan secara atas talian.
- 1.2 Garis panduan ini hendaklah dibaca bersama-sama arahan Perintah Kawalan Pergerakan (PKP) yang sedang berkuatkuasa.
- 1.3 Pertandingan ini dilaksanakan agar program pencarian bakat dan pembangunan modal insan untuk MBK dapat diteruskan bagi tahun 2021 walaupun dalam fenomena pandemik COVID-19.
- 1.4 Pada Tahun 2021 pertandingan ini dibuka kepada murid berkeperluan khas (MBK) sekolah rendah dan sekolah menengah yang berdaftar di bawah Kementerian Pendidikan Malaysia.

### **2.0 PENYERTAAN**

- 2.1 Bagi penyertaan **sekolah rendah**, setiap negeri dikehendaki menghantar empat (4) orang peserta yang mewakili kategori Kurang Upaya Pendengaran (DE), Kurang Upaya Penglihatan (BL), Masalah Pembelajaran (LD), dan Kurang Upaya Fizikal (PH).
- 2.2 Bagi penyertaan **sekolah menengah**, setiap negeri dikehendaki menghantar empat (4) orang peserta yang mewakili kategori Kurang Upaya Pendengaran (DE), Kurang Upaya Penglihatan (BL), Bermasalah Pembelajaran (LD), dan Kurang Upaya Fizikal (PH).
- 2.3 Syarat-syarat dan peraturan pertandingan ini tertakluk pada tahun 2021 sahaja. Sebarang pindaan bergantung kepada perubahan peraturan tahun semasa akan dimaklumkan.

### 3.0 PENGENALAN

Berikut adalah senarai acara, kategori dan bilangan peserta yang dipertandingkan menggunakan kaedah secara atas talian:

#### SEKOLAH RENDAH

BIL	ACARA	KATEGORI	JUMLAH PESERTA
1.	<i>eLIFEMAP</i>	Individu (DE, BL, LD, dan PH)	4
2.	<i>eTOOL</i>		

#### SEKOLAH MENENGAH

BIL	ACARA	KATEGORI	JUMLAH PESERTA
1.	<i>eLIFEMAP</i>	Individu (DE, BL, LD, dan PH)	4
2.	<i>eTOOL</i>		
3.	<i>eCONTENTS</i>	Berkumpulan (DE, BL, LD, dan PH)	
4.	<i>eCREATIVE</i>		

### 4.0 TERMA DAN SYARAT

4.1 Penyertaan terbuka kepada MBK sekolah rendah dan sekolah menengah yang berdaftar di bawah Kementerian Pendidikan Malaysia (KPM).

PESERTA	UMUR
Sekolah Rendah	10 hingga 14 tahun (tahun 2007 hingga tahun 2011)
Sekolah Menengah	13 hingga 20 tahun (tahun 2001 hingga tahun 2008)

- 4.3 Urus setia hendaklah menyediakan borang penyertaan secara atas talian (*google form*) dengan menyertakan maklumat berikut:
- 4.3.1 Negeri
  - 4.3.2 Nama Ketua Kontijen
  - 4.3.3 No Tel (Ketua Kontijen)
  - 4.3.4 E-mel (gmail)
  - 4.3.5 Nama Juruteknik
  - 4.3.6 No Tel Juruteknik
  
  - 4.3.7 Nama Penuh Murid
  - 4.3.8 Nombor Kad Pengenalan;
  - 4.3.9 Salinan Kad Pengenalan (yang telah disahkan)
  - 4.3.10 Nombor Kad OKU
  - 4.3.11 Salinan Kad OKU (yang telah disahkan)
  - 4.3.12 Umur
  - 4.3.13 Kategori Kecacatan
- 4.4 Semua peserta dikehendaki mempamerkan **kad pengenalan** dan **kad OKU** yang asal untuk pengesahan pendaftaran semasa sesi pertandingan melalui atas talian.
- 4.5 Setiap peserta dikehendaki membuka akaun gmail menggunakan nama individu peserta seperti berikut:  
[namapeserta\\_mitc2021@gmail.com](mailto:namapeserta_mitc2021@gmail.com).
- 4.6 Spesifikasi setiap komputer peserta perlu dilengkapi dengan perisian **Movie Maker versi 11**, **Microsoft Office 2016** dan **Scratch versi 2.0**.
- 4.7 Setiap peserta perlu menguasai kemahiran melayari internet, *gmail*, *google meet*, *google drive*, *google form*, *Movie Maker*, *Microsoft Office* dan program *Scratch*.
- 4.8 Peserta diwajibkan menggunakan Bahasa Inggeris sepenuhnya bagi setiap sesi perbentangan tugas dan penggunaan bahasa isyarat tidak dibenarkan.
- 4.9 Peserta perlu memuat turun semua set soalan pada hari pertandingan melalui pautan yang disediakan.
- 4.10 Peserta dikehendaki memakai pakaian uniform sekolah yang lengkap semasa pertandingan berlangsung.

- 4.11 Tempat pertandingan perlu mempunyai capaian internet yang baik dan stabil.
- 4.12 Setiap hasil tugas adalah **ASLI** dan tanpa sebarang unsur plagiat.
- 4.13 Pihak penganjur berhak membatalkan mana-mana penyertaan yang tidak mengikut atau memenuhi terma dan syarat-syarat pertandingan.
- 4.14 Penganjur tidak bertanggungjawab atas sebarang tuntutan akibat pelanggaran hasil hakcipta. Peserta hendaklah bertanggungjawab sepenuhnya sama ada sebelum, semasa atau selepas pertandingan dijalankan.
- 4.15 Peserta yang pernah menyertai pertandingan *Global Information Technology Challenge for Youth with Disabilities* (GITC), peringkat antarabangsa adalah **DILARANG** menyertai pertandingan ini.

## 5.0 MEDIUM PERTANDINGAN

- 5.1 Pertandingan akan dijalankan sepenuhnya secara **siaran langsung atas talian (*online live streaming*)** dengan menggunakan aplikasi maya berikut:

***Google Meet*** : Bilik Pertandingan Maya.

- 5.2 Peserta tidak dibenarkan menggunakan telefon bimbit/ telefon pintar sebagai medium pertandingan bagi mengelakkan gangguan semasa pertandingan.
- 5.3 Setiap peserta perlu menggunakan komputer yang dilengkapi dengan kamera web berserta mikrofon dengan capaian internet yang stabil.
- 5.4 Peserta perlu berada atas talian 30 minit sebelum pertandingan bermula bagi tujuan taklimat pertandingan secara lisan dan bahasa isyarat.
- 5.5 Ketua kontinjen atau guru pengiring hendaklah memastikan bahawa segala medium dan peralatan yang akan digunakan oleh peserta berfungsi dengan sempurna. Justeru, pihak sekolah, PPD dan JPN disarankan agar melakukan sesi raptai bagi memastikan kelancaran perjalanan ujian semua peserta yang mewakili sekolah, daerah dan negeri masing-masing.

- 5.6 Pihak urus setia (PPD/ JPN/ KPM) mestilah memastikan segala medium dan peralatan teknikal khususnya yang akan digunakan oleh peserta dan juri berfungsi dengan sempurna.

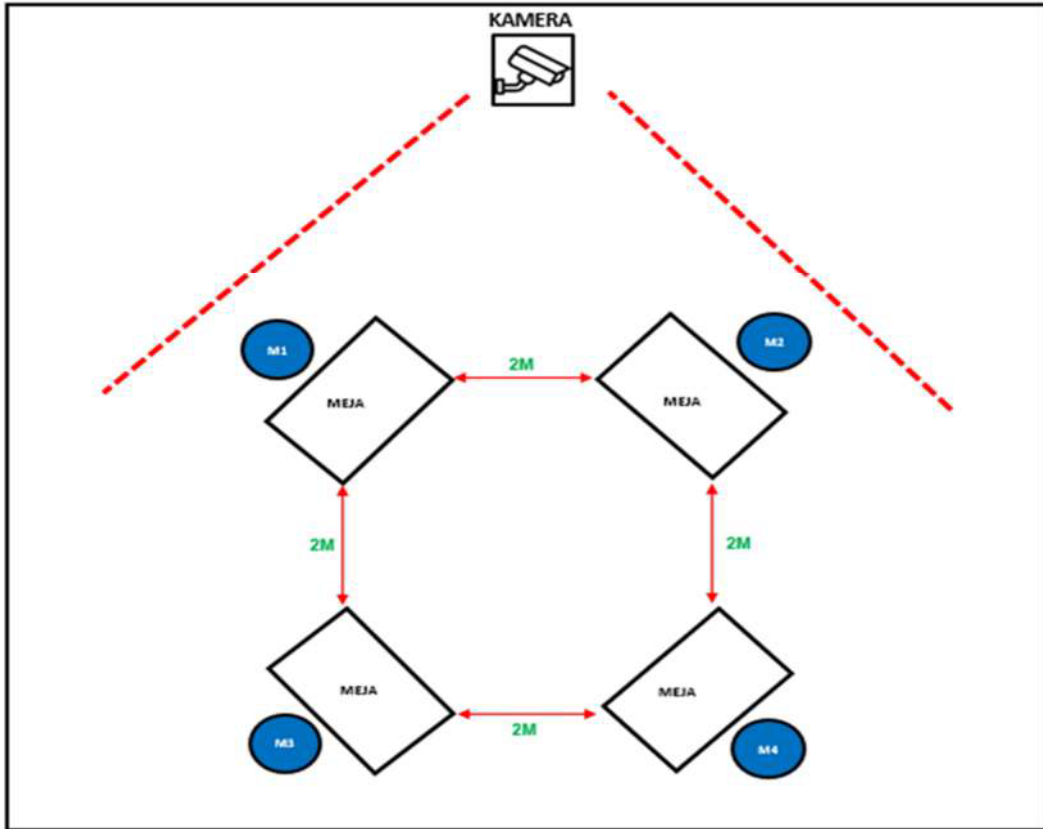
## 6.0 PENILAIAN JURI

- 6.1 Setiap penyertaan akan melalui proses penilaian oleh pihak juri yang dilantik oleh pihak penganjur.
- 6.2 Keputusan panel juri adalah **MUKTAMAD** dan sebarang rayuan atau bantahan tidak akan dipertimbangkan.

## 7.0 HADIAH PEMENANG

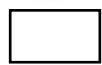
- 7.1 Semua peserta akan menerima sijil penyertaan.
- 7.2 Pemenang (tempat pertama, tempat kedua dan tempat ketiga) akan menerima sijil pencapaian, plak dan hadiah iringan.
- 7.3 Penentuan juara keseluruhan bagi kategori **sekolah menengah** ditentukan melalui jumlah pungutan bilangan pingat emas acara individu.
- 7.4 Jika terdapat jumlah pungutan pingat emas individu yang sama, penentuan johan keseluruhan akan dirujuk kepada pingat emas acara berkumpulan.

### 8.0 CADANGAN PELAN LANTAI KEDUDUKAN PESERTA



Petunjuk:

 Peserta

 Meja

 Jarak

**GARIS PANDUAN PERTANDINGAN eLIFEMAP  
MALAYSIA IT CHALLENGE FOR YOUTH WITH DISABILITIES (MITC)  
PERINGKAT KEBANGSAAN TAHUN 2021**

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## 1.0 TERMA DAN SYARAT PERTANDINGAN

- 1.1 Penyertaan adalah terbuka kepada semua murid berkeperluan khas (MBK) sekolah rendah dan sekolah menengah kategori Kurang Upaya Pendengaran (DE), Kurang Upaya Penglihatan (BL), Bermasalah Pembelajaran (LD), dan Kurang Upaya fizikal (PH).
- 1.2 Pertandingan ini dilaksanakan secara **individu**.
- 1.3 Peserta **WAJIB** menjawab sepuluh **(10) soalan** mengikut tempoh masa seperti jadual berikut:

KATEGORI PESERTA	PERISIAN	TEMPOH MASA
BL	<i>Microsoft Word 2016</i>	70 minit
LD, DE dan PH		50 minit

- 1.4 Soalan boleh dimuat turun dari pautan yang akan diberi semasa hari pertandingan.
- 1.5 Semua jawapan daripada peserta hendaklah dihantar ke alamat gmail penganjur yang akan diberikan semasa hari pertandingan.
- 1.6 Penyertaan peserta akan dibatalkan sekiranya melanggar syarat-syarat yang ditetapkan oleh Jawatankuasa Teknikal MITC Kebangsaan 2021.
- 1.7 Keputusan hakim adalah **MUKTAMAD**.

**GARIS PANDUAN PERTANDINGAN eTOOL  
MALAYSIA IT CHALLENGE FOR YOUTH WITH DISABILITIES (MITC)  
PERINGKAT KEBANGSAAN TAHUN 2021**

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**1.0 TERMA DAN SYARAT PERTANDINGAN**

- 1.1 Penyertaan adalah terbuka kepada semua murid berkeperluan khas (MBK) sekolah rendah dan sekolah menengah kategori Kurang Upaya Pendengaran (DE), Kurang Upaya Penglihatan (BL), Bermasalah Pembelajaran (LD), dan Kurang Upaya fizikal (PH).
- 1.2 Pertandingan ini dilaksanakan secara **individu**.
- 1.3 Peserta **WAJIB** menjawab semua **sepuluh (10)** soalan mengikut jadual berikut:

KATEGORI PESERTA	PERISIAN	TEMPOH MASA
BL	<i>Microsoft Excel 2016</i>	70 minit
BD, BP dan PH	<i>Microsoft Power Point 2016</i>	50 minit

- 1.4 Soalan boleh dimuat turun dari pautan yang akan diberi semasa hari pertandingan.
- 1.5 Semua jawapan daripada peserta hendaklah dihantar ke alamat gmail penganjur yang akan diberikan semasa hari pertandingan.
- 1.6 Penyertaan peserta akan dibatalkan sekiranya melanggar syarat-syarat yang ditetapkan oleh Jawatankuasa Teknikal MITC Kebangsaan 2021.
- 1.7 Keputusan hakim adalah **MUKTAMAD**.

**GARIS PANDUAN PERTANDINGAN eCONTENTS  
MALAYSIA IT CHALLENGE FOR YOUTH WITH DISABILITIES (MITC)  
PERINGKAT KEBANGSAAN TAHUN 2021**

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**1.0 TERMA DAN SYARAT PERTANDINGAN**

- 1.1 Penyertaan adalah terbuka kepada semua murid berkeperluan khas (MBK) sekolah rendah dan sekolah menengah kategori Kurang Upaya Pendengaran (DE), Kurang Upaya Penglihatan (BL), Bermasalah Pembelajaran (LD), dan Kurang Upaya fizikal (PH).
- 1.2 Pertandingan ini dilaksanakan secara **berkumpulan** yang melibatkan empat (4) orang MBK terdiri daripada kategori Kurang Upaya Pendengaran (DE), Kurang Upaya Penglihatan (BL), Bermasalah Pembelajaran (LD), dan Kurang Upaya fizikal (PH). dalam satu kumpulan.
- 1.3 Setiap kumpulan perlu menyediakan 2 unit komputer, 1 unit LCD dan 2 unit kamera web. Paparan LCD perlu dipancarkan ke layar atau kedudukan dalam lingkungan kamera web.
- 1.4 Peserta perlu memuat turun arahan tugas berdasarkan **lima** pilihan tugas yang diberi, seterusnya perlu memilih dan menyelesaikan **satu** tugas sahaja.
- 1.5 Peruntukan masa pertandingan adalah selama **110 minit**.
- 1.6 Setiap kumpulan dikehendaki menghasilkan video berdurasi **tiga hingga lima (3-5) minit** menggunakan perisian *Movie Maker* dan disimpan mengikut format \*mp4.
- 1.7 Peserta yang telah menyiapkan video pertandingan perlu memuat naik bahan melalui *google drive* penganjur pertandingan.
- 1.8 Setiap kumpulan dikehendaki membuat salinan tugas sebagai sandaran (*backup*).
- 1.9 Sesi Pembentangan adalah seperti berikut:
  - 1.9.1 Setiap kumpulan perlu membentangkan tugas mengikut jadual yang diberi.
  - 1.9.2 Papan cerita perlu dipaparkan semasa sesi pembentangan tugas.

1.9.3 Pembentangan tugas adalah menggunakan bahasa inggeris dan penggunaan bahasa isyarat tidak dibenarkan.

1.9.4 Tempoh pembentangan adalah selama lima hingga sepuluh (5 – 10) minit.

1.10 Penyertaan peserta akan dibatalkan sekiranya melanggar syarat-syarat yang ditetapkan oleh Jawatankuasa Teknikal MITC Kebangsaan 2020.

1.11 Keputusan hakim adalah **MUKTAMAD**.

### 3.0 PEMBAHAGIAN MARKAH ACARA eCONTENTS

#### 3.1 Kreativiti

ITEM	MARKAH	MATA	CATATAN
<i>Cara kerja kamera</i>	20		
<i>Simpati (Empati)</i>	20		<i>Mesej yang bermakna</i>
<i>Perkembangan cerita</i>	20		<i>Penceritaan yang teratur Pengenalan-Perkembangan-Klimaks- Penutup- muzik latar yang sesuai.</i>
<i>Keaslian</i>	20		<i>Keaslian idea</i>
<i>Kreativiti</i>	20		<i>Menarik</i>
<b>JUMLAH</b>	<b>100</b>		

#### 3.2 Kemahiran

ITEM	MARKAH	MATA	CATATAN
<i>Bilangan Video Dan Foto</i>	10		<i>2 Markah</i>
Tajuk	10		Asas: 5 mata, Tahap Maju: 10 mata
Kapsyen	10		Asas: 5 mata, Tahap Maju: 10 mata
Kredit	10		Asas: 5 mata, Tahap Maju: 10 mata
Animasi (Transisi)	10		Asas: 5 mata, Tahap Maju: 10 mata
Animasi ( <i>Pan and zoom</i> )	10		Asas: 5 mata, Tahap Maju: 10 mata
Kesan visual	10		<i>Asas: 5 mata, Tahap Maju: 10 mata</i>
Muzik	10		<i>Asas: 5 mata, Tahap Maju: 10 mata</i>
Penceritaan	10		<i>Asas: 5 mata, Tahap Maju: 10 mata</i>
Peruntukan masa	10		3 minit
<b>JUMLAH</b>	<b>100</b>		

### 3.3 Kerjasama

Persidangan		20		
Pertama	Komunikasi antara ahli kumpulan	20		<ul style="list-style-type: none"> <li>- Setiap ahli kumpulan memberikan Sumbangan</li> <li>- Setiap ahli kumpulan terlibat dalam perbincangan.</li> </ul>
	Peranan/ tugas setiap ahli kumpulan	20		
Kedua	Komunikasi antara ahli kumpulan	20		<ul style="list-style-type: none"> <li>- Setiap ahli kumpulan memberikan Sumbangan</li> <li>- Setiap ahli kumpulan terlibat dalam perbincangan.</li> </ul>
	Peranan/ tugas setiap ahli kumpulan	20		
<b>JUMLAH</b>		<b>100</b>		

### 3.4 Jumlah Keseluruhan

BIL.	PERKARA	JUMLAH
1.	Kreativiti	100
2.	Kemahiran	100
3.	Kerjasama	100
<b>JUMLAH KESELURUHAN</b>		<b>300</b>

**GARIS PANDUAN PERTANDINGAN eCREATIVE  
MALAYSIA IT CHALLENGE FOR YOUTH WITH DISABILITIES (MITC)  
PERINGKAT KEBANGSAAN TAHUN 2021**

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**1.0 TERMA DAN SYARAT PERTANDINGAN**

- 1.1 Penyertaan adalah terbuka kepada semua murid berkeperluan khas (MBK) sekolah rendah dan sekolah menengah kategori Kurang Upaya Pendengaran (DE), Kurang Upaya Penglihatan (BL), Bermasalah Pembelajaran (LD), dan Kurang Upaya fizikal (PH).
- 1.2 Pertandingan ini dilaksanakan secara **berkumpulan** yang melibatkan empat (4) orang MBK terdiri daripada kategori Kurang Upaya Pendengaran (DE), Kurang Upaya Penglihatan (BL), Bermasalah Pembelajaran (LD), dan Kurang Upaya fizikal (PH). dalam satu kumpulan.
- 1.3 Setiap kumpulan perlu menyediakan 2 unit komputer, 1 unit LCD dan 2 unit kamera web. Paparan LCD perlu dipancarkan ke layar atau kedudukan dalam lingkungan kamera web.
- 1.4 Peserta perlu memuat turun arahan tugas berdasarkan **lima** pilihan tugas yang diberi, seterusnya perlu memilih dan menyelesaikan **satu** tugas sahaja.
- 1.5 Peruntukan masa pertandingan adalah selama **4 jam (240 minit)**.
- 1.6 Setiap kumpulan dikehendaki menghasilkan satu video animasi menggunakan perisian *Scratch*.
- 1.7 Peserta yang telah menyiapkan tugas pertandingan perlu memuat naik bahan melalui *google drive* penganjur pertandingan.
- 1.8 Setiap kumpulan dikehendaki membuat salinan tugas sebagai sandaran (*backup*).
- 1.9 Sesi Pembentangan adalah seperti berikut:
  - 1.9.1 Setiap kumpulan perlu membentangkan tugas mengikut jadual yang diberi.
  - 1.9.2 Papan cerita perlu dipaparkan semasa sesi pembentangan tugas.
  - 1.9.3 Pembentangan tugas adalah menggunakan bahasa inggeris dan penggunaan bahasa isyarat tidak dibenarkan.

1.9.4 Tempoh pembentangan adalah selama lima hingga sepuluh (5 – 10) minit.

1.10 Penyertaan peserta akan dibatalkan sekiranya melanggar syarat-syarat yang ditetapkan oleh Jawatankuasa Teknikal MITC Kebangsaan 2021.

1.11 Keputusan hakim adalah **MUKTAMAD**.

## 2.0 PEMBAHAGIAN MARKAH

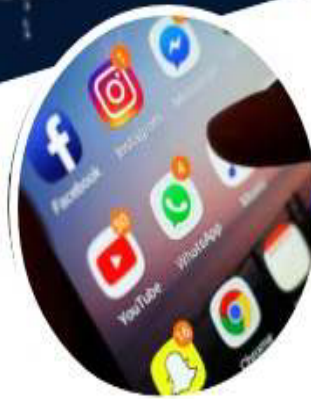
Bil	Perkara	Markah	Catatan
1.	Pendahuluan	5	
2.	Penutup	5	
3.	Elemen Statik	5	<i>-Latar belakang , watak, latar depan</i>
4.	Elemen dinamik	5	<i>-Watak animasi, latar belakang animasi, latar depan animasi, dialog animasi.</i>
5.	<i>Video out source</i>	5	
6.	Kesan bunyi	5	
7.	Naratif	5	
8.	Teks	5	
9.	Papan cerita	10	
10.	Kreativiti	30	<i>Idea/ jalan cerita/ aliran cerita/ nilai murni/ kesimpulan</i>
11.	Kerjasama	10	<i>Tugasan setiap ahli kumpulan</i>
12.	Pembentangan	10	
<b>Jumlah</b>		<b>100</b>	



KEMENTERIAN PENDIDIKAN MALAYSIA

# Guideline

**Malaysia IT Challenge For  
Youth With Disabilities (MITC)**



**SPECIAL EDUCATION DEPARTMENT  
MINISTRY OF EDUCATION MALAYSIA**

**2021**

## CONTENT

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## **MANAGEMENT GUIDE FOR NATIONAL LEVEL MALAYSIA *IT CHALLENGE* FOR YOUTH WITH DISABILITIES (MITC) COMPETITION, 2021**

### **1.0 INTRODUCTION**

- 1.1 These guidelines are distributed to all State Education Departments as a reference for National Level Malaysia *It Challenge For Youth With Disabilities* (MITC) Competition management in the form of online competitions.
- 1.2 These guidelines should be read in conjunction with the Movement Control Command (MCO) currently in force.
- 1.3 This competition is implemented so that the talent search and human capital development program for MBK can be continued for the year 2020 even in the COVID-19 pandemic phenomenon.
- 1.4 In 2021, this competition is open to Special Needs Students (MBK) of primary and secondary schools registered under the Ministry of Education Malaysia.

### **2.0 PARTICIPATION**

- 2.1 For primary school participation, each state is required to send four (4) participants representing the categories of Hearing Impaired (DE), Visually Impaired (BL), Learning Disabilities (LD), and Physical Disability (PH).
- 2.2 For secondary school participation, each state is required to send four (4) participants representing the categories of Hearing Impaired (DE), Visually Impaired (BL), Learning Disabilities (LD), and Physical Disability (PH).
- 2.3 The terms and conditions of this competition are subjected to the year 2021 only. Any amendments are in accordance with the current year's rule changes.

### 3.0 LIST OF COMPETITION

The following is a list of events, categories and number of participants competed using the online method:

#### PRIMARY SCHOOL

NUM	EVENTS	CATEGORY	PARTICIPANTS
1.	<b><i>e-LIFE MAP</i></b>	Individual (DE, BL, LD, dan PH)	4
2.	<b><i>e-TOOL</i></b>		

#### SECONDARY SCHOOL

NUM	EVENTS	CATEGORY	PARTICIPANTS
1.	<b><i>e-LIFE MAP</i></b>	Individual (DE, BL, LD, dan PH)	4
2.	<b><i>e-TOOL</i></b>		
3.	<b><i>e-CONTENTS</i></b>	Group (DE, BL, LD, dan PH)	
4.	<b><i>e-CREATIVE</i></b>		

### 4.0 TERMS AND CONDITIONS

- 4.1 Participation is open to MBK primary and secondary schools registered under the Ministry of Education Malaysia (MOE).

PARTICIPANTS	AGE
Primary School	10 to 14 years old (Year 2007 to year 2011)
Secondary School	13 to 20 years old (Year 2001 to year 2008)

- 4.2 The MITC MBK competition for Primary & Secondary Schools will be held in a video conference.

- 4.3 All competition events are held online at the district level to the state level, then representing the state to the national level.
- 4.4 The organizer reserves the right to cancel any entry that does not follow or meet the terms and conditions of the competition.
- 4.5 The Organizer is not responsible for any claims resulting from copyright infringement. Participants must be fully responsible either before, during or after the competition is conducted.
- 4.6 The secretariat must provide an online entry form (google form) with the following information:
  - 4.6.1 Full name;
  - 4.6.2 Identity card number;
  - 4.6.3 OKU card number (special education only);
  - 4.6.4 Gender;
  - 4.6.5 Religion;
  - 4.6.6 Age;
  - 4.6.7 Categories;
  - 4.6.8 Class name;
  - 4.6.9 Name of school;
  - 4.6.10 E-mail (gmail);
  - 4.6.11 Telephone number
- 4.7 All participants are required to attach a certified copy of identity card and OKU card during the online registration session.
- 4.8 Each participant is required to open a gmail account using the individual name of the participant as follows: full name of [participant\\_mitc2021@gmail.com](mailto:participant_mitc2021@gmail.com).
- 4.9 Each participant must master the skills of surfing the internet, gmail, google meet, google drive, google form, Movie Maker, MS Office and Scratch programs.
- 4.10 Specifications of each participating computer must be equipped with Movie Maker version 11 software, MS Office version 2016 and Scratch Program version 2.0.
- 4.11 The competition venue must have good and stable internet access.
- 4.12 Each participant needs to master English language skills well.

- 4.13 Participants are required to use English fully for each presentation session and the use of Sign Language is not allowed.
- 4.14 Participants must download all sets of questions on the day of the competition via the link provided.
- 4.15 Every work is ORIGINAL and without any element of plagiarism.
- 4.16 Participation is only open to participants who have never participated in-the Global IT Challenge for Youth With Disabilities (GITC) competition internationally. If it is found that a participant has participated in GITC, their participation will be CANCELED.
- 4.17 Participants are required to wear complete school uniforms during the competition.
- 4.18 The secretariat will inform the date for the video conference competition (video conference).

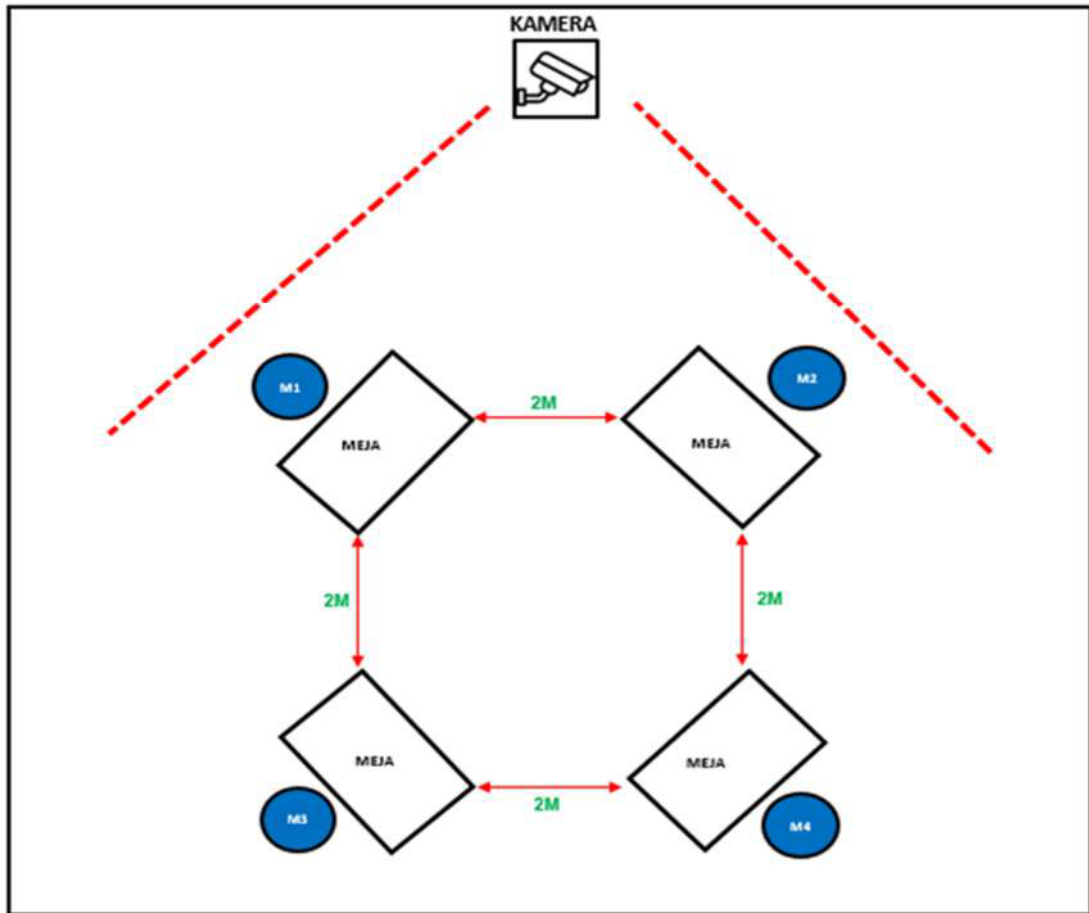
## **5.0 JURY EVALUATION**

- 5.1 Each entry will be go through evaluation processed by the jury appointed by organizers.
- 5.2 The jury panel's decision is FINAL and no appeal or objection will be considered.
- 5.3 The selection of the overall champion is determined by the number of gold medals won in an individual event only for the secondary school category.
- 5.4 If the total collections of gold medal in the individual events are the same, the overall champion will be selected to the group event gold medal.

## **6.0 PRIZES FOR WINNERS**

- 6.1 All participants will receive a certificate of participation
- 6.2 Winners (champion, runner-up and third) will receive certificates of achievement, plaques and accompanying prizes.

### 7.0 PROPOSED FLOOR PLAN POSITION OF PARTICIPANTS



Indication:

 Participants

 Table

 Distance

**GUIDELINE FOR NATIONAL LEVEL  
E-LIFE MAP COMPETITION GUIDELINES FOR NATIONAL LEVEL  
MALAYSIA IT CHALLENGE FOR YOUTH WITH DISABILITIES (MITC) 2021**

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## 1.0 TERMS AND CONDITIONS

- 1.1 Participation is open to all Special Needs (MBK) primary and secondary school students in the categories of Hearing Impaired (DE), Visually Impaired (BL), Learning Disabilities (LD), and Physical Disabilities (PH) who have computer equipment, webcam, microphone and stable internet access.
- 1.2 This competition is held individually.
- 1.3 Participants must answer ten(10) questions according to the time period shown on the table :

PARTICIPANT CATEGORY	SOFTWARE	DURATION
BL	<i>Microsoft Word 2016</i>	70 minit
LD,DE dan PH		50 minit

- 1.4 Questions can be downloaded from the link that will be given during the competition.
- 1.5 All answers from the contestants must be sent to the organizer's gmail address which will be given during the competition day.
- 1.6 Winners are selected based on the most accurate answers and are quickly received by the competition secretariat. Participants are only allowed to submit one answer only.
- 1.7 Each participant needs to master the skills of surfing the internet,gmail, google meet, google drive, google form, Movie Maker, MS Office and Scratch programs.
- 1.8 Each participant's personal computer must be equipped with Movie Maker version 11 software, MS Office version 2016 and Scratch version 2.0 program.

- 1.9 Participants will be disqualified if they violate the conditions set by the National MITC Technical Committee 2021.
- 1.10 The judge's decision is FINAL.

## **2.0 COMPETITION MEDIUM**

- 2.1 The competition must be conducted entirely in online live streaming using the following virtual application:

**Google Meet** : Online Competition Room

- 2.2 Participants are not allowed to use mobile phones / smart phones as a competition medium to avoid interruptions during the competition.
- 2.3 The head of the contingent or accompanying teacher shall ensure that all mediums and equipment to be used by the participants are functionally properly. Therefore, the school, PPD and JPN are advised to conduct a rehearsal session to ensure the smooth running of the mock test of all participants representing their respective schools, districts and states.
- 2.4 The secretariat (PPD / JPN / KPM) must ensure that all mediums and technical equipment, especially those that will be used by the participants and the jury function properly.
- 2.5 Each competition room must be equipped with at least two (2) cameras (webcam).
- 2.6 Each participant must use a computer equipped with a webcam and a microphone with stable internet access.
- 2.7 Participants must be online 30 minutes before the competition begins to be given briefing of the competition orally and by using sign language.

**GUIDELINE FOR NATIONAL LEVEL  
E-TOOL MAP COMPETITION  
MALAYSIA IT CHALLENGE FOR YOUTH WITH DISABILITIES (MITC) 2021**

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## 1.0 TERMS AND CONDITIONS

- 1.1 Participation is open to MBK with Learning Disabilities (BP), Hearing Impaired (KUD), Visually Impaired (KUL) and Physical Disability (PH) which have stable computer equipment, webcams, microphones and internet access.
- 1.2 This competition is held individually
- 1.3 Participants must answer all ten(10) questions according to the following table:

<b>PARTICIPANTS CATEGORY</b>	<b>SOFTWARE</b>	<b>DURATION</b>
BL	<i>Microsoft Excel 2016</i>	70 minit
BD, BP dan PH	<i>Microsoft Power Point 2016</i>	50 minit

- 1.4 The question can be downloaded using the link given on the day of the competition
- 1.5 All answers from the contestants must be sent to the organizer's gmail address which will be given during the competition day.
- 1.6 Winners are selected based on the most accurate answers. Participants are only allowed to submit one answer only.
- 1.7 Each participant is required to open a gmail account using the individual name of the participant as follows; full name \_ mitc2021@gmail.com
- 1.8 Each participant needs to master the skills of surfing the internet, gmail, google drive, google form, Movie Maker, MS Office and Scratch programs.
- 1.9 Each participant needs a personal computer specification equipped with Movie Maker vision 11 software, MS Office vision 2016 and Scratch vision 2.0 program

- 1.10 Participants will be disqualified if they violate the conditions set by the national MITC Technical Committee 2021.
- 1.11 The judge decision's is FINAL.

## **2.0 PARTICIPATION**

- 2.1 Each state is required to send a maximum of 4 primary school participants and 4 secondary school participants which is 1 entry for each category.
- 2.2 Participation in this competition is implemented for individual categories.

## **3.0 COMPETITION MEDIUM**

- 3.1 The competition must be conducted entirely in online live streaming using the following virtual application:

**Google Meet** : Online Competition Room

- 3.2 Participants are not allowed to use mobile phones / smart phones as a competition medium to avoid interruptions during the competition.
- 3.3 The head of the contingent or accompanying teacher shall ensure that all mediums and equipment to be used by the participants are functionally properly. Therefore, the school, PPD and JPN are advised to conduct a rehearsal session to ensure the smooth running of the mock test of all participants representing their respective schools, districts and states.
- 3.4 The secretariat (PPD / JPN / KPM) must ensure that all mediums and technical equipment, especially those that will be used by the participants and the jury function properly.
- 3.5 Each competition room must be equipped with at least two (2) cameras (webcam).
- 3.6 Each participant must use a computer equipped with a webcam and a microphone with stable internet access.
- 3.7 Participants must be online 30 minutes before the competition begins to be given briefing of the competition orally and by using sign language.

**GUIDELINE FOR NATIONAL LEVEL  
E-CONTENTS COMPETITION  
MALAYSIA IT CHALLENGE FOR YOUTH WITH DISABILITIES (MITC) 2021**

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**1.0 TERMS AND CONDITIONS**

- 1.1 Participation is open to all students with special needs (MBK) Learning Disabilities (LD), Hearing Impaired (DE), Visually Impaired (BL) and Physical Disability (PH) who have computer equipment, webcams, microphones and stable internet access.
- 1.2 This competition is conducted in groups involving four (4) MBK people consisting of one (1) Learning Disability (LD), one (1) Hearing Impaired (DE), one (1) Visually Impaired (BL) and one ( 1) Physical Disability (PH)
- 1.3 The competition will be held in a closed room that accommodates five (5) individuals consisting of 4 participants and 1 computer technician with physical imprisonment in accordance with the Standard Operating Procedure (SOP) of the Movement Control Order (PKP) in force
- 1.4 Each group must provide 2 units of computer, 1 unit of LCD and 2 units of webcam. The LCD display should be projected onto a screen or position within the webcam.
- 1.5 Participants need to download assignment instructions based on the five task options given, then need to select and complete only one task.
- 1.6 Time allocated for this competition is **110 minutes**.
- 1.7 Each group is required to produce a video lasting three to five (3-5) minutes using Movie Maker software and saved it according to the mp4 format.
- 1.8 Participants who have completed the video need to upload the material via organizer google drive.
- 1.9 Each group is required to make a copy of the assignment as a backup.
- 1.10 The Presentation Session is as follows:
  - 1.10.1 Each group should present the assignment according to the given schedule.

- 1.10.2 Storyboards should be displayed during the assignment presentation session.
- 1.10.3 Presentation of assignments is in English and the use of Sign Language is not allowed.
- 1.10.4 The presentation period is for five to ten (5 - 10) minutes.
- 1.11 All answers from the contestants must be sent to the organizer's gmail address which will be given during the competition day.
- 1.12 Winners are selected based on the most accurate answers. Participants are only allowed to submit one answer only.
- 1.13 Each participant is required to open a gmail account using the Individual name of the participant as follows; full name \_mitc2021@gmail.com
- 1.14 Each participant needs to master the skills of surfing the internet, gmail, google drive, google form, Movie Maker, MS Office and Scratch programs.
- 1.15 Each participant needs a personal computer specification equipped with Movie Maker vision 11 software, MS Office vision 2016 and Scratch vision 2.0 program.
- 1.16 Participants will be disqualified if they violate the conditions set by the national MITC Technical Committee 2021.
- 1.17 The judge decision's is FINAL

## **2.0 COMPETITION MEDIUM**

- 2.1 The competition must be conducted entirely in online live streaming using the following virtual application:  
  
**Google Meet** : Online Competition Room
- 2.2 Participants are not allowed to use mobile phones / smart phones as a competition medium to avoid interruptions during the competition.
- 2.3 The head of the contingent or accompanying teacher shall ensure that all mediums and equipment to be used by the participants are functionally properly. Therefore, the school, PPD and JPN are advised to conduct a rehearsal session to ensure the smooth running of the mock test of all participants representing their respective schools, districts and states.

- 2.4 The secretariat (PPD / JPN / KPM) must ensure that all mediums and technical equipment, especially those that will be used by the participants and the jury function properly.
- 2.5 Each competition room must be equipped with at least two (2) cameras (webcam).
- 2.6 Each participant must use a computer equipped with a webcam and a microphone with stable internet access.
- 2.7 Participants must be online 30 minutes before the competition begins to be given briefing of the competition orally and by using sign language.

### 3.0 E-CONTENT MARKS DISTRIBUTIONS

#### 3.1 Creativity

Item	Marks	Score	Notes
<i>Camera Work</i>	20		
<i>Sympathy (Empathy)</i>	20		<i>Meaningful Message</i>
<i>Story Development</i>	20		<i>Well-organized story (Introduction-Development-Turn-Conclusion) ,Appropriate background music</i>
<i>Originality</i>	20		<i>Original idea</i>
<i>Interests</i>	20		<i>Humorous</i>
<b>Total</b>	<b>100</b>		

#### 3.2 Skills

<b>Number of videos and photos</b>	<b>10</b>		<b>2 points per number</b>
<i>Add Title</i>	10		<i>Basic: 5 points, Advanced: 10 points</i>
<i>Add Caption</i>	10		<i>Basic: 5 points, Advanced: 10 points</i>
<i>Add Credits</i>	10		<i>Basic: 5 points, Advanced: 10 points</i>
<i>Animation(Transition)</i>	10		<i>Basic: 5 points, Advanced: 10 points</i>
<i>Animation(Pan and zoom)</i>	10		<i>Basic: 5 points, Advanced: 10 points</i>
<i>Visual Effects</i>	10		<i>Basic: 5 points, Advanced: 10 points</i>
<i>Add Music</i>	10		<i>Basic: 5 points, Advanced: 10 points</i>
<i>Add Narration</i>	10		<i>Basic: 5 points, Advanced: 10 points</i>
<i>Time compliance</i>	10		3 minutes
<b>Total</b>	<b>100</b>		

### 3.3 Teamwork

Conference		20		
1st	Communication between team members	20		- Contribution of each youth with disabilities - Discussion of 4 participants
	Team member's role assignment	20		
2nd	Communication between team members	20		- Contribution of each youth with disabilities - Discussion of 4 participants
	Team member's role assignment	20		
<b>2nd</b>		<b>100</b>		

### 3.4 Overall totals

Num.	Items	Totals
1.	Creativity	100
2.	Skills	100
3.	Teamwork	100
<b>Overall totals</b>		<b>300</b>

**GUIDELINE FOR NATIONAL LEVEL  
E-CREATIVE COMPETITION  
MALAYSIA IT CHALLENGE FOR YOUTH WITH DISABILITIES (MITC) 2021**

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**1.0 TERMS AND CONDITIONS**

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- 1.2 This competition is conducted in groups involving four (4) MBK people consisting of one (1) Learning Disability (LD), one (1) Hearing Impaired (DE), one (1) Visually Impaired (BL) and one (1) Physical Disability (PH).
- 1.3 The competition will be held in a closed room that accommodates five (5) individuals consisting of 4 participants and 1 computer technician with physical imprisonment in accordance with the Standard Operating Procedure (SOP) of the Movement Control Order (PKP) in force.
- 1.4 Each group must provide 2 units of computer, 1 unit of LCD and 2 units of webcam. The LCD display should be projected onto a screen or position within the webcam.
- 1.5 Participants need to download assignment instructions based on the five task options given, then need to select and complete only one task.
- 1.6 Time allocated for this competition is 4 hours **(240 minutes)**.
- 1.7 Each group is required to produce a video lasting three to five (3-5) minutes using Movie Maker software and saved it according to the mp4 format.
- 1.8 Participants who have completed the video need to upload the material via organizer google drive.
- 1.9 Each group is required to make a copy of the assignment as a backup.
- 1.10 The Presentation Session is as follows:
  - 1.10.1 Each group should present the assignment according to the given schedule.
  - 1.10.2 Storyboards should be displayed during the assignment presentation session.

- 1.10.3 Presentation of assignments is in English and the use of Sign Language is not allowed.
- 1.10.4 The presentation period is for five to ten (5 - 10) minutes.
- 1.11 All answers from the contestants must be sent to the organizer's gmail address which will be given during the competition day.
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- 1.15 Each participant needs a personal computer specification equipped with Movie Maker vision 11 software, MS Office vision 2016 and Scratch vision 2.0 program.
- 1.16 Participants will be disqualified if they violate the conditions set by the national MITC Technical Committee 2021.
- 1.17 The judge decision's is FINAL

## **2.0 COMPETITION MEDIUM**

- 2.1 The competition must be conducted entirely in online live streaming using the following virtual application:  
  
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- 2.4 The secretariat (PPD / JPN / KPM) must ensure that all mediums and technical equipment, especially those that will be used by the participants and the jury function properly.

- 2.5 Each competition room must be equipped with at least two (2) cameras (webcam).
- 2.6 Each participant must use a computer equipped with a webcam and a microphone with stable internet access.
- 2.7 Participants must be online 30 minutes before the competition begins to be given briefing of the competition orally and by using sign language.

### 3.0 E-CREATIVE MARKS DISTRIBUTION

Num.	Items	Marks	Notes
1.	Introduction	5	
2.	Closure	5	
3.	Static Element	5	- <i>Background, Character, Foreground</i>
4.	Dynamic Element	5	- <i>Animate character, animate background, animate foreground, animate wording.</i>
5.	<i>Video out source</i>	5	
6.	Sound/Effect	5	
7.	Narrative	5	
8.	Texts	5	
9.	Storyboard	10	
10.	Creativity	30	<i>Idea/storyline/flow/moral/summary</i>
11.	Teamwork	10	<i>Tasking</i>
12.	Presentation	10	
<b>Total</b>		<b>100</b>	