ZULFHIKAR RABE

Australia Malaysia Virtual PhD Internship Program - 2023

The Effectiveness of E-Bot Quake Game Module on Conceptual Understanding and Earthquake Readiness Among School Students

Thesis Outline

This study evaluates the effectiveness of the E-Bot Quake Game Module in enhancing students' conceptual understanding and preparedness for earthquakes. A true-experimental design was used, revealing significant improvements in learning outcomes.

Supervisors & Institutions

Assoc. Prof. Dr. Soon Singh A/L Bikar Singh
Universiti Malaysia Sabah

Assoc. Prof. Dr. Gillian Kidman
Monash University

Future Goals

I aim to advance disaster education research by integrating technology to enhance student learning, develop innovative tools, collaborate globally and influence policies to improve earthquake preparedness in schools, ensuring safer learning environments.

AMVPIP Experience

AMVPIP was an enriching experience that broadened my research perspectives through collaboration with Australian experts. I gained insights into innovative methodologies, enhanced academic networking and developed interdisciplinary skills. The program fostered cross-cultural exchanges that refined my research approach, particularly in disaster education. It also strengthened m y confidence in conducting impactful research that contributes to both local and global education policies.

Key Takeaways

1) AMVPIP provided opportunities to collaborate with Australian researchers, broadening my perspective on disaster education and innovative teaching methodologies.
2) Gained valuable insights into integrating technology in education, particularly in developing game-based learning for earthquake preparedness.
3) Engaging with international experts strengthened my ability to conduct impactful research while understanding diverse educational contexts and policies.